S&V&GE MONSTERS

Conversion by Zadmar (work in progress)

Aasimar

Aasimar

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d4–2, Healing d8, Knowledge (Religion)

d6, Persuasion d8, Notice d6, Faith d10

Charisma: -; Pace: 6; Parry: 2; Toughness: 8 (2) Gear: Scale mail (+2), heavy mace (Str+d6; AP 2), light crossbow (Shooting; range 12/24/48; 2d6; AP 1) Edges: Arcane Background (Miracles), Holy Warrior Powers: Boost Trait (bless), Detect Arcana (sense magic), Greater Healing, Banish (undead)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Energy Resistances: -1 damage from acid, cold and electricity.

Abaia

Abaia

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Repair d12+1, Swimming d12, Notice d12+1, Stealth d10, Spellcasting d10 Charisma: +2; Pace: 4; Parry: 8; Toughness: 18 (3) Edges: Arcane Background (Magic), Strong Willed,

Trademark Weapon (bite)

Powers: Beast Friend, Obscure (fog)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Constrict.

• Tail Slap: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Aballonian

Aballonian

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d10, Climbing d12+2, Knowledge (Engineering) d10, Notice d10, Stealth d10, Shooting d8 Charisma: -; Pace: 8; Parry: 7; Toughness: 9 (2) Edges: Frenzy, Quick, Strong Willed, Trademark Weapon

(claw)

Special Abilities

• Armour +2: Tough chassis.

• Claws: Str+d6: Grab.

• Spark: Shooting; range 4/8/16; 2d6; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Weakness: Sunlight dependency.

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

Aboleth

Aboleth

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12+2

Skills: Fighting d6, Intimidation d12, Repair d10, Swimming d12+3, Notice d12, Spellcasting d8

Charisma: +2; Pace: 2; Parry: 5; Toughness: 17 (3) Edges: Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (tentacle)

Powers: Confusion (hypnotic pattern), Disguise (illusion), Obscure (illusion), Puppet

Special Abilities

• Armour +3: Slimy skin.

• Tentacles: Str+d8; Reach 1"; Slime.

• Darkvision: No vision penalties for darkness (range

• Aquatic: Swimming Pace of 15", and cannot drown.

• Slime: Make a Vigor roll, on a failure reduce Vigor by 1

• **Size +5:** Twenty-five feet long; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2

Abyss Gigas

Abyss Gigas

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d10,

Strength d12+6, Vigor d12+3

Skills: Fighting d12, Intimidation d12+3, Climbing d12+5, Knowledge (Planes) d12+3, Survival d12+4, Notice d12+4, Stealth d6, Throwing d10, Spellcasting d12

Charisma: -; Pace: 12; Parry: 8; Toughness: 23 (4) Gear: Masterwork adamantine warhammer (Str+d6; AP

2), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Dispel, Fear, Obscure (darkness), Puppet (living humanoids only), Telekinesis

Special Abilities

• Armour +4: Ebon skin.

• Bite: Str+d8; Wrenching Spasms.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 20").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Humanoid: Affected by spells that only work on

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunity: Electricity.

• Energy Resistances: -2 damage from acid, cold, fire and sonic.

• Wrenching Spasms: Make a Vigor roll at -1 or suffer a level of Fatigue.

• Size +10: Fifty feet tall; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Abyssal Harvester

Abyssal Harvester

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+7, Vigor d12+4

Skills: Fighting d12, Intimidation d12+3, Knowledge (Planes) d12+2, Survival d12+4, Notice d12+5, Spellcasting d6

Charisma: -; Pace: 4; Parry: 8; Toughness: 25 (5) Edges: Alertness, Arcane Background (Magic), Frenzy, Improved Frenzy, Quick, Sweep, Trademark Weapon (tentacle)

Powers: Banish (plane shift self)

Special Abilities

• Armour +5: Leathery flesh.

• Tentacles: Str+d10; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

Strength roll to escape.

- Evil: Affected by powers and abilities that work on evil creatures.
- Immunity: Poison.
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -4 damage from physical attacks, except those caused by cold iron weapons.
- Size +10: Forty feet tall; Toughness +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Abyssal Larva

Abyssal Larva

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Viaor d6

Skills: Fighting d4, Notice d6, Stealth d6, Shooting d4 Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (1) **Special Abilities**

- Armour +1: Pale flesh.
- Bite: Str+d6; +2 acid damage.
- Maggot Spray: Shooting; range 4/8/16; 2d6; Sickened.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- **Immunity:** Mind-affecting effects.
- Energy Resistances: -1 damage from acid, cold and
- Endurance: +2 to Soak rolls.

Abyssal Wolf

Abyssal Wolf

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Tracking d8, Notice d8, Stealth d6 Charisma: +2; Pace: 10; Parry: 7; Toughness: 12 (2)

Edges: Level Headed, Strong Willed

Special Abilities

- Armour +2: Blackish-blue fur.
- Bite: Str+d6; Go for the Throat.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a raise.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Paralyzing Gaze: All creatures within 12" must make a Spirit roll to resist.

• Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size +2: Five feet tall; Toughness +2.

Achaierai

Achaierai

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d8, Climbing d12, Swimming d12, Notice

d10, Stealth d8

Charisma: +1; Pace: 10; Parry: 6; Toughness: 10 (2)

Edges: Combat Reflexes, Dodge, Improved Dodge

Special Abilities

• Armour +2: Oily feathers.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Size +2: Fifteen feet tall; Toughness +2.

Adamantine Wasp Swarm

Adamantine Wasp Swarm

Rank: Heroic

Attributes: Agility d12+2, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d8 damage

within a MBT), Notice d4 Charisma: -; Pace: 1; Parry: 4; Toughness: 5

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 2.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Poison: Swarm inflicts poison if foe is Shaken or

wounded.

Adaro

Adaro

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Tracking d8, Swimming d12+1, Notice d8, Stealth d10, Throwing d6 Charisma: -; Pace: 2; Parry: 7; Toughness: 7 (1) Gear: Spear (Str+d6; Reach 1"; Parry +1; Poison), spear

(Throwing; range 3/6/12; Str+d6) **Edges:** Trademark Weapon (spear)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on humanoids.

• Amphibious: Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on

• Poison: Spear inflicts poison if foe is Shaken or wounded.

Addanc

Addanc

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d10, Tracking d12, Swimming d6, Notice

d12, Stealth d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 12 (2)

Edges: Ambidextrous Tactics: Two Weapons **Special Abilities** • Armour +2: Fur.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

- **Hold Breath:** Can hold breath for Vigor x 10 minutes.
- Hardy: A second Shaken result doesn't become a wound.
- Size +3: Seven feet long; Toughness +3.

Addu

Addu

Rank: Legendary

Attributes: Agility d12, Smarts d6 (A), Spirit d8,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Swimming d12+3, Notice d12+2 Charisma: -; Pace: 2; Parry: 8; Toughness: 23 (4)

Edges: Strong Willed Special Abilities

• Armour +4: Brightly-coloured scales.

Bite: Str+d8.Claw: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Aquatic: Swimming Pace of 15", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 gas damage.

• Immunity: Poison.

Energy Resistance: -6 damage from fire.
Size +10: Fifty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

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Adherer

Adherer

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

a8, Vigor a8

Skills: Fighting d6, Climbing d10, Repair d4, Notice d6,

Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Combat Reflexes, Frenzy

Special Abilities

• Armour +1: Adhesive flesh.

• Slams: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range

12").

• Adhesive Flesh: Attackers who successfully hit must make a Strength roll or lose their weapon (or become pinned if using a natural weapon).

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

Adlet

Adlet

Rank: Heroic

Attributes: Agility d12+3, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Climbing d10, Healing d6, Survival d12+1, Tracking d12+1, Swimming d8, Notice d10, Stealth d10, Spellcasting d6

Charisma: -; Pace: 8; Parry: 9; Toughness: 10 (2)

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Edges: Ambidextrous, Arcane Background (Magic), Dodge, Hard to Kill, Level Headed, Trademark Weapon (spear)

Powers: Blast (ice storm), Bolt (ray of frost), Entangle (sleet storm), Flight (wind walk), Obscure (fog cloud)

Special Abilities

• Armour +2: Snowy fur.

• Bite: Str+d6; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Arctic Stride: Snow and ice is not treated as difficult ground.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 cold damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

Aeon

Akhana

Rank: Veteran

Attributes: Agility d12+2, Smarts d10, Spirit d12+1, Strength d12+1, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Healing d12+1, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Repair d12+1, Notice d12+1, Stealth d12+1, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed

Powers: Healing (cure wounds)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 8" and Climb -1.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Cold and poison.

• **Energy Resistances:** –2 damage from electricity and fire.

• Size -1: Reduces Toughness by -1.

Bythos

Rank: Legendary

Attributes: Agility d12, Smarts d12+2, Spirit d12+3,

Strength d12+2, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+4, Repair d12+4, Notice d12+4, Stealth d12+2,

Spellcasting d12

Charisma: +4; Pace: -; Parry: 8; Toughness: 14 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Improved Frenzy, Level Headed, Ouick

Powers: Banish (plane shift self), Quickness, Slow, Teleport

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; +2 cold damage; Aging Strike.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 18").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 2.

• Hardy: A second Shaken result doesn't become a wound.

• Confusion Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Cold and poison.

• Energy Resistances: -2 damage from electricity and fire.

• Endurance: +2 to Soak rolls.

• Size +3: Thirteen feet tall; Toughness +3.

Paracletus

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4, Intimidation d8, Knowledge (Arcana) d8, Knowledge (Planes) d8, Notice d8, Stealth d10, Spellcasting d6

Charisma: -; Pace: -; Parry: 4; Toughness: 4 Edges: Arcane Background (Magic), Strong Willed

Powers: Divination Special Abilities

• Slam: Str+d4; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 2.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Cold and poison.

• **Energy Resistances:** –2 damage from electricity and fire.

Pleroma

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+4,

Strength d12+2, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+4, Healing d12+4, Knowledge (Arcana) d12+10, Knowledge (Nature) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Knowledge (Engineering) d12+9, Repair d12+4, Notice d12+8, Stealth d12+4, Faith d12

Charisma: +4; Pace: -; Parry: 9; Toughness: 15 (3) Edges: Alertness, Arcane Background (Miracles), Combat Reflexes, Dodge, Improved Dodge, Holy Warrior, Level Headed, Quick, Strong Willed

Powers: Banish, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (illusion), Dispel, Elemental Manipulation (earth), Elemental Manipulation (water), Entangle (plant growth), Mind Reading, Obscure (darkness), Puppet, Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

• Touch: Str+d6; +2 energy damage.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• Hardy: A second Shaken result doesn't become a wound

• Immunities: Cold and poison.

• **Energy Resistances:** –2 damage from electricity and fire.

• Size +3: Increases Toughness by +3.

Theletos

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d12, Repair d10, Notice d12, Stealth d12, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2) **Edges:** Arcane Background (Magic), Dodge, Frenzy, Level Headed, Strong Willed

Powers: Dispel, Lower Trait (curse), Puppet

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Tentacles: Str+d6; Reach 1"; Fate Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb -1.

• Immunities: Cold and poison.

• Energy Resistances: -2 damage from electricity and

Aerial Servant

Aerial Servant

Rank: Legendary

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12+1, Notice d12+2, Stealth d12+3 Charisma: -; Pace: 12; Parry: 8; Toughness: 9 (1) Edges: Alertness, Combat Reflexes, Frenzy, Level Headed Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d8: Constrict.

• Darkvision: No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 wind blast damage.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Afanc

Afanc

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Swimming d10, Notice d10 Charisma: -; Pace: -; Parry: 8; Toughness: 17 (2)

Edges: Alertness, Strong Willed

Special Abilities

• Armour +2: Blue scales.

• Bite: Str+d8. • Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size +7: Twenty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Agathion

Avoral

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d10, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Persuasion d8, Repair d10, Riding d8, Notice d12+2, Stealth d12+1, Spellcasting d8

Charisma: +1; Pace: 8; Parry: 7; Toughness: 11 (2) Edges: Arcane Background (Magic), Dodge, Frenzy, Trademark Weapon (claw)

Powers: Beast Friend, Bolt (lightning bolt), Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Pummel (wind), Teleport (dimension door)

Special Abilities

• Armour +2: Feathers.

• Claws: Str+d6.

• Wings: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• Flight: Flying Pace of 18" and Climb 2.

• Good: Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• Energy Resistances: -2 damage from cold and sonic.

• Physical Resistance: -3 damage from physical attacks, except those caused by either evil or silver weapons.

Bishop

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d8, Vigor d6

Skills: Fighting d10, Intimidation d6, Healing d6, Knowledge (Geography) d8, Knowledge (Nature) d8, Knowledge (Planes) d10, Survival d10, Swimming d10,

Notice d10, Stealth d10, Spellcasting d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 6 (1) Edges: Arcane Background (Magic), Frenzy, Level Headed Powers: Beast Friend, Boost Trait (bless), Divination, Elemental Manipulation (water), Light (dancing lights) **Special Abilities**

• Armour +1: Natural armour.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fear: Anyone who sees this creature must make a Fear

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and sonic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either evil or silver weapons.

Cetaceal

Rank: Legendary

Attributes: Agility d12, Smarts d8, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Healing d12+2, Knowledge (Arcana) d12+2, Knowledge (Nature) d12+1, Knowledge (Planes) d12+2, Persuasion d10, Swimming d12+1, Notice d12+4, Stealth d12+3, Spellcasting d8

Charisma: +2; Pace: 2; Parry: 8; Toughness: 13 (4) Gear: Shocking burst shortspear (Str+d6; +2 electricity damage)

Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Ouick

Powers: Beast Friend, Bolt (lightning bolt), Dispel, Entangle, Greater Healing, Healing (cure wounds), Mind Reading, Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

- Tail Slap: Str+d6; Push; Knockback.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Electricity, cold and petrification.
- Energy Resistance: -2 damage from sonic.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both evil and silver.

* Draconal

Rank: Epic

Attributes: Agility d8, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+4, Healing d12+4, Knowledge (Arcana) d12+4, Knowledge (Nature)

d12+4, Knowledge (Religion) d12+5, Knowledge (Planes) d12+6, Persuasion d12+3, Repair d12+4, Notice d12+10, Stealth d12+2, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 17 (4) Edges: Alertness, Arcane Background (Miracles), Dodge, Improved Dodge, Holy Warrior, Level Headed, Strong Willed

Powers: Banish (plane shift self), Barrier (whirling blades), Beast Friend, Blast (earthquake), Blast (lightning storm), Bolt (lightning bolt), Boost Trait (bless), Deflection (forcefield), Dispel, Entangle, Fear, Greater Healing, Healing (cure wounds), Lower Trait (curse), Mind Reading, Obscure (fog), Pummel (wind), Teleport

Special Abilities

- Armour +4: Natural armour.
- Bite: Str+d8; +2 energy damage.
- Claws: Str+d8; +2 energy damage.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 24" and Climb 0.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 damage.
- Immunities: Electricity and petrification.
- **Energy Resistances:** –2 damage from cold and sonic.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both evil and silver.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Leonal

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Repair d12, Tracking d12+1, Notice d12+1, Stealth d12+3, Spellcasting d8

Charisma: -; Pace: 12; Parry: 8; Toughness: 11 (3) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, War Cry

Powers: Beast Friend, Blast (fireball), Entangle, Greater Healing, Healing (cure wounds), Mind Reading

Special Abilities

- Armour +3: Golden fur.
- Bite: Str+d6; Grab.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and sonic.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both evil and silver.

Silvanshee

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d6, Climbing d8, Knowledge (Arcana) d6, Knowledge (Planes) d6, Notice d10, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 3
Edges: Arcane Background (Magic), Level Headed
Powers: Beast Friend, Divination, Light (dancing lights),
Teleport (dimension door)

Special Abilities

Bite: Str.Claws: Str.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Flight: Flying Pace of 18" and Climb 2.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and sonic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either evil or silver weapons.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Vulpinal

Rank: Seasoned

Attributes: Agility d10, Smarts d12, Spirit d8, Strength

d6, Vigor d10

Skills: Fighting d10, Knowledge (Arcana) d12+2,

Knowledge (Planes) d12+2, Repair d12, Notice d10, Stealth d12+1, Spellcasting d12

Charisma: +1; Pace: 6; Parry: 7; Toughness: 8 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick

Powers: Armor, Beast Friend, Invisibility, Teleport (dimension door)

Special Abilities

- Armour +2: Permanent armour spell.
- Bite: Str+d4.Claws: Str+d4.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and sonic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either evil or silver weapons.
- Size -1: Three feet tall; Toughness -1.

Agogwe

Agogwe

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d10, Stealth d12 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Special Abilities

• Armour +1: Mottled fur.

Bite: Str+d4.Slams: Str+d4.

- **Darkvision:** No vision penalties for darkness (range 12").
- Fast Runner: Roll d8 when running instead of d6.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- Size -1: Reduces Toughness by -1.

Ahlinni

Ahlinni

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d8 **Skills:** Fighting d6, Climbing d12, Notice d8, Stealth d6 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 8 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Feathers.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Impale:** +4 damage if move 6" or more in straight line before attacking.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 gas damage.

• Energy Resistance: -2 damage from sonic.

Ahuizotl

Ahuizotl

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d8, Swimming d12+1, Notice d4, Stealth

d8

Charisma: +1; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claw: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size +2: Nine feet long; Toughness +2.

Akaruzug

Akaruzug

Rank: Epic

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+5, Notice d4

Charisma: -; Pace: -; Parry: 10; Toughness: 17 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

Claws: Str+d8.Body Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Physical Resistance: -4 damage from physical

attacks, except those caused by good weapons.

• Size +4: Fifteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Akata

Akata

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d10

Skills: Fighting d4, Climbing d8, Tracking d4, Notice d4,

Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 7

Edges: Level Headed Special Abilities

• **Bite:** Str+d6; Void Bite.

• Tentacles: Str+d6; Reach 1".

• **Darkvision:** No vision penalties for darkness (range 24").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Cold, disease and poison.

• Weaknesses: Deaf and salt water.

• Energy Resistance: -6 damage from fire.

• **Void Bite:** Make a Vigor roll or become afflicted with Void Death. This is treated as if the character had the Terminally III Hindrance, except that 2d4 hours after death they will rise again as a void zombie.

Akhlut

Akhlut

Rank: Legendary

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d12+1, Tracking d12, Swimming d12+1,

Notice d12, Stealth d12, Spellcasting d4

Charisma: -; Pace: 8; Parry: 8; Toughness: 20 (4) Edges: Arcane Background (Magic), Dodge, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Obscure (fog)
Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; +2 cold damage; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite

attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Cold.
- Weakness: Fire (double damage).
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Twenty-two feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ala

Ala

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d10, Climbing d10, Survival d10, Notice d12, Stealth d12+1, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2) **Edges:** Alertness, Arcane Background (Magic), Hard to

Powers: Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; Poison.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Fear −1: Anyone who sees this creature must make a Fear check at −1.
- Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.
- **Humanoid:** Affected by spells that only work on humanoids.
- Flight: Flying Pace of 6" and Climb 3.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunity: Electricity.
- Poison: Bite inflicts poison if foe is Shaken or wounded.

Algoid

Algoid

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d10, Psionics d4 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2) Edges: Arcane Background (Psionics), Frenzy, Strong Willed, Trademark Weapon (slam)

Powers: Stun (mind blast cone), Bolt (energy push), Detect Arcana (sense psionics)

Special Abilities

- Armour +2: Rough skin.
- Slams: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Immunities: Electricity and fire.
- Weakness: Water.
- **Physical Resistance:** –2 damage from physical attacks, except from those that are both bludgeoning and magical.

Allip

Allip

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d8, Stealth

d8

Charisma: +1; Pace: -; Parry: 4; Toughness: 7

Edges: Level Headed, Quick

Special Abilities

- **Incorporeal Touch:** Victims must make a Spirit roll or suffer a level of Fatique.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Babble:** All sane creatures within 12" must make a Spirit roll or become entranced until they are attacked, snapped out of it by an ally (as a normal action), or next draw a hearts card for initiative. Entranced creatures are unable to perform any actions (including movement), but each creature can only be affected by the aura once per scene.
- **Madness:** Anyone attempting to read, control or contact the mind of this creature suffers an automatic level of Fatigue.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 3.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Al-mi'raj

Al-Mi'Raj

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Survival d4, Tracking d6, Notice d6,

Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 4

Special Abilities

• Horn: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Teleport:** Can teleport up to 12" as a normal action.
- Blink: As a free action you can rapidly blink back and forth between the material and ethereal plane until your next turn. Attacks made against you suffer a -2 penalty (or inflict -2 damage for area-effect attacks) unless they are able to harm creatures on both planes.
- Gore: +4 damage if move 6" or more in straight line before attacking.
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• Immunity: Poison.

• Size -1: Reduces Toughness by -1.

Psionic Al-Mi'Raj

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8,

Stealth d10, Psionics d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 4

Edges: Arcane Background (Psionics)

Powers: Elemental Manipulation (air), Flight (levitate),

Light/Obscure (control light), Telekinesis

Special Abilities • Horn: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Teleport:** Can teleport up to 12" as a normal action.

• Blink: As a free action you can rapidly blink back and forth between the material and ethereal plane until your next turn. Attacks made against you suffer a -2 penalty (or inflict -2 damage for area-effect attacks) unless they are able to harm creatures on both planes.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• Immunity: Poison.

• Size -1: Reduces Toughness by -1.

Alraune

Alraune

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d12, Knowledge (Nature) d8, Notice d12+1, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 (4) Edges: Alertness, Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed

Powers: Barrier (thorns), Blind (glitterdust), Divination (commune with nature), Entangle, Mind Reading, Puppet Special Abilities

• Armour +4: Natural armour.

• Vines: Str+d6; Reach 1"; Constrict; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• Captivate: As a free action, all living creatures within 6" must make a Spirit roll (at -2 if they are sexually attracted to females), if they fail then they cannot perform any actions (including movement) on their next turn. A successful Spirit roll renders the creature immune for 24

- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +3: Increases Toughness by +3.

Alseid

Alseid

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Nature) d4, Survival d8, Tracking d8, Notice d8, Stealth d8, Shooting

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1) **Gear:** Studded leather armour (+1), longspear (Str+d6; Reach 1"; Parry +1), composite shortbow (Shooting; range 12/24/48; 2d6)

Edges: Beast Master, Marksman, Woodsman

Special Abilities

- Darkvision: No vision penalties for darkness (range
- Trackless: Leaves no tracks in its natural environment.
- Humanoid: Affected by spells that only work on humanoids.

Aluum

Aluum

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 6; Parry: 8; Toughness: 16 (4)

Edges: Frenzy **Special Abilities** • Armour +4: Natural armour.

• Slams: Str+d8; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Wail:** Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +4: Fourteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Amoeba

Giant Amoeba

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d10

Skills: Fighting d6, Climbing d8, Swimming d8 Charisma: -; Pace: 2; Parry: 5; Toughness: 6 Special Abilities

• Slam: Str+d4; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size -1: Reduces Toughness by -1.

Amoeba Swarm

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength

d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d4, Swimming d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 6
Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Amphisbaena

Amphisbaena

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Climbing d10, Tracking d10,

Swimming d10, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2)

Edges: Frenzy, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Immunities: Petrification and Gang Up bonuses.

• Energy Resistance: -2 damage from cold.

• Poison: Bites inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +2: Fourteen feet long; Toughness +2.

Amphisbaena Basilisk

Rank: Veteran

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 9 (2)

Edges: Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• Hardy: A second Shaken result doesn't become a

wound.

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunity: Gang Up bonuses.

• Energy Resistance: -2 damage from cold.

Amphisbaena Encepalon Gorger

Rank: Heroic

Attributes: Agility d8, Smarts d12+1, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d12+1, Knowledge (Local) d12+2, Knowledge (Planes) d12+2, Persuasion

d10, Survival d10, Notice d12+3, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +2: Hairless skin.

• Claws: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with −2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Madness:** Anyone attempting to read, control or contact the mind of this creature suffers an automatic level of Fatigue.

• Immunity: Gang Up bonuses.

• Energy Resistance: -2 damage from cold.

Andrenjinyi

Andrenjinyi

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d12, Strength

d12+4, Vigor d12+3

Skills: Fighting d12, Intimidation d12+6, Climbing d12+7, Knowledge (Nature) d12+1, Tracking d12+2, Swimming d12+7, Notice d12+2, Spellcasting d6 **Charisma:** +4; **Pace:** 12; **Parry:** 8; **Toughness:** 22 (3)

Edges: Arcane Background (Magic), Combat Reflexes **Powers:** Beast Friend, Divination (commune with nature), Elemental Manipulation (earth), Elemental Manipulation (water), Entangle (plant growth), Growth (animals), Obscure (fog)

Special Abilities

• Armour +3: Brilliant scales.

• **Bite:** Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for

downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Outsider (Native): This ability is only important for certain spells.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Amphibious:** Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunity:** Mind-affecting effects.
- Energy Resistances: -4 damage from acid, cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.
- **Size +10**: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Android

Android

Rank: Novice

Attributes: Agility d10, Smarts d8, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d6, Knowledge (Local) d6, Knowledge (Engineering) d4, Lockpicking d8, Notice d6, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Gear: Leather armour (+1), rapier (Str+d4; Parry +1)

Edges: Sneak Attack, Thief

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Immunities: Sleep, disease, fear, fatigue and emotion—based effects.

Angel

Astral Deva

Rank: Heroic

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+3, Knowledge (Religion) d12+1, Knowledge (Planes) d12+2, Persuasion d12+3, Repair d12+2, Notice d12+3, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 12 (4) Gear: Disrupting warhammer (Str+d6; AP 2; Knockback) Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Strong Willed, Trademark Weapon (warhammer)

Powers: Banish (plane shift self), Barrier (whirling blades), Detect Arcana (see invisibility), Dispel, Fear, Greater Healing, Healing (cure wounds), Invisibility

Special Abilities

- Armour +4: Natural armour.
- Slam: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Holy Aura: Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- Flight: Flying Pace of 20" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Acid, cold and petrification.
- **Energy Resistances:** –2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.
- Endurance: +2 to Soak rolls.

Balisse Angel

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12

Skills: Fighting d10, Knowledge (Religion) d12,

Knowledge (Planes) d12, Persuasion d12+1, Notice d12, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 7; Toughness: 10 (2)

Gear: Flaming heavy mace (Str+d6; AP 2)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Level Headed, Quick

Powers: Banish (plane shift self), Dispel, Fear, Healing (cure wounds), Invisibility

Special Abilities

• Armour +2: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 12" and Climb 1.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Acid, cold and petrification.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

Cassisian

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4, Knowledge (Religion) d4, Knowledge (Planes) d4, Persuasion d4, Notice d6, Stealth d8, Spellcasting d4

Charisma: -; Pace: -; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Strong Willed

Powers: Divination Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Holy Aura: Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 12" and Climb 3.
- **Good:** Affected by powers and abilities that work on good creatures.
- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.
- Immunities: Acid, cold and petrification.
- **Energy Resistances:** –2 damage from electricity and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or evil weapons.
- Size -1: Reduces Toughness by -1.

Chalkydri

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Healing d12+1, Knowledge (Religion) d12, Knowledge (Planes) d12+1, Persuasion d12+1, Survival d12+1, Notice d12+2, Stealth d12+1, Throwing d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 11 (3) Gear: Flaming longsword (Str+d8; +2 fire damage),

flaming javelin (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Arcane Background (Magic), Level Headed, Sweep, Strong Willed, Trademark Weapon (longsword) **Powers:** Banish (plane shift self), Boost Trait (bless), Detect Arcana (see invisibility), Dispel, Fear, Greater Healing, Healing (cure wounds), Invisibility, Obscure (fog cloud), Summon Ally

Special Abilities

- Armour +3: Coppery skin.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 18" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Acid, cold, petrification and death magic.
- **Energy Resistances:** –2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

Choral Angel

Rank: Veteran

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Religion) d12, Knowledge (Planes) d12, Persuasion d12, Notice d12, Shooting d6, Spellcasting d10

Charisma: +2; Pace: 8; Parry: 6; Toughness: 7 (2) Edges: Alertness, Arcane Background (Magic), Level Headed

Powers: Banish (plane shift self), Dispel, Fear, Healing (cure wounds), Invisibility

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d4.
- Piercing Hymn: Shooting; opposed by Agility; 2d10;
- +2 sonic damage; Deafen; Cone Template.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Acid, cold and petrification.
- Energy Resistances: -2 damage from electricity and

ire.

- **Physical Resistance:** –2 damage from physical attacks, except those caused by evil weapons.
- Endurance: +2 to Soak rolls.
- Size -1: 3½ feet tall; Toughness -1.

Empyreal

Rank: Heroic

Attributes: Agility d12, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Healing d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d12+2, Survival d12+1, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 14 (3) Gear: Flaming longsword (Str+d8; +2 fire damage) Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Trademark Weapon (longsword) Powers: Banish (plane shift self), Barrier (whirling blades), Bolt (scorching ray), Dispel, Fear, Greater Healing, Healing (cure wounds), Invisibility

Special Abilities • Armour +3: Natural armour.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 14" and Climb 2.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Acid, cold, petrification and death magic.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.
- **Size +3:** Increases Toughness by +3.

Monadic Deva

Rank: Heroic

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+1, Vigor d12

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Survival d12+2, Swimming d12+4, Notice d12+4, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 11 (3)

Gear: Morningstar (Str+d8; Solid Blow)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Banish (plane shift self), Dispel, Entangle, Fear, Greater Healing, Healing (cure wounds), Invisibility

Special Abilities

• Armour +3: Smooth skin.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 18" and Climb 2.
- **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Good:** Affected by powers and abilities that work on good creatures.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunities:** Electricity, acid, fire, cold, petrification and death magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.
- Endurance: +2 to Soak rolls.

Movanic Deva

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d12

d12, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d12+1, Survival d12+1, Notice d12+3, Stealth d12+1, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 6; Toughness: 11 (3) Gear: Flaming greatsword (Str+d10; Parry -1; +2 fire damage)

Edges: Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Banish (plane shift self), Dispel, Fear, Healing (cure wounds), Invisibility

Special Abilities

- Armour +3: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 12" and Climb 2.
- **Good:** Affected by powers and abilities that work on good creatures.
- **Immunities:** Electricity, acid, fire, cold, petrification and death magic.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by evil weapons.
- Endurance: +2 to Soak rolls.

Planetar

Rank: Legendary

Attributes: Agility d12, Smarts d12+2, Spirit d12+3,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Healing d12+3, Knowledge (History) d12+2, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Persuasion d12+4, Repair d12+3, Notice d12+4, Stealth d12+1, Faith d12 **Charisma:** +4; **Pace:** 6; **Parry:** 7; **Toughness:** 17 (4)

Gear: Holy greatsword (Str+d10; Parry -1)

Edges: Arcane Background (Miracles), Holy Warrior, Level Headed, Quick, Sweep, Strong Willed

Powers: Banish, Banish (plane shift self), Barrier (whirling blades), Barrier (wind), Blast (fire storm), Blast (earthquake), Boost Trait (bless), Boost Trait (Vigor), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Fear, Greater Healing, Healing (cure wounds), Invisibility, Mind Reading (speak with dead), Summon Ally **Special Abilities**

- Armour +4: Emerald skin.
- Slam: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 18" and Climb 2.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Change Form:** Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Acid, cold and petrification.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.
- Endurance: +2 to Soak rolls.
- Size +4: Nine feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Solar

Rank: Epic

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+3, Strength d12+3, Vigor d12+4

Skills: Fighting d12+2, Knowledge (History) d12+5, Knowledge (Nature) d12+5, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+5, Repair d12+5, Survival d12+5, Notice d12+5, Stealth d12+2, Shooting d12+1, Faith d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 18 (4) Gear: Dancing greatsword (Str+d10; Parry -1), composite longbow (Shooting; range 15/30/60; 2d6; Add Strength On Raise)

Edges: Arcane Background (Miracles), Dodge, Improved Dodge, Holy Warrior, Level Headed, Quick, Sweep, Strong Willed

Powers: Banish, Banish (plane shift self), Barrier (whirling blades), Barrier (wind), Blast (fire storm), Blast (earthquake), Blast (lightning storm), Boost Trait (bless), Boost Trait (Vigor), Boost Trait (Strength), Burst (prismatic spray), Deflection (entropic shield), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Divination, Fear, Greater Healing, Healing (cure wounds), Invisibility, Intangibility, Mind Reading (speak with dead), Slumber, Summon Ally

Special Abilities

- Armour +4: Metallic skin.
- Slam: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 30" and Climb 2.
- Arcane Resistance: +6 to resist opposed magic, and
- +6 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Acid, cold and petrification.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both legendary and evil.
- Endurance: +2 to Soak rolls.
- Size +4: Nine feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Angelic Guardian

Angelic Guardian

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d6.Wings: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.

- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 0.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.
- Immunity: Fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

Animal lord (cat)

*Cat Lord (Panther Form)

Rank: Legendary

Attributes: Agility d12+3, Smarts d12, Spirit d10,

Strength d12+2, Vigor d12+1

Skills: Fighting d12+2, Climbing d12+7, Healing d12+2, Knowledge (Nature) d12+2, Survival d12+2, Swimming d8, Notice d12+4, Stealth d12+7, Shooting d12+1, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 11 (3) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Quick, Strong Willed, War Cry, Trademark Weapon (claws)

Powers: Beast Friend, Deflection (blur), Greater Healing, Invisibility, Intangibility, Quickness, Summon Ally, Teleport (dimension door)

Special Abilities

- Armour +3: Natural armour.
- Claws: Str+d6; Grab.
- Bite: Str+d6.
- Spit: Shooting; range 3/6/12; 2d4; Blindness.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 40").
- Outsider (Native): This ability is only important for certain spells.
- Immortality: Reforms after a period of time if killed.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
 Change Form: Can assume an alternate form as a
- normal action.
- Immunities: Mind-affecting effects and psionics.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both magical and cold iron.

***Cat Lord (Human Form)**

Rank: Legendary

Attributes: Agility d12+3, Smarts d12, Spirit d10,

Strenath d12+2, Vigor d12

Skills: Fighting d12+2, Climbing d12+7, Healing d12+2, Knowledge (Nature) d12+2, Survival d12+2, Swimming d8, Notice d12+4, Stealth d12+7, Spellcasting d12

Charisma: +4; **Pace:** 12; **Parry:** 10; **Toughness:** 10 (2)

Gear: Keen wounding rapier (Str+d4; Parry +1; Bleed) **Edges:** Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Strong Willed, Trademark Weapon (claws)

Powers: Deflection (blur), Greater Healing, Invisibility, Intangibility, Quickness, Summon Ally, Teleport (dimension door)

Special Abilities

- Armour +2: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 40").
- Outsider (Native): This ability is only important for certain spells.
- Immortality: Reforms after a period of time if killed.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Immunities:** Mind-affecting effects and psionics.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both magical and cold iron.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Animal lord (mouse)

*Mouse Lord (Human Form)

Rank: Heroic

Attributes: Agility d12+3, Smarts d12+1, Spirit d12,

Strength d10, Vigor d10

Skills: Fighting d12+1, Climbing d12+4, Knowledge (Nature) d12+1, Persuasion d12+1, Survival d12+1, Swimming d12+2, Notice d12+3, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 8 (1) Gear: Leather armour (+1), speed dagger (Str+d4) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick

Powers: Confusion, Deflection (displacement),

Intangibility, Summon Ally, Teleport

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- Outsider (Native): This ability is only important for certain spells.
- Immortality: Reforms after a period of time if killed.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Mind-affecting effects and psionics.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both magical and cold iron.

*Mouse Lord (Mouse Form)

Rank: Heroic

Attributes: Agility d12+3, Smarts d12+1, Spirit d12,

Strength d12, Vigor d12

Skills: Fighting d12+1, Climbing d12+5, Knowledge (Nature) d12+1, Persuasion d12+1, Survival d12+1, Swimming d12+2, Notice d12+3, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 10 (2) Edges: Alertness, Arcane Background (Magic), Combat

Reflexes, Level Headed, Quick

Powers: Confusion, Deflection (displacement), Intangibility, Summon Ally, Teleport

Special Abilities

- Armour +2: Black fur.
- Bite: Str+d6; Disease.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- Outsider (Native): This ability is only important for certain spells.
- Immortality: Reforms after a period of time if killed.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Mind-affecting effects and psionics.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both magical and cold iron.
- **Disease:** Make a Vigor roll or become afflicted.

Animate dream

Animate Dream

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12, Notice d12+1, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: -; Parry: 7; Toughness: 6 Edges: Arcane Background (Magic), Dodge, Improved Dodge, Strong Willed

Powers: Confusion, Fear (phantasmal killer), Slumber, Teleport (dimension door)

Special Abilities

- **Incorporeal Touch:** Str+d6; +2 necromantic damage; Nightmare Curse.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 3.

Advanced Animate Dream

Rank: Heroic

Attributes: Agility d12+2, Smarts d8, Spirit d12,

Strength d6, Vigor d12

Skills: Fighting d10, Intimidation d12+2, Knowledge (Planes) d12+1, Notice d12+1, Stealth d12+2,

Spellcasting d8

Charisma: +4; Pace: -; Parry: 7; Toughness: 8
Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Strong Willed

Powers: Confusion, Fear (phantasmal killer), Slumber, Teleport (dimension door)

Special Abilities

• **Incorporeal Touch:** Str+d6; +2 necromantic damage; Nightmare Curse.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 3.

Animated object

Arcane Ballista

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4, Shooting d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 14 (2)

Special Abilities

• Armour +2: Solid construction.

• Slam: Str+d8.

• **Bolt:** Shooting; range 12/24/48; 2d6; +2 fire damage; Range.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brass Juggernaut

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+4, Vigor d12+2 **Skills:** Fighting d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 20 (3)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Machine Soldier

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d4, Strength

d12, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d4, Shooting d6 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2) **Gear:** Masterwork longsword (Str+d8), masterwork short sword (Str+d6), masterwork light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Two-Fisted, Trademark Weapon (longsword)

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Electricity (double damage).

Shrine Stone, Animated

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+4, Vigor d12+2 **Skills:** Fighting d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 20 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ankheg

Ankheg

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Special Abilities

- Armour +2: Natural armour.
- **Bite:** Str+d6; +2 acid damage; Grab.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Burrow: Can burrow and reappear within 4".
- Endurance: +2 to Soak rolls.
- Size +2: 10 feet long; Toughness +2.

Ankou

Ankou

Rank: Heroic

Attributes: Agility d12+3, Smarts d10, Spirit d12,

Strength d12+3, Vigor d12+2

Skills: Fighting d8, Intimidation d12+2, Knowledge (Nature) d12+1, Knowledge (Planes) d12+1, Notice

d12+2, Stealth d12+2, Spellcasting d10

Charisma: +4: Pace: -: Parry: 6: Toughness: 16 (3) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed, Sneak Attack

Powers: Burst (prismatic spray), Obscure (darkness),

Teleport

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8.

• Tail: Str+d8; Bleed.

- Blindsense: Can sense and approximately pinpoint things within 24", attacks using blindsense are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Shadow Doubles: Once per day as a free action, this creature can conjure up to four shadowy duplicates of itself. These duplicates are identical to the original creature except that they are always Extras, their Toughness is reduced by 2, and they cannot use any spell-like powers or summon duplicates of their own.
- Flight: Flying Pace of 18" and Climb 3.
- Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ant

Giant Ant Drone

Attributes: Agility d8, Smarts d4 (M), Spirit d10, Strength d12, Vigor d12+1

Skills: Fighting d6, Climbing d10, Survival d6, Tracking d8, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab.

• **Sting:** Str+d6; Poison.

- Darkvision: No vision penalties for darkness (range
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Flight: Flying Pace of 6" and Climb 0.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Immunity:** Mind-affecting effects.
- Poison: Sting inflicts poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.

Giant Ant Queen

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d12+2, Vigor d12+3

Skills: Fighting d6, Climbing d12, Survival d6, Tracking

d8. Notice d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 15 (3) **Special Abilities**

- Armour +3: Natural armour.
- Bite: Str+d6; Grab.
- Stina: Str+d6: Poison.
- Darkvision: No vision penalties for darkness (range 12").
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Immunity: Mind-affecting effects.
- Poison: Sting inflicts poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.
- Size +3: Nine feet long; Toughness +3.

Giant Ant Soldier

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Climbing d10, Survival d6, Tracking d6, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6; Grab.Sting: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or

wounded.

• Endurance: +2 to Soak rolls.

Army Ant Swarm

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d8 damage within a MBT), Climbing d10, Tracking d6, Notice d6 Charisma: -; Pace: 6; Parry: 4; Toughness: 6 Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Giant Ant Worker

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Climbing d10, Survival d6, Tracking

d6, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 4".

• **Immunity:** Mind-affecting effects.

• Endurance: +2 to Soak rolls.

Giant Ant Lion

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (3)

Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Burrow:** Can burrow and reappear within 2".

• Burrow: Can burrow and reappear within 2"

• Immunity: Mind-affecting effects.

• Size +2: Increases Toughness by +2.

Giant Adult Ant Lion

Rank: Veteran

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d12+2, Vigor d12 **Skills:** Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 16 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12")

• Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.
Flight: Flying Pace of 12" and Climb 2.

• Immunity: Mind-affecting effects.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Velvet Ant Swarm

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Climbing d10, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• Poison: Swarm inflicts poison if foe is Shaken or

Apparition

Apparition

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d10, Knowledge

(Religion) d10, Notice d12, Stealth d10

Charisma: +1; Pace: -; Parry: 4; Toughness: 7

Edges: Level Headed, Strong Willed

Tactics: No melee attacks

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Lifesense: Can sense and accurately pinpoint living creatures within 12".

• Ethereal: Intangible and can only be hurt by magical attacks.

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weaknesses: Resurrection vulnerability and powerless in sunlight.

Arach

Arach

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d10, Climbing d12+1, Repair d8, Notice

d12+1, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 9 (2) Edges: Arcane Background (Magic), Level Headed, Strong

Willed, Two-Fisted Powers: Summon Ally Tactics: Two Weapons **Special Abilities**

• Armour +2: Thick carapace.

• Bite: Str+d6. • Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Humanoid: Affected by spells that only work on

humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

Aranea

Aranea

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Climbing d12, Knowledge (Arcana) d8,

Notice d8, Stealth d8

Charisma: +1; Pace: 10; Parry: 6; Toughness: 8 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Permanent armour spell.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Change Form: Can assume an alternate form as a normal action.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Arcanoplasm

Arcanoplasm

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8,

Vigor d12+2

Skills: Fighting d6, Climbing d12+1, Repair d12+1,

Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2) **Edges:** Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• **Slam:** Str+d6; +2 acid damage; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• Absorb Spells: Automatically absorbs the Power Points of spells cast at it. These may be used to fuel other abilities, or to heal damage as a free action (4 Power Points removes Shaken status or 1 wound).

• Mimic Spells: This creature can mimic any spell cast within 6" as its next action, using its Spirit as the arcane

• Mage Sense: Can sense the presence and approximate location of spellcasters within 15".

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging and

• Size +2: Increases Toughness by +2.

Archer Bush

Archer Bush

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d4, Notice d4, Stealth d10, Throwing d6 Charisma: -; Pace: 2; Parry: 4; Toughness: 7 (1)

Edges: Trademark Weapon (thorns)

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• **Thorns:** Throwing; range 3/6/12; Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size -1: Reduces Toughness by -1.

Archon

Harbinger Archon

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4, Knowledge (Religion) d6, Knowledge (Planes) d6, Persuasion d8, Notice d8, Spellcasting d6 **Charisma:** –; **Pace:** –; **Parry:** 4; **Toughness:** 3

Gear: Blades (Str+d4)

Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Divination, Healing (cure wounds), Light

(dancing lights) **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by evil weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Hound Archon

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Intimidation d10, Survival d12, Tracking d12, Notice d10, Stealth d10, Spellcasting d6 **Charisma:** –; **Pace:** 8; **Parry:** 2; **Toughness:** 7 (2) **Edges:** Arcane Background (Magic), Level Headed, Strong Willed

willed

Powers: Teleport Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Good:** Affected by powers and abilities that work on good creatures.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Electricity and petrification.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

Lantern Archon

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4–2, Knowledge (Planes) d4, Persuasion

d6, Notice d6, Spellcasting d4

Charisma: -; Pace: -; Parry: 2; Toughness: 5 (1) Edges: Arcane Background (Magic), Level Headed

Powers: Teleport

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• Light Rays: Shooting; range 12/24/48; 2d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

• Size -1: Reduces Toughness by -1.

Legion Archon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d8, Intimidation d12, Knowledge (Religion) d10, Persuasion d12, Survival d8, Notice d10, Throwing d6, Spellcasting d6

Charisma: +2; Pace: 8; Parry: 5; Toughness: 11 (3) Gear: Full plate (+3), flaming burst greatsword (Str+d10; Parry -1; +2 fire damage), flaming javelin (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Arcane Background (Magic), Trademark Weapon (greatsword)

Powers: Teleport
Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 18" and Climb 0.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by evil weapons.

Shield Archon

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12+3

Skills: Fighting d8, Intimidation d12, Knowledge (Religion) d12, Persuasion d12, Survival d12, Notice d12,

Stealth d12, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3) Gear: Full plate (+3), shortspear (Str+d6), medium shield (+1 Parry)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Strong Willed

Powers: Deflection (forcefield), Teleport

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 18" and Climb 1.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

• Size +2: Nine feet tall; Toughness +2.

Spyglass Archon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Knowledge (Planes) d8, Notice d8,

Stealth d10, Shooting d4, Spellcasting d6

Charisma: -; Pace: 8; Parry: 2; Toughness: 6 (1) Gear: Leather armour (+1), masterwork longsword (Str+d8), masterwork short sword (Str+d6), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Arcane Background (Magic), Sneak Attack, Two-Fisted

Powers: Deflection (entropic shield), Deflection (forcefield), Obscure (darkness), Teleport

Tactics: Two Weapons
Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 1.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by evil weapons.

Star Archon

Rank: Legendary

Attributes: Agility d12, Smarts d12+1, Spirit d12+2,

Strength d12+2, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+4, Healing d12, Knowledge (Religion) d12+3, Persuasion d12+4, Repair d12+3, Survival d12+1, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 16 (3) Gear: Full plate (+3), holy starknife (Str+d8), medium shield (+1 Parry)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Sweep, Strong Willed

Powers: Smite (Evil), Blast (fire storm), Burst (prismatic spray), Dispel, Greater Healing, Healing (cure wounds), Teleport

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 24" and Climb 2.

• **Good:** Affected by powers and abilities that work on good creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Electricity, fire, fear and petrification.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

• Size +3: Increases Toughness by +3.

Trumpet Archon

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d12+1,

Strength d12+1, Vigor d12+3

Skills: Fighting d12, Knowledge (Religion) d12+1, Persuasion d12+3, Notice d12+2, Stealth d12+1, Faith d12

Charisma: +2; Pace: 8; Parry: 7; Toughness: 12 (3)

Gear: Greatsword (Str+d10; Parry −1)

Edges: Arcane Background (Miracles), Combat Reflexes,

Holy Warrior, Level Headed, Quick, Sweep

Powers: Banish, Banish (plane shift self), Boost Trait

(bless), Boost Trait (Strength), Boost Trait (Spirit), Deflection (forcefield), Detect Arcana (sense magic), Dispel (invisibility only), Greater Healing, Healing (cure wounds), Teleport

Special Abilities

• Armour +3: Marble-coloured skin.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• Physical Resistance: -3 damage from physical attacks, except those caused by evil weapons.

Argorth

Argorth

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Climbing d12+6, Swimming d12+6,

Notice d12+1

Charisma: +4; Pace: 8; Parry: 7; Toughness: 21 (4) **Edges:** Combat Reflexes, Sweep, Trademark Weapon (bite)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Tail Slam: Str+d8.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 24").

• Death Throes: Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Wail: Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 9", and +2 to

• Immunities: Mind-affecting effects, gaze attacks and visual effects.

• Energy Resistances: -2 damage from acid and cold.

• Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Argorth, Cinder Scourge

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Climbing d12+6, Swimming d12+6,

Notice d12+1

Charisma: +4; Pace: 8; Parry: 7; Toughness: 21 (4) **Edges:** Combat Reflexes, Sweep, Trademark Weapon

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Tail Slam: Str+d8.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 24").

• **Death Throes:** Immediately after being incapacitated. this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Wail: Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Cold, mind-affecting effects, gaze attacks and visual effects.

• Energy Resistances: -2 damage from acid and fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Armadillo

Armadillo

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4–2, Tracking d8, Swimming d4, Notice

d8

Charisma: -; Pace: 6; Parry: 2; Toughness: 4 (1) Special Abilities

- Armour +1: Overlapping scales.
- Claws: Str.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Burrow: Can burrow and reappear within 2".
- Size -2: 21/2 feet long; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Arrowhawk

Arrowhawk

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d8. Viaor d6

Skills: Fighting d10, Knowledge (Planes) d10, Survival

d10, Notice d10, Stealth d12, Shooting d8

Charisma: -; Pace: -; Parry: 7; Toughness: 7 (2)

Edges: Dodge Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Electricity Ray: Shooting; range 12/24/48; 2d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

Flight: Flying Pace of 12" and Climb 3.
Immunities: Electricity, acid and poison.

• Energy Resistances: -2 damage from cold and fire.

Asakku

Asakku

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d12+1, Knowledge (Nature) d12, Knowledge (Religion) d10, Knowledge

(Planes) d10, Survival d10, Notice d12

Charisma: +4; Pace: 4; Parry: 6; Toughness: 9 (2) Edges: Alertness, Ambidextrous, Frenzy, Level Headed

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d8.

• Tail: Str+d8; Poisonous Lash.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for

certain spells.

- **Deflection:** Ranged attacks against this creature suffer a -2 penalty.
- Flight: Flying Pace of 14" and Climb 2.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Energy Resistances:** –2 damage from cold and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.
- Poison: Inflict poison if foe is Shaken or wounded.

Ascomoid

Ascomoid

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatigue.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by piercing weapons.
- Poison: Inflict poison if foe is Shaken or wounded.
- Size +2: Increases Toughness by +2.

Asrai

Asrai

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d6, Knowledge (Nature) d6, Repair d6, Swimming d12, Notice d6, Stealth d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4 (1)

Edges: Arcane Background (Magic)

Powers: Bolt (ray of frost), Detect Arcana (sense magic), Light (dancing lights), Obscure (fog cloud), Puppet (living humanoids only), Shrink, Slumber, Stun (daze), Summon Ally

Special Abilities

- Armour +1: Blue skin.
- Touch: Str; +2 cold damage.
- Low Light Vision: No penalties for dim or dark lighting.
- Aquatic: Swimming Pace of 12", and cannot drown.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Immunity: Cold.
- Weakness: Water dependency.

- **Physical Resistance:** -2 damage from physical attacks, except those caused by cold iron weapons.
- Size -2: One foot tall; Toughness -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Assassin Bug

Giant Assassin Bug

Rank: Veteran

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d8, Vigor d10

Skills: Fighting d6, Climbing d12, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Dull carapace.

• Claws: Str+d6.

• Bite: Str+d6; Liquefy Organs.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 10" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

Assassin Vine

Assassin Vine

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4, Stealth d8

Charisma: -; Pace: 1; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Gnarled bark.

• Slam: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Energy Resistances: -2 damage from cold and fire.

• Size +2: Twenty feet long; Toughness +2.

Astral Shark

Astral Shark

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Knowledge (Planes) d8, Survival d10,

Tracking d12, Notice d12, Stealth d10

Charisma: -; Pace: 12; Parry: 6; Toughness: 11 (2) Edges: Strong Willed, Trademark Weapon (bite) Special Abilities

• Armour +2: White skin.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Immunity: Gang Up bonuses.

• Size +2: Twelve feet long; Toughness +2.

Asura

Adhukait

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Planes)

d8, Notice d12+1, Stealth d12, Spellcasting d6

Charisma: +1; Pace: 8; Parry: 6; Toughness: 9 (2)

Gear: Masterwork kukris (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Frenzy, Quick

Powers: Deflection (blink between dimensions), Flight (feather fall), Summon Ally, Teleport, Wall Walker

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Disease, poison, Gang Up bonuses and curses.

• **Energy Resistances:** –2 damage from acid and electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Aghasura

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d10, Tracking d12+1, Swimming d12+1, Notice d12+1, Stealth d8, Spellcasting d6

Charisma: +4; Pace: 7; Parry: 8; Toughness: 19 (2)

Gear: Breastplate (+2), masterwork scimitars (Str+d8; Poison)

Edges: Ambidextrous, Arcane Background (Magic), Frenzy, Quick, Sweep, Improved Sweep, Two-Fisted, Trademark Weapon (scimitar)

Powers: Obscure (darkness), Summon Ally, Teleport

Tactics: Two Weapons
Special Abilities

• Bite: Str+d8; Grab; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease, poison and curses.
- Energy Resistances: -2 damage from acid and electricity.
- **Poison:** Masterwork scimitars and bite inflict poison if foe is Shaken or wounded.
- Size +8: Thirty feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Asurendra

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strongth d12+5, Vigor d12+5

Strength d12+5, Vigor d12+5

Skills: Fighting d12+3, Intimidation d12+5, Climbing d12+2, Knowledge (Arcana) d12+4, Knowledge (History) d10, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12+4, Repair d12+4, Tracking d12+6, Swimming d12+2, Notice d12+6, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 21 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Sweep, Improved Sweep

Powers: Barrier (whirling blades), Dispel, Obscure (darkness), Speak Language, Summon Ally, Teleport **Special Abilities**

• **Armour +3:** Natural armour.

• Bite: Str+d8; Grab; Poison.

• Claws: Str+d8; Curse.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Flight: Flying Pace of 10" and Climb 3.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease, poison, shapechanging, Gang Up bonuses and curses.
- Energy Resistances: -2 damage from acid and electricity.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +8: Nineteen feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Tripurasura

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d6, Knowledge (Planes) d8, Repair d6, Notice d10, Stealth d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 3 Edges: Arcane Background (Magic), Dodge

Powers: Detect Arcana (sense magic), Divination, Flight (levitate), Wall Walker

Special Abilities

• Sting: Str; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Disease, poison and curses.
- Energy Resistances: -2 damage from acid and electricity.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Upasunda

Rank: Heroic

Attributes: Agility d12+2, Smarts d8, Spirit d12+2,

Strength d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12, Knowledge (Arcana) d8, Knowledge (Planes) d12, Persuasion d10,

Notice d12+2, Stealth d12+1, Spellcasting d8

Charisma: +4; Pace: 10; Parry: 9; Toughness: 9 (1) Gear: Masterwork longsword (Str+d8), masterwork spear

(Str+d6; Reach 1"; Parry +1)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Sweep, Improved Sweep, Two-Fisted

Powers: Detect Arcana (see invisibility), Disguise (illusion), Entangle, Flight (levitate), Obscure (darkness), Quickness, Summon Ally, Teleport, Wall Walker

Special Abilities

- Armour +1: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease, poison, Gang Up bonuses and curses.
- **Energy Resistances:** –2 damage from acid and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

Athach

Athach

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12+3

Skills: Fighting d10, Climbing d12+1, Notice d10,

Throwing d8

Charisma: -; Pace: 10; Parry: 7; Toughness: 21 (4)

Gear: Rock (Throwing; range 3/6/12; Str+d6) **Edges:** Ambidextrous, Frenzy, Sweep, Strong Willed

Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

Slams: Str+d8.Bite: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Energy Resistance: -2 damage from cold.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +8: Eighteen feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Atomie

Atomie

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d12+1, Spellcasting

d6

Charisma: +4; Pace: 4; Parry: 6; Toughness: 2

Gear: Rapier (Str+d4; Parry +1)

Hindrances: Small (M)

Edges: Arcane Background (Magic), Level Headed, Sneak

Attack

Powers: Beast Friend, Light (dancing lights), Invisibility, Shrink

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 10" and Climb 2.

• **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: One foot tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Attic Whisperer

Attic Whisperer

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d8, Climbing d8, Knowledge (History) d8, Knowledge (Local) d8, Notice d10, Stealth d12+1

Charisma: +2; **Pace:** 4; **Parry:** 6; **Toughness:** 7 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Steal Breath.

• Touch: Str+d4; Steal Voice.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Steal Voice: Make a Spirit roll or lose the ability to speak for an hour.
- Steal Breath: Make a Spirit roll or suffer a level of Fatique.
- Size -1: Reduces Toughness by -1.

Aurumvorax

Aurumvorax

Rank: Heroic

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12+1, Vigor d12

Skills: Fighting d10, Tracking d10, Notice d10, Stealth

d12+1

Charisma: -; Pace: 6; Parry: 7; Toughness: 9 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Golden fur.

• Bite: Str+d4; Grab. • Claws: Str+d4: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 2".

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Poison.

• Energy Resistance: -2 damage from fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by either piercing or slashing weapons.

• Size -1: Three feet long; Toughness -1.

Autumn Death

Autumn Death

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d8, Notice d12, Stealth d12, Shooting d6,

Spellcasting d6

Charisma: +4; Pace: -; Parry: 6; Toughness: 9 (2) Edges: Arcane Background (Magic), Frenzy, Level

Headed, Trademark Weapon (ray)

Powers: Armor, Burst (burst of leaves), Lower Trait

(Strength)

Special Abilities

• Armour +2: Permanent armour spell.

• Claws: Str+d6.

• Ray: Shooting; range 12/24/48; 2d6; See Spell.

• Darkvision: No vision penalties for darkness (range 12").

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunities: Acid, cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

Avernal Ghoul

Avernal Ghoul

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Climbing d12,

Knowledge (Planes) d8, Tracking d8, Swimming d8, Notice d8, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6: Disease: Paralysis.

• Claws: Str+d6; Paralysis.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Evil: Affected by powers and abilities that work on evil

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• **Disease:** Make a Vigor roll or become afflicted.

Awakened leopard

*Khatzi, Tribal Protector

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Climbing d12, Persuasion d6, Survival d6, Tracking d6, Swimming d8, Notice d6, Stealth d10 Charisma: -; Pace: 6; Parry: 6; Toughness: 6

Edges: Combat Reflexes **Special Abilities**

• Bite: Str+d6; Grab.

• Claws: Str+d6.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Axiomite

Axiomite

Rank: Veteran

Attributes: Agility d12, Smarts d12+1, Spirit d12+1,

Strength d12+1, Vigor d10

Skills: Fighting d10, Knowledge (Planes) d12+1,

Persuasion d12+1, Repair d12+1, Survival d12+1, Notice

d12+1, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 9 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Level Headed, Strong Willed

Powers: Bolt (lightning bolt), Entangle, Quickness,

Summon Ally, Telekinesis

Special Abilities

• Armour +2: Into flesh.

• **Darkvision:** No vision penalties for darkness (range

• Dust Form: Can change form as a free action, as a cloud of dust the creature gains the Ethereal and Flight monstrous abilities.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 2.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Electricity, disease and mind-affecting effects.

• Energy Resistances: -2 damage from cold and fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by chaotic weapons.

Azata

Bralani

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d8, Riding d12, Notice d12, Stealth d12,

Shooting d6, Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (2) Gear: Scimitar (Str+d8), composite longbow (Shooting;

range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Level Headed, Strong

Willed

Powers: Barrier (wind), Bolt (lightning bolt), Deflection (blur), Healing (cure wounds), Pummel (wind), Puppet (living humanoids only)

Special Abilities

• Armour +2: Natural armour.

• **Slam:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Wind Form: Can change form as a free action, in wind form the creature gains the Ethereal and Flight monstrous

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 20" and Climb 3.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Good:** Affected by powers and abilities that work on good creatures.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 wind blast damage.

• Immunities: Electricity and petrification.

• Energy Resistances: -2 damage from cold and fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or evil weapons.

Brijidine

Rank: Legendary

Attributes: Agility d12+1, Smarts d8, Spirit d12,

Strength d12+1, Vigor d12+2

Skills: Fighting d12+1, Healing d12+3, Knowledge (Nature) d12+3, Knowledge (Planes) d12+3, Repair d12+3, Notice d12+3, Throwing d12, Faith d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 12 (3) Gear: Flaming burst keen longsword (Str+d8; +2 fire damage; Burn), lava blast (Throwing; range 3/6/12; Str+d6; +2 fire damage; Burn; Entrap)

Edges: Arcane Background (Miracles), Combat Reflexes,

Holy Warrior, Sweep, Strong Willed

Powers: Barrier (stone), Barrier (fire), Blast (fire storm), Blast (earthquake), Elemental Manipulation (earth), Greater Healing, Healing (cure wounds), Summon Ally (animals and elementals)

Special Abilities

• Armour +3: Flesh.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Flight: Flying Pace of 12" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Good: Affected by powers and abilities that work on good creatures.

• Immunities: Electricity, fire and petrification.

• Weakness: Cold (double damage).

• **Energy Resistance:** –2 damage from cold.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and evil

• Endurance: +2 to Soak rolls.

Ghaele

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Knowledge (Nature) d12, Knowledge (Planes) d12+1, Persuasion d12+1, Notice d12+1, Stealth d12+1, Shooting d8, Faith d12

Charisma: +2; Pace: 10; Parry: 6; Toughness: 11 (3)

Gear: Holy greatsword (Str+d10; Parry -1)

Edges: Arcane Background (Miracles), Dodge, Holy

Warrior, Level Headed, Quick

Powers: Banish, Boost Trait (bless), Boost Trait (Vigor), Burst (prismatic spray), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (illusion), Dispel, Entangle, Greater Healing, Healing (cure wounds), Light (dancing lights), Invisibility, Mind Reading, Teleport

Special Abilities

• Armour +3: Natural armour.

• Light Rays: Shooting; range 12/24/48; 2d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

12"). • Liab

• **Light Form:** Can change form as a free action, in light form the creature gains the Ethereal and Flight monstrous abilities.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 30" and Climb 3.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Good:** Affected by powers and abilities that work on good creatures.

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Electricity and petrification.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and evil.

Lillend

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Knowledge (Nature) d8, Persuasion d12, Survival d12, Notice d10, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 12 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Quick, Strong Willed **Powers:** Beast Friend, Detect Arcana (sense magic), Healing (cure wounds), Light (dancing lights), Invisibility, Obscure (illusionary terrain), Obscure (darkness), Puppet, Puppet (living humanoids only), Slumber, Stun (daze)

Special Abilities

• Armour +2: Natural armour.

• Tail Slap: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 14" and Climb 0.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity, poison and petrification.

• Energy Resistances: -2 damage from cold and fire.

• Size +2: Twenty feet long; Toughness +2.

Lyrakien

Rank: Novice

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d4, Vigor d6

Skills: Fighting d4, Persuasion d10, Repair d6, Notice d8,

Stealth d12+1, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 4; Toughness: 3 Edges: Arcane Background (Magic), Level Headed Powers: Confusion, Detect Arcana (sense magic), Divination, Healing (cure wounds), Light (dancing lights), Stun (daze), Summon Ally

Special Abilities

• Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 16" and Climb 3.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Electricity and petrification.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by evil weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Veranallia

Rank: Epic

Attributes: Agility d12+3, Smarts d12, Spirit d12+3,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Climbing d12+5, Healing d12+6, Knowledge (Nature) d12+5, Knowledge (Planes) d12+5, Notice d12+7, Stealth d12+5, Faith d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 17 (4)

Gear: Icy burst sickle (Str+d8; +2 cold damage)

Edges: Alertness, Arcane Background (Miracles), Combat

Reflexes, Level Headed, Sweep, Improved Sweep **Powers:** Banish, Barrier (thorns), Blast (earthquake),
Blast (lightning storm), Deflection (entropic shield),
Deflection (forcefield), Dispel, Elemental Manipulation
(water), Entangle (plant growth), Environmental
Protection (heat and cold), Fear, Flight (wind walk),
Greater Healing, Healing (cure wounds)

Special Abilities

- Armour +4: Natural armour.
- Vines: Str+d10; Reach 1"; Constrict.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Arcane Resistance: +6 to resist opposed magic, and
- +6 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and evil.
- Endurance: +2 to Soak rolls.
- Size +4: Eight feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Yamah

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d10, Persuasion d12, Notice d10, Stealth d10, Throwing d8, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 7 (1) Gear: Returning starknife (Str+d8), returning starknife

(Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Marksman **Powers:** Detect Arcana (sense magic), Healing (cure wounds), Invisibility, Puppet (living humanoids only) **Special Abilities**

- Armour +1: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 20" and Climb 3.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by either cold iron or evil weapons.

Azer

Azer

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

/igor d8

Skills: Fighting d6, Climbing d4, Knowledge (Nobility) d6,

Repair d6, Notice d6, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Scale mail (+2), masterwork warhammer (Str+d6; AP 2; +2 fire damage), light hammer (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- Immunity: Fire.
- Weakness: Cold (double damage).

Azruverda

Azruverda

Rank: Legendary

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d12+3, Climbing d12+3, Knowledge (Nature) d10, Repair d12, Survival d12, Notice d12+2, Shooting d10, Spellcasting d8 **Charisma:** +4; **Pace:** 10; **Parry:** 7; **Toughness:** 21 (4)

Edges: Arcane Background (Magic), Beast Master, Combat Reflexes, Marksman, Strong Willed, Trademark Weapon (acid spit)

Powers: Light (dancing lights), Summon Ally

Special Abilities

- Armour +4: Beetle carapace.
- Bite: Str+d8.Claws: Str+d8.
- Acid Spit: Shooting; range 3/6/12; 2d4; +2 acid damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Immunity: Acid.
- Energy Resistance: -2 damage from cold.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both magical and slashing.

• Size +8: Sixteen feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Babbler

Babbler

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d6, Climbing d8, Tracking d10, Swimming

d8, Notice d10, Stealth d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Edges: Frenzy, Level Headed, Sneak Attack

Special Abilities

• Armour +1: Yellow scales.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size +2: Eight feet tall; Toughness +2.

Baccae

Baccae

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Knowledge (Religion) d4, Knowledge (Planes) d4, Persuasion d10, Notice d8, Stealth d10 **Charisma:** +1; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Greatclub (Str+d8)

Edges: Berserk, Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Charming Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

Badger

Badger

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6 Charisma: -; Pace: 6; Parry: 4; Toughness: 5

Edges: Berserk
Special Abilities
• Bite: Str+d4.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Dire Badger

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Berserk, Level Headed

Special Abilities

• Armour +1: Shaggy fur.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

Bagiennik

Bagiennik

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d8, Climbing d8, Healing d10, Survival d6, Swimming d10, Notice d10, Stealth d12, Shooting d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1)

Edges: Alertness, Arcane Background (Magic), Frenzy, Trademark Weapon (oily spray)

Powers: Healing (cure wounds)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Oily Spray: Shooting; range 4/8/16; 2d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on

land.
• Hardy: A second Shaken result doesn't become a

• Immunities: Disease and poison.

• Energy Resistances: -1 damage from cold and fire.

Bakekujira

wound.

Bakekujira

Rank: Epic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+7, Vigor d12+5

Skills: Fighting d12+1, Intimidation d12, Swimming

d12+4, Notice d12+1

Charisma: +4; Pace: 3; Parry: 8; Toughness: 36 (7)

Edges: Combat Reflexes, Level Headed, Quick,

Trademark Weapon (bite)

Special Abilities

• Armour +7: Flesh.

• Bite: Str+d8.

• Tail Slap: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 16", and cannot drown.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, blooding and doubt magic

aging, bleeding and death magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +17: Sixty feet long; Toughness +17.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Baku

Baku

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d8, Vigor d12

Skills: Fighting d12, Persuasion d12, Repair d8, Notice

d12, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 8 Edges: Alertness, Arcane Background (Magic), Frenzy,

Level Headed, Strong Willed

Powers: Invisibility, Intangibility, Slumber, Voice on the

Wind (dream message) **Special Abilities**

• **Dream Claws:** Str+d6.

• Tusks: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 12" and Climb 3.

• Immunities: Sleep and mind-affecting effects.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

Banderlog

Banderlog

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d8, Climbing d10, Survival d8, Notice d8,

Stealth d8, Throwing d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1) Gear: Club (Str+d8), coconut (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Trademark Weapon (coconut)

Special Abilities

• Armour +1: Grayish-brown fur.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Bandersnatch

Bandersnatch

Rank: Epic

Attributes: Agility d12+3, Smarts d6 (A), Spirit d8,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Climbing d12+2, Survival d4, Tracking d12+3, Notice d12+3, Stealth d12+1, Throwing d12+1

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (5) Edges: Combat Reflexes, Level Headed, Strong Willed

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Quills: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Sleep, poison, fear and paralysis.

• Size +10: Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Confounding Bandersnatch

Rank: Epic

Attributes: Agility d12+3, Smarts d6 (A), Spirit d8,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Climbing d12+2, Survival d4, Tracking d12+3, Notice d12+3, Stealth d12+1, Throwing

d12 + 1

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (5) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

• Armour +5: Natural armour.

• **Bite:** Str+d8; Grab.

• Claws: Str+d8; Poison.

• **Quills:** Throwing; range 15/30/60; Str+d6; Poison; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Sleep, poison, fear and paralysis.

• **Poison:** Claws and quills inflict poison if foe is Shaken or wounded.

• Size +10: Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Frumious Bandersnatch

Rank: Epic

Attributes: Agility d12+3, Smarts d6 (A), Spirit d8, Strongth d12+5, Vigor d12+3

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Climbing d12+2, Survival d4, Tracking d12+3, Notice d12+3, Stealth d12+1, Throwing d12+1

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (5) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

• Armour +5: Natural armour.

• **Bite:** Str+d8; Grab.

• Claws: Str+d8.

• Quills: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping

d6" in a straight line towards non-adjacent foe.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Sleep, poison, fear and paralysis.

• Energy Resistance: -6 damage from fire.

• **Size +10:** Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Lesser Bandersnatch

Rank: Legendary

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d12+2, Vigor d12

Skills: Fighting d12+1, Climbing d12, Survival d4, Tracking d12+3, Notice d12+3, Stealth d12, Throwing d12

Charisma: +1; Pace: 12; Parry: 8; Toughness: 18 (4) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Quills: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Sleep, poison, fear and paralysis.

• **Size +6:** Forty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magicbane Bandersnatch

Rank: Epic

Attributes: Agility d12+3, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Climbing d12+2, Survival d4, Tracking d12+3, Notice d12+3, Stealth d12+1, Throwing d12+1

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (5) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

- Quills: Throwing; range 15/30/60; Str+d6; SBT.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at 2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Antimagic Aura:** All magic within 2" is automatically suppressed (but not dispelled).
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Immunities: Sleep, poison, fear and paralysis.
- Size +10: Forty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Primal Bandersnatch

Rank: Epic

Attributes: Agility d12+4, Smarts d6 (A), Spirit d12, Strongth d12+6, Vigor d12+4

Strength d12+6, Vigor d12+4

Skills: Fighting d12+2, Climbing d12+2, Survival d6, Tracking d12+4, Notice d12+4, Stealth d12+1, Throwing d12+1

Charisma: +4; Pace: 12; Parry: 9; Toughness: 25 (5) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

- Armour +5: Natural armour.
- Bite: Str+d8; Grab.
- Claws: Str+d8.
- Quills: Throwing; range 15/30/60; Str+d6; SBT.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at 2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Gaze Attack:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Sleep, poison, fear and paralysis.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

- **Size +10:** Forty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Banshee

Banshee

Rank: Legendary

Attributes: Agility d12+4, Smarts d4, Spirit d12+1,

Strength d6, Vigor d6

Skills: Fighting d12, Notice d12+5

Charisma: +4; Pace: -; Parry: 8; Toughness: 7 Edges: Alertness, Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed, Trademark Weapon (touch)

Special Abilities

- **Incorporeal Touch:** Str+d6; +2 necromantic damage; Terror.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Wail:** Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 3.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Powerless in sunlight.
- **Terror:** Make a Spirit roll or suffer a level of Fatigue.

Baobhan Sith

Baobhan Sith

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d10, Vigor d12

d10, Vigor d12

Skills: Fighting d6, Knowledge (Nature) d12, Repair d12, Notice d12+1, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 5; Toughness: 10 (2) Edges: Alertness, Arcane Background (Magic), Combat

Reflexes, Dodge, Improved Dodge, Frenzy **Powers:** Entangle, Mind Reading, Puppet

Special Abilities

- Armour +2: White skin.
- Claws: Str+d6.
- Bite: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- Hardy: A second Shaken result doesn't become a wound.

Ice Gnome (Barbegazi)

Ice Gnome (Barbegazi)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Repair d8, Survival d8, Notice d4,

Stealth d10, Throwing d4, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Gear: Short sword (Str+d6), dagger (Str+d4), dagger

(Throwing; range 3/6/12; Str+d4) **Edges:** Arcane Background (Magic) **Powers:** Burst (burning hands)

Special Abilities

• Armour +1: White skin.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Burrow: Can burrow and reappear within 4".

• Immunity: Cold.

Weakness: Fire (double damage).
 Size -1: Three feet tall; Toughness -1.

Baregara

Baregara

Rank: Legendary

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+4, Climbing d12+4, Knowledge (Nature) d10, Knowledge (Planes) d10, Persuasion d10, Survival d12+1, Swimming d12, Notice d12+2, Stealth d12+1, Spellcasting d8

Charisma: +2; Pace: 6; Parry: 8; Toughness: 15 (3) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Detect Arcana (see invisibility), Dispel, Summon Ally, Teleport

Special Abilities

• Armour +3: Blood-red fur.

Bite: Str+d8.

• Claws: Str+d8; Grab.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Barghest

Barghest

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

d12, Vigor d8

Skills: Fighting d6, Intimidation d10, Persuasion d10, Survival d10, Tracking d10, Notice d10, Stealth d10, Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed

Powers: Deflection (blink between dimensions), Flight (levitate), Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Change Form: Can assume an alternate form as a normal action.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

Greater Barghest

Rank: Veteran

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d12, Climbing d12, Persuasion d12, Survival d12, Tracking d12, Swimming d12, Notice d12, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 6; Toughness: 13 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick

Powers: Boost Trait (Strength), Deflection (blink between dimensions), Flight (levitate), Invisibility, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

- **Evil:** Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- **Size +3:** Increases Toughness by +3.

Baric

Baric

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6, Stealth d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 4 Special Abilities

Bite: Str+d4.Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Endurance: +2 to Soak rolls.

• Size -1: Three feet long; Toughness -1.

Basidirond

Basidirond

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; Spores.

• Low Light Vision: No penalties for dim or dark lighting.

• **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatique.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Cold.

• Weakness: Cold lethargy.

• **Spores:** Make a Vigor roll or suffer a level of Fatigue.

Basilisk

Common Basilisk

Rank: Seasoned

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 8 (2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Hardy:** A second Shaken result doesn't become a wound.

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

Abyssal Basilisk

Rank: Legendary

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d12+1, Climbing d12, Notice d10, Stealth

d6, Spellcasting d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 14 (3) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite)

Powers: Smite (Good)
Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Hardy: A second Shaken result doesn't become a wound

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +3:** Ten feet long; Toughness +3.

Crimson Basilisk

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2)

Edges: Berserk, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Hardy: A second Shaken result doesn't become a wound.

• **Wounding Gaze:** All creatures with blood within 12" must make a Vigor roll or suffer an automatic wound.

Greater Basilisk

Rank: Veteran

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d12, Stealth d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 14 (3)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6: Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Hardy: A second Shaken result doesn't become a wound.

• Petrifying Gaze: All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunity: Poison.

• Poison: Claws inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +3: Twelve feet long; Toughness +3.

Slime-Infected Basilisk

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d10,

Strength d12+1, Vigor d8

Skills: Fighting d8, Swimming d10, Notice d10, Stealth

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (3)

Edges: Strong Willed **Special Abilities**

• Armour +3: Transparent flesh.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Aquatic: Swimming Pace of 10", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

Bat

Bat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4-2, Notice d12

Charisma: -; Pace: 1; Parry: 2; Toughness: 1

Hindrances: Small (M) Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsense: Can sense and approximately pinpoint things within 4", attacks using blindsense are made at -2.

• Flight: Flying Pace of 8" and Climb 2.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Bat

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d10, Vigor d6

Skills: Fighting d6, Notice d12, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Edges: Alertness **Special Abilities**

• Armour +1: Dark fur.

• Bite: Str+d6.

• Blindsense: Can sense and approximately pinpoint things within 8", attacks using blindsense are made at -2.

• Flight: Flying Pace of 8" and Climb 1.

• Size +2: Increases Toughness by +2.

Doombat

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d10

Skills: Fighting d6, Notice d12, Stealth d10, Innate

Charisma: -; Pace: 2; Parry: 5; Toughness: 10 (1)

Edges: Arcane Background (Super Powers)

Powers: Stun (piercing shriek)

Special Abilities • Armour +1: Flesh. • Bite: Str+d6.

• Tail Lash: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -

• Flight: Flying Pace of 10" and Climb 2.

• Size +2: 10 foot wingspan; Toughness +2.

Cloud Of Bats

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d12,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Notice d12

Charisma: -; Pace: 1; Parry: 4; Toughness: 6

Edges: Level Headed **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsense: Can sense and approximately pinpoint things within 4", attacks using blindsense are made at -2.

• Swarm: +2 Parry, immune to most weapons.

• Split: May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 8" and Climb 1.

Battle Imp

Battle Imp

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+3, Spirit d12,

Strength d4, Vigor d12+1

Skills: Fighting d10, Climbing d12+4, Knowledge (Geography) d12+4, Knowledge (Local) d12+4, Knowledge (Nature) d12+4, Persuasion d12+3, Notice d12+3, Stealth d12+4, Throwing d8, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2) **Gear:** Rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Frenzy, Trademark

Weapon (slam)

Powers: Barrier (thorns), Blast (lightning storm),

Summon Ally, Telekinesis

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 0.

• Immunity: Fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.

Baykok

Baykok

Rank: Heroic

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d12, Intimidation d12+1, Notice d12+1,

Stealth d12+3, Shooting d12

Charisma: -; Pace: 6; Parry: 8; Toughness: 11 (2) **Gear:** Composite longbow (Shooting; range 15/30/60;

2d6; +2 necromantic damage; Paralysis)

Edges: Dodge, Frenzy, Level Headed, Marksman, War

Cry, Trademark Weapon (composite longbow)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Bear

Black Bear

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d8

Skills: Fighting d6, Survival d6, Tracking d6, Swimming

d10, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Frenzy **Special Abilities**

• Armour +1: Black fur.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Dire Bear

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Tracking d10, Swimming d12+1,

Notice d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (2)

Edges: Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Matted fur.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Grizzly Bear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Survival d6, Tracking d6, Swimming d12, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Brown fur.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Size +2: Increases Toughness by +2.

Panda

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Climbing d10, Survival d4, Notice d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Special Abilities

• Armour +1: Thick fur.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

Polar Bear

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d10,

Strength d12+3, Vigor d12+2

Skills: Fighting d6, Survival d8, Tracking d8, Swimming

d12, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 15 (2)

Edges: Frenzy
Special Abilities

• Armour +2: White fur.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bebilith

Bebilith

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Climbing d12+5, Survival d12, Tracking d12, Notice d12, Stealth d12, Spellcasting d6 Charisma: -; Pace: 8; Parry: 7; Toughness: 19 (3) Edges: Arcane Background (Magic), Level Headed, Quick,

Sweep, Strong Willed

Powers: Banish (plane shift self)

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8; Rot.Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Evil: Affected by powers and abilities that work on evil creatures.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• **Rot:** Victims must make a Vigor roll at the beginning of each turn until they get a raise. On a failure, they suffer a wound as their flesh melts and rots.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bedlam

Bedlam

Rank: Heroic

Attributes: Agility d12+3, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d12+1, Notice

d12+3, Stealth d12+1

Charisma: -; Pace: -; Parry: 6; Toughness: 10 (2)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 10" and Climb 3.

• Hardy: A second Shaken result doesn't become a

wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 chaos burst damage.

• Immunities: Shapechanging and petrification.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.

• Size +2: Increases Toughness by +2.

Giant bee

Giant Bee

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Special Abilities

• **Sting:** Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Giant Queen Bee

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2)

Special Abilities

• Armour +2: Natural armour.

• **Sting:** Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or

wounded.

• **Size +2:** Twelve feet long; Toughness +2.

Giant Bumblebee, Worker

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Survival d4, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Natural armour.

• Sting: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Giant Bumblebee, Queen

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Survival d4, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Natural armour.

• **Sting:** Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Beetle

Beetle, Azlanti Chariot

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Climbing d10, Notice d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 18 (3) Edges: Level Headed, Trademark Weapon (bite)

Special AbilitiesArmour +3: Carapace.

• Bite: Str+d10; Grab.

• **Darkvision:** No vision penalties for darkness (range

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at –

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 4" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Blister Beetle

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (2)

Special Abilities

• **Armour +2:** Green carapace.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunities: Poison and mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Giant Bombardier Beetle

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Immunity: Mind-affecting effects.

Giant Boring Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Greenish-gray carapace.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Size +2: Nine feet long; Toughness +2.

Carrion Beetle

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 acid damage.

• Immunity: Paralysis.

• Size +2: Increases Toughness by +2.

Giant Death Watch Beetle

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Green carapace.

Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunities: Mind-affecting effects and death magic.

Beetle, Fire

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 4

Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb -1.

• Immunity: Mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Beetle, Flash

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb -1.

• **Immunity:** Mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Goliath Stag Beetle

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 19 (3)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb -1.

• Immunity: Mind-affecting effects.

• Size +8: Twenty-five feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Giant Mining Beetle

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Special Abilities

• Armour +1: Carapace.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• Immunity: Mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Rancid Beetle Swarm

Rank: Veteran

Attributes: Agility d12+3, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT)

Charisma: -; Pace: 4; Parry: 4; Toughness: 6

Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

- **Tremorsense:** Can sense and accurately pinpoint anything within 8" that's in contact with the ground.
- **Create Spawn:** Anything slain by this creature is doomed to rise as some form of ghoul–like undead.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Swarm: +2 Parry, immune to most weapons.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Fast Regeneration: May make a Vigor roll every round to heal damage.

Rancid Beetle Zombie

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; Beetle Rot.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Tremorsense:** Can sense and accurately pinpoint anything within 8" that's in contact with the ground.
- Mindless: Immune to mind-affecting magic.
 Fearless: Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

Requiem Beetle

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+2, Notice d8

Charisma: -; Pace: 10; Parry: 9; Toughness: 24 (5)

Edges: Frenzy, Sweep Special Abilities

• Armour +5: Red carapace.

• Claws: Str+d8; Constrict.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Immunities: Acid and mind-affecting effects.
- **Size +10:** Forty feet long; Toughness +10.
- **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Giant Rhinoceros Beetle

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 14 (3)

Special Abilities

- Armour +3: Grayish-brown carapace.
- Horns: Str+d6.
- Bite: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- Size +3: Twelve feet long; Toughness +3.

Giant Saw-Toothed Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Special Abilities

- Armour +2: Carapace.
- Bite: Str+d6; Grab.
- Darkvision: No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Immunity: Mind-affecting effects.

Scarab Beetle

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Climbing d12, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 13 (3)

Special Abilities

- Armour +3: Natural armour.
- Bite: Str+d6; Gnaw.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 4" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Immunities:** Disease, paralysis, mind-affecting effects and death magic.

• Size +3: Increases Toughness by +3.

Slicer Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 4" and Climb −1.

• Immunity: Mind-affecting effects.

• Size +2: Ten feet long; Toughness +2.

Beetle, Giant Stag

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 4" and Climb -1.

• Immunity: Mind-affecting effects.

• Size +2: Ten feet long; Toughness +2.

Stalk Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Burrow: Can burrow and reappear within 2".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

Giant Water Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d4, Stealth d4 **Charisma:** –; **Pace:** 2; **Parry:** 5; **Toughness:** 9 (2)

Special Abilities

• Armour +2: Carapace.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Immunity:** Mind-affecting effects.

• Weakness: Water dependency.

Beheaded

Belching Severed Head

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4, Throwing d4
Charisma: -; Pace: -; Parry: 4; Toughness: 5
Gear: Ranged touch (Throwing; range 3/6/12; Str+d6;

Ranged Touch)

Special Abilities

• Slam: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.
Undead: +2 Toughness, +2 to recover from Shaken,

ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Flaming Skull

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: -; Parry: 4; Toughness: 5 Special Abilities

• Slam: Str; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra

damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Beheaded

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10 Skills: Fighting d6

Charisma: -; Pace: -; Parry: 5; Toughness: 12 (1)

Special Abilities • Armour +1: Flesh. • Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size +2: Increases Toughness by +2.

Medusa Head

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Special Abilities • Armour +1: Flesh.

• Bite: Str+d4; Petrifying Bite.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Petrifying Bite: Make a Vigor roll or suffer a level of

• Size -1: Reduces Toughness by -1.

Burning Medusa Head

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Flesh.

• Bite: Str+d4; Burn; Petrifying Bite.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Burn: Make a Vigor roll or suffer a level of Fatique.

• Petrifying Bite: Make a Vigor roll or suffer a level of Fatique.

• Size -1: Reduces Toughness by -1.

Grabbing Medusa Head

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Special Abilities • Armour +1: Flesh.

• Bite: Str+d4: Grab: Petrifying Bite.

• Darkvision: No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Petrifying Bite: Make a Vigor roll or suffer a level of

• Size -1: Reduces Toughness by -1.

Screaming Medusa Head

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Special Abilities • Armour +1: Flesh.

• Bite: Str+d4; Petrifying Bite.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Petrifying Bite: Make a Vigor roll or suffer a level of Fatigue.

• Size -1: Reduces Toughness by -1.

Shrieking Medusa Head

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d8,

Strength d12, Vigor d10 **Skills:** Fighting d6, Notice d4

Charisma: +4; Pace: -; Parry: 5; Toughness: 10 (2)

Special Abilities

Armour +2: Natural armour.
Bite: Str+d4; Petrifying Bite.

• **Darkvision:** No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Petrifying Bite: Make a Vigor roll or suffer a level of Fatique.

• Size -1: Reduces Toughness by -1.

Severed Head

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: -; Parry: 4; Toughness: 5

Special Abilities
• Slam: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Skull Swarm

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Notice d4

Charisma: -; Pace: -; Parry: 4; Toughness: 7

Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra

damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Behemoth

***Tempest Behemoth**

Rank: Epic

Attributes: Agility d12+1, Smarts d4, Spirit d10,

Strength d12+7, Vigor d12+3

Skills: Fighting d12+5, Survival d12, Notice d12+5, Stealth d12, Throwing d12+4, Spellcasting d4

Charisma: -; Pace: 8; Parry: 10; Toughness: 33 (7) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Strong Willed,

Trademark Weapon (feathers) **Powers:** Blast (lightning storm)

Special Abilities

• Armour +7: Natural armour.

• Bite: Str+d8; Bleed.

• Talons: Str+d8: Bleed.

• **Scales:** Throwing; range 15/30/60; Str+d6; Bleed; SBT.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Flight: Flying Pace of 40" and Climb 2.

• Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 wind blast damage.

• **Immunities:** Electricity, fire, disease, poison, shapechanging, paralysis, petrification, mind-affecting effects, aging and bleeding.

• **Weaknesses:** Can only be harmed by relics and legendary magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +17:** Increases Toughness by +17.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

*Thalassic Behemoth

Rank: Epic

Attributes: Agility d4, Smarts d4, Spirit d10, Strength

d12+8, Vigor d12+3

Skills: Fighting d12+4, Survival d12+1, Swimming d12+4, Notice d12+6, Stealth d12+1, Shooting d12+3, Spellcasting d4

Charisma: -; Pace: 4; Parry: 10; Toughness: 35 (8) Edges: Arcane Background (Magic), Quick, Sweep,

Improved Sweep, Strong Willed **Powers:** Blast (tsunami)

Special Abilities

• Armour +8: Natural armour.

• Bite: Str+d8; Grab. • Claws: Str+d8.

• Water Jet: Shooting; range 12/24/48; 2d4; Knockback;

• **Darkvision:** No vision penalties for darkness (range 12").

- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Knockback:** Opponent knocked back d12" on a raise, if they hit a solid object they suffer +d6 damage.
- Amphibious: Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Immunities:** Fire, cold, disease, poison, shapechanging, paralysis, petrification, mind-affecting effects, aging and bleeding.
- **Weaknesses:** Can only be harmed by relics and legendary magic.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.
- Size +18: Increases Toughness by +18.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

***Thunder Behemoth**

Rank: Epic

Attributes: Agility d4, Smarts d4, Spirit d8, Strength

d12+7, Vigor d12+3

Skills: Fighting d12+3, Survival d12, Swimming d12+4, Notice d12+4, Throwing d12+2, Spellcasting d4

Charisma: -; Pace: 6; Parry: 9; Toughness: 34 (8)

Gear: Rocks (Throwing; range 3/6/12; Str+d6;

Knockback)

Edges: Arcane Background (Magic), Sweep, Improved

Sweep, Strong Willed, War Cry **Powers:** Blast (earthquake)

Special Abilities

• Armour +8: Rock-like skin.

• Bite: Str+d8; Grab. • Horns: Str+d8.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Knockback:** Opponent knocked back d12" on a raise, if they hit a solid object they suffer +d6 damage.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- Burrow: Can burrow and reappear within 6".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Acid, fire, disease, poison, shapechanging, paralysis, petrification, mind-affecting effects, aging and bleeding.
- **Weaknesses:** Can only be harmed by relics and legendary magic.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.
- Size +17: Increases Toughness by +17.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Behir

Behir

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Climbing d12, Notice d8, Stealth d6 **Charisma:** –; **Pace:** 8; **Parry:** 7; **Toughness:** 17 (3) **Edges:** Alertness, Sweep, Improved Sweep, Trademark Weapon (bite)

Special Abilities

- Armour +3: Blue scales.
- Bite: Str+d8; Constrict.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to

climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning damage.

• Immunity: Electricity.

• Size +6: Forty feet long: Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Belabra

Belabra

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Notice d10, Stealth d8

Charisma: -; Pace: 1; Parry: 5; Toughness: 7 (1)

Edges: Ambidextrous **Tactics:** Two Weapons **Special Abilities**

• Armour +1: Natural armour.

• Slam: Str+d6.

• Tentacles: Str+d6; Reach 1"; Grab.

• Darkvision: No vision penalties for darkness (range

• Barbs: Victims attempting to escape a pin or grapple suffer 2d4 damage.

• Acid Blood: When Shaken or wounded by cutting or piercing damage, all adjacent creatures must make an Agility roll or suffer 2d6 acid damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 4" and Climb -1.

• Endurance: +2 to Soak rolls.

Belker

Belker

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d10, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2)

Edges: Ambidextrous, Combat Reflexes

Tactics: Two Weapons **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6.

• Smoke Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Size +2: Increases Toughness by +2.

Belostomatid

Belostomatid

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12. Vigor d10

Skills: Fighting d6, Swimming d12, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Natural armour.

• Claws: Str+d6: Grab.

• Bite: Str+d6: Digestive Enzymes.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 4" and Climb -1.

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Immunity: Mind-affecting effects.

• Digestive Enzymes: Make a Vigor roll or suffer a level

• Size +2: Twelve feet long; Toughness +2.

Berbalang

Berbalang

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d6, Knowledge (Local) d6, Knowledge (Religion) d6, Notice d12, Stealth d12, Spellcasting d6 Charisma: +4; Pace: 8; Parry: 5; Toughness: 11 (2) Edges: Arcane Background (Magic), Dodge, Improved Dodae

Powers: Intangibility (astral projection), Disguise (shapechange), Puppet (living humanoids only)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Paralysis.

• Claws: Str+d6; Paralysis.

• Darkvision: No vision penalties for darkness (range 12").

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for

Bhole

Bhole

Rank: Epic

Attributes: Agility d4, Smarts d4, Spirit d12+1, Strength

d12+7, Vigor d12+3

Skills: Fighting d12+1, Notice d12+4

Charisma: +4; Pace: 10; Parry: 8; Toughness: 33 (7)

Edges: Level Headed, Quick

Special Abilities

• Armour +7: Natural armour.

• Bite: Str+d8: Grab.

• **Slam:** Str+d8. • Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Burrow: Can burrow and reappear within 10".
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Acid, fire, sleep, disease, poison, paralysis and magical control.
- Size +17: Increases Toughness by +17.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Bhuta

Bhuta

Rank: Heroic

Attributes: Agility d12+3, Smarts d6, Spirit d4, Strength

d6, Vigor d6

Skills: Fighting d10, Knowledge (Nature) d8, Riding d8, Tracking d10, Notice d10, Stealth d12+3, Spellcasting d6 Charisma: +4; Pace: -; Parry: 7; Toughness: 7

Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Strong Willed, Trained Rider

Powers: Beast Friend, Disguise (only as animals), Puppet (animals only), Puppet (animal possession)

Special Abilities

• Incorporeal Claws: Str+d6; Bleed.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Ethereal: Intangible and can only be hurt by magical attacks.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 3.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Cold (double damage).
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Biclops

Biclops

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d12+3, Climbing d12,

Repair d8, Notice d12+1, Throwing d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 20 (3) **Gear:** Longswords (Str+d8), spears (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Quick, Sweep, Strong Willed

Special Abilities

• Armour +3: Humanoid flesh.

- Low Light Vision: No penalties for dim or dark lighting.
- Humanoid: Affected by spells that only work on humanoids.
- Size +8: Sixteen feet tall; Toughness +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Biloko

Biloko

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d4

Skills: Fighting d4, Climbing d4, Knowledge (Nature) d6, Persuasion d6, Repair d6, Survival d4, Tracking d6, Notice d6, Stealth d10, Throwing d4, Spellcasting d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 3

Gear: Shortspear (Str+d6), shortspear (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Level Headed

Powers: Puppet (living humanoids only)

Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at −2. • Size −1: Four feet tall; Toughness −1.

Bird

Archaeopteryx

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Notice d4 **Charisma:** –; **Pace:** 8; **Parry:** 2; **Toughness:** 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Glide:** Flying Pace of 8" and Climb −1, but cannot gain or maintain altitude.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Size -2: Reduces Toughness by -2.

ullet Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Axe Beak

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d10 **Skills:** Fighting d6, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• Size +2: Nine feet tall; Toughness +2.

Chicken

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Notice d6

Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Limited Flight: Flying Pace of 2" and Climb 0, but

cannot remain airborne.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Crow

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 1

Hindrances: Small (M) Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 8" and Climb 0.
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Murder Of Crows

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d12,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Tracking d10, Notice d10

Charisma: -; Pace: 1; Parry: 4; Toughness: 6

Edges: Improved Level Headed

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 8" and Climb 0.

Diatryma

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 5

Special Abilities
• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

Dodo

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 5

Special Abilities
• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Size -1: Reduces Toughness by -1.

Dragonhawk

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Climbing d10, Survival d8, Notice

d12+1

Charisma: -; Pace: 2; Parry: 5; Toughness: 17 (2)

Edges: Alertness, Frenzy

Special Abilities

• Armour +2: Thick plumage.

• Claws: Str+d8.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2

Flight: Flying Pace of 24" and Climb 0.
Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Duck

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4-2, Swimming d6, Notice d4 Charisma: -; Pace: 2; Parry: 2; Toughness: 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Eagle

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 4

Edges: Frenzy
Special Abilities
Talons: Str+d4.
Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 16" and Climb 0.
Size −1: Reduces Toughness by −1.

Eagle, Giant

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d6, Notice d12

Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (1)

Edges: Alertness, Dodge, Frenzy

Special Abilities

• Armour +1: Feathers.

Talons: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 16" and Climb 0.

• Size +2: Fifteen feet tall; Toughness +2.

Emu

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6 **Skills:** Fighting d4, Notice d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 5

Edges: Frenzy

Special Abilities

• Kicks: Str.

• Low Light Vision: No penalties for dim or dark lighting.

Fast Runner: Roll d8 when running instead of d6.
Docile: This creature is not trained for combat, and

automatically flees if Shaken.

Battle Emu

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d8,

Strength d8, Vigor d8

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Feathers.

• Kicks: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

Giant Falcon

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d6

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Feathers.

Talons: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Flight:** Flying Pace of 16" and Climb 0.

• Size +2: Nine feet tall; Toughness +2.

Goose

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d6, Notice d8 **Charisma:** –; **Pace:** 2; **Parry:** 2; **Toughness:** 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -2: Five feet long; Toughness -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Hawk

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d4–2, Notice d12

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Special Abilities
• Talons: Str.

• Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 12" and Climb 0.
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Ostrich

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d4, Notice d8, Stealth d8

Charisma: -; Pace: 10; Parry: 4; Toughness: 7

Edges: Frenzy Special Abilities • Kicks: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Docile:** This creature is not trained for combat, and automatically flees if Shaken.

• Size +2: Nine feet tall; Toughness +2.

Battle-Trained Ostrich

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d10,

Strength d12, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (1)

Gear: Peck (Str+d8)
Edges: Frenzy
Special Abilities

• Armour +1: Feathers.

• Kicks: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Size +2: Nine feet tall; Toughness +2.

Owl

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d4-2, Notice d10, Stealth d12 Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Special Abilities
• Talons: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 0.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Great Horned Owl

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d4, Notice d10, Stealth d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 5 (1)

Edges: Frenzy
Special Abilities

• **Armour +1:** Feathers.

• Talons: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 0.

• Size -1: Reduces Toughness by -1.

Parrot

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 1

Hindrances: Small (M) **Special Abilities**

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 8" and Climb 0.
 Size -2: Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Emperor Penguin

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Swimming d10, Notice d6

Charisma: -; Pace: 1; Parry: 4; Toughness: 7 (1)

Special Abilities

• Armour +1: Feathers.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

Rockhopper Penguin

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d10, Notice d6 **Charisma:** –; **Pace:** 1; **Parry:** 2; **Toughness:** 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Pigeon

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 1

Hindrances: Small (M) Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• Size -2: Three feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Puffin

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Swimming d8, Notice d6 Charisma: -; Pace: 2; Parry: 2; Toughness: 1

Hindrances: Small (M)
Special Abilities
• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Raven

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4-2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Unkindness Of Ravens

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d12,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Tracking d10, Notice d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 5

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 8" and Climb 0.

Undead Raven Swarm

Rank: Heroic

Attributes: Agility d8, Smarts d4 (A), Spirit d12,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d8 damage within a MBT), Tracking d12+3, Notice d12+3

Charisma: -; Pace: 2; Parry: 4; Toughness: 8 (1)

Edges: Level Headed, Quick, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

Roc

Rank: Legendary

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d10, Notice d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 20 (3) Edges: Frenzy, Improved Level Headed, Strong Willed,

Trademark Weapon (talons)

Special Abilities

• Armour +3: Feathers.

• Talons: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 16" and Climb 0.

• Size +10: Thirty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Snail Kite

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d4–2, Notice d12

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Special Abilities

• Talons: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 0.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Swan

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Swimming d6, Notice d8 Charisma: -; Pace: 2; Parry: 4; Toughness: 4

Special AbilitiesBite: Str+d4.Wings: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 20" and Climb 0.

• Natural Swimmer: Swimming Pace of 5", and +2 to

resist drowning.

• Size -1: Five feet long; Toughness -1.

Terror Bird

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d10 **Skills:** Fighting d6, Notice d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Feathers.

Bite: Str+d6.Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Size +2:** Increases Toughness by +2.

Thrush

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 1

Hindrances: Small (M)
Special Abilities
• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 8" and Climb 0.
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Toucan

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d6

Charisma: -; Pace: 2; Parry: 2; Toughness: 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

to their attacks

Vulture

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Tracking d8, Notice d8 Charisma: -; Pace: 2; Parry: 4; Toughness: 5

Special Abilities
• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb 0.

• Hardy: A second Shaken result doesn't become a

vound.

• Size -1: Reduces Toughness by -1.

Geier

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 3; Parry: 5; Toughness: 11 (1)

Edges: Alertness Special Abilities

• Armour +1: Feathers.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Flight: Flying Pace of 8" and Climb 0.
Size +2: Increases Toughness by +2.

Giant Vulture

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Tracking d10, Notice d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Feathers.

• Bite: Str+d6; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb 0.

• **Hardy:** A second Shaken result doesn't become a wound.

• Disease: Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +3: Thirteen feet tall; Toughness +3.

Black Jinni

Black Jinni

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Religion) d12+1, Notice d12+2, Stealth d12+2, Innate Powers d8

Charisma: +2; Pace: 8; Parry: 8; Toughness: 16 (3) Edges: Arcane Background (Super Powers), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (claw)

Powers: Obscure (obscuring cloud), Damage Field (dust vortex)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; +2 electricity damage.

• Horns: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Create Spawn:** Anything slain by this creature is doomed to rise as some form of ghoul-like undead.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 12" and Climb 0.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Electricity and fire.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Black Magga

***Black Magga**

Rank: Heroic

Attributes: Agility d6, Smarts d12+3, Spirit d12,

Strength d12+6, Vigor d12+4

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d12+3, Knowledge (History) d12+2, Knowledge (Nature) d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+3, Repair d12+3, Survival d12+1, Swimming d12+6, Notice d12+2, Stealth d6, Spellcasting

Charisma: +4; Pace: 4; Parry: 8; Toughness: 25 (5) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Dispel (invisibility only), Divination, Puppet (living humanoids only), Voice on the Wind (dream message)

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; +2 energy damage Drain.

• Tentacles: Str+d8; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• Outsider (Native): This ability is only important for

certain spells.

- **Dimension Warp:** Anyone attempting to teleport to or from any point within 50" of this creature must make a Spirit roll, failure blocks the teleport and causes them to become Shaken.
- **Transdimensional:** Can sense and attack across dimensional boundries.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 18", and cannot drown.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 poisonous smoke damage.
- **Immunities:** Shapechanging, petrification, Gang Up bonuses, mind-affecting effects and death magic.
- Energy Resistances: -4 damage from acid and cold.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and magical.
- **Poison:** Inflict poison if foe is Shaken or wounded.
- Energy Drain: Make a Vigor roll or suffer a level of Fatigue.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Blast Shadow

Blast Shadow

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d10, Notice d12, Stealth d12+1, Innate

Powers d6

Charisma: +1; Pace: 8; Parry: 7; Toughness: 9 (1) Edges: Arcane Background (Super Powers), Frenzy, Level Headed, Trademark Weapon (claw)

Powers: Damage Field (cloud of smoke and fire)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• Endurance: +2 to Soak rolls.

Blightspawn

Blightspawn

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d10, Tracking d10, Notice

d10, Spellcasting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Deflection (blur), Dispel (plant trappings only),

Entangle, Lower Trait (curse), Pummel (wind)

Special Abilities

 Armour +1: Natural armour. • **Sting:** Str+d6; Attach; Poison.

• Darkvision: No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Stagnation Aura: All living creatures within 6" must make a Spirit roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Spirit roll renders a creature immune for a full day.
- Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- Flight: Flying Pace of 10" and Climb 0.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Stagnation Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Acid, cold and poison.
- Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Blindheim

Blindheim

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Swimming d8, Notice d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Dodge **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d4. • Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Blinding Gaze: All creatures within 12" must make a Spirit roll to resist.
- Size -1: Four feet tall; Toughness -1.

Blink Dog

Blink Dog

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8,

Stealth d8, Spellcasting d6

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1) Edges: Arcane Background (Magic), Combat Reflexes,

Strong Willed

Powers: Teleport (dimension door)

Special Abilities • Armour +1: Fur.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Blink: As a free action you can rapidly blink back and forth between the material and ethereal plane until your next turn. Attacks made against you suffer a -2 penalty (or inflict -2 damage for area-effect attacks) unless they are able to harm creatures on both planes.

Blodeuwedd

Blodeuwedd

Rank: Seasoned

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d12, Vigor d12+1

Skills: Fighting d8, Healing d8, Knowledge (Nature) d10, Persuasion d12, Survival d10, Notice d10, Stealth d12,

Throwing d6, Faith d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 9 (1) **Gear:** Masterwork sling (Throwing; range 4/8/16; Str+d4) Edges: Arcane Background (Miracles), Beast Master,

Dodge, Improved Dodge, Frenzy

Powers: Entangle (plant growth), Light (dancing lights),

Obscure (illusionary terrain), Slumber

Special Abilities

• Armour +1: Skin.

• Claws: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

* Blodeuwedd Queen

Rank: Veteran

Attributes: Agility d12+2, Smarts d8, Spirit d10,

Strength d12+2, Vigor d12+3

Skills: Fighting d6, Healing d8, Knowledge (Nature) d12, Persuasion d12+1, Survival d12, Notice d12, Stealth d12+1, Throwing d4, Faith d10

Charisma: +4; Pace: 6; Parry: 5; Toughness: 11 (2) **Gear:** Masterwork sling (Throwing; range 4/8/16; Str+d4)

Edges: Arcane Background (Miracles), Beast Master, Dodge, Improved Dodge, Frenzy, Level Headed, Strong

Powers: Conceal Arcana, Elemental Manipulation (water), Entangle (plant growth), Environmental Protection (heat and cold), Light (dancing lights), Obscure (illusionary terrain), Puppet (plants only), Shape Change (plant creatures), Slumber, Summon Ally (animals and elementals)

Special Abilities

Armour +2: Skin.

• Claws: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Blood Bush

Blood Bush

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d12+1

Skills: Fighting d6, Notice d4, Shooting d4

Charisma: -; Pace: -; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Tendril: Str+d4; Reach 1".

• Flower Dart: Shooting; range 3/6/12; 2d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Weakness: Sonic (double damage).

• Energy Resistances: -2 damage from cold and fire.

• Size -1: Three feet tall; Toughness -1.

Blood Golem

Blood Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Swimming d10, Notice d10 Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Blood Consumption.

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a

wound.

• **Immunity:** Mind-affecting effects.

• Energy Resistance: -2 damage from fire.

• Physical Resistance: -3 damage from physical attacks, except from those that are both magical and bludaeonina.

• Blood Consumption: Each time this creature inflicts a wound, its Vigor increases by 1 die step. When it reaches double its original Vigor, it splits into two new creatures.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Blood Hawk

Blood Hawk

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d6. Vigor d6

Skills: Fighting d8, Tracking d6, Notice d6 Charisma: -; Pace: 2; Parry: 6; Toughness: 4

Special Abilities • Bite: Str+d4. • Talons: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 16" and Climb 0.

• Size -1: Reduces Toughness by -1.

Blood Queen

***Blood Queen**

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+4,

Strength d12+4, Vigor d12+6

Skills: Fighting d12+2, Intimidation d12+7, Healing d12+5, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+7, Repair d12+5, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 2; Parry: 9; Toughness: 28 (7) Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick, Strong Willed

Powers: Obscure (darkness), Puppet (willing followers) **Special Abilities**

• Armour +7: Bruised flesh.

• Bite: Str+d8.

• Stings: Str+d8; +2 electricity damage.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 24").

• Outsider (Native): This ability is only important for certain spells.

• Wail: Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll

as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Immunities:** Electricity, sonic, disease, poison and mind-affecting effects.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both legendary and lawful.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bloodsuckle

Bloodsuckle

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Notice d10

Charisma: -; Pace: -; Parry: 5; Toughness: 12 (2)

Gear: Limb rakes (Str+d8)

Edges: Frenzy, Level Headed, Quick, Strong Willed,

Trademark Weapon (tendril)

Special Abilities

- Armour +2: Natural armour.
- Tendrils: Str+d6; Reach 1"; Grab; Create Host.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Create Host:** Victims of this attack must make a Spirit roll or fall under this creature's control, like the Puppet power with a telepathy trapping and unlimited duration. Bonuses to resist poison aid in this roll.
- Size +2: Increases Toughness by +2.

Bloody Bones

Bloody Bones

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d10, Climbing d10, Notice

d10, Stealth d8, Throwing d4

Charisma: +1; Pace: 6; Parry: 5; Toughness: 11 (2)

Edges: Frenzy, Trademark Weapon (tendril)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• Tendrils: Throwing; range 3/6/12; Str+d6; Grab.

• Darkvision: No vision penalties for darkness (range

12").

- **Slippery:** +4 to resist and escape from grapple, constrict, Entangle, and other forms of confinement.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistance: -2 damage from fire.
- Endurance: +2 to Soak rolls.

Boalisk

Boalisk

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d12+1, Vigor d10

Skills: Fighting d6, Climbing d10, Tracking d8, Swimming

d10, Notice d8, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (1)

Edges: Level Headed Special Abilities

- Armour +1: Dark scales.
- Bite: Str+d6; Constrict.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- Gaze Attack: All creatures within 12" must make a Spirit roll to resist.
- Endurance: +2 to Soak rolls.
- Size +2: Thirty feet long; Toughness +2.

Bodak

Bodak

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d10, Notice d12, Stealth

Charisma: +1; Pace: 4; Parry: 6; Toughness: 9 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Trademark Weapon (slam)

Special Abilities

• Armour +2: Flesh.

• Slams: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Death Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Electricity, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• Weakness: Vulnerable to sunlight.

• Energy Resistances: -2 damage from acid and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

***Grovth**

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d10, Notice d12, Stealth

d10

Charisma: +1; Pace: 4; Parry: 6; Toughness: 9 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Trademark Weapon (slam)

Special Abilities

• Armour +2: Flesh.

• Slams: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Death Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Electricity, fire, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• Weakness: Vulnerable to sunlight.

• Energy Resistance: -2 damage from acid.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

Advanced Unhallowed Bodak

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Notice d12,

Stealth d12+1

Charisma: +4; Pace: 4; Parry: 7; Toughness: 12 (3) Edges: Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Charred flesh.

• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Death Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Electricity, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• Weakness: Vulnerable to sunlight.

• Energy Resistances: -2 damage from acid and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

Bog Beast

Bog Beast

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Intimidation d8, Survival d6, Tracking

d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +2: Brownish-yellow fur.

• Claws: Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +2: Nine feet tall; Toughness +2.

Bog Creeper

Bog Creeper

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12, Vigor d12+1

Skills: Fighting d8, Swimming d10, Notice d12+2 **Charisma:** –; **Pace:** 2; **Parry:** 6; **Toughness:** 10 (2) **Edges:** Ambidextrous, Hard to Kill, Level Headed

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• Tendrils: Str+d6; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Constrict: Pin opponent on a raise, inflict Str+d6 per

round after that, they require a raise on an opposed Strength roll to escape.

- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

Bog Scum

Bog Scum

Rank: Legendary

Attributes: Agility d4, Smarts d4, Spirit d4, Strength

d12+3, Vigor d12+4

Skills: Fighting d10, Swimming d12+3

Charisma: -; Pace: 8; Parry: 7; Toughness: 17

Edges: Sweep, Improved Sweep

Special Abilities

• Slam: Str+d10; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Weakness: Fire (double damage).
- Energy Resistance: -1 damage from cold.
- Endurance: +2 to Soak rolls.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bog strider

Bog Strider

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Survival d6, Swimming d10, Notice

d6, Stealth d8, Throwing d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1)
Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Edges: Dodge Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.
- Water Stride: Can move across water as if it were solid

ground.

• **Humanoid:** Affected by spells that only work on humanoids.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

*Bog Strider Seer Queen

Rank: Novice

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d8, Vigor d8

Skills: Fighting d6, Knowledge (Local) d6, Knowledge (Nature) d6, Survival d8, Swimming d10, Notice d8,

Stealth d8, Throwing d4, Faith d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)
Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing: range 3/6/12; Str+d6)

(Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Miracles), Dodge, Holy

Warrior

Powers: Elemental Manipulation (water), Obscure (fog cloud)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.
- Water Stride: Can move across water as if it were solid ground.
- **Humanoid:** Affected by spells that only work on humanoids.
- Hold Breath: Can hold breath for Vigor x 10 minutes.

Bogeyman

Bogeyman

Rank: Legendary

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d12+4, Knowledge (Local) d12, Persuasion d12+1, Repair d10, Lockpicking d12, Notice d12+2, Stealth d12+6, Spellcasting d8 **Charisma:** +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6 **Edges:** Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Level Headed, Sneak Attack

Powers: Fear (phantasmal killer), Invisibility, Intangibility (gaseous form), Mind Reading, Obscure (darkness), Puppet, Speak Language

Special Abilities

- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Physical Resistance:** -4 damage from physical attacks, except those caused by cold iron weapons.

Boggard

Boggard

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Swimming d10, Notice d8, Stealth d8,

Innate Powers d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1) **Gear:** Leather armour (+1), morningstar (Str+d8) Edges: Arcane Background (Super Powers), Trademark

Weapon (morningstar)

Powers: Stun (terrifying croak)

Special Abilities

• Tongue Touch: Str+d6; Sticky Tongue.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Humanoid: Affected by spells that only work on humanoids.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Sticky Tongue: Victims struck by the tongue must make an opposed Strength roll as a free action if they wish to move more than 1" away.

• Endurance: +2 to Soak rolls.

Bogwiggle

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Swimming d10, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 4

Edges: Level Headed **Special Abilities** • Bite: Str+d4.

• Tongue Touch: Str+d4; Sticky Tongue.

• Darkvision: No vision penalties for darkness (range

12").

• Swamp Stride: Swamps and marshy terrain are not treated as difficult ground.

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on

• Sticky Tongue: Victims struck by the tongue must make an opposed Strength roll as a free action if they wish to move more than 1" away.

• Size -1: 3½ feet long; Toughness -1.

Bogwid

Bogwid

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d4, Strength

d12, Vigor d12

Skills: Fighting d6, Climbing d12, Swimming d10, Notice

d4, Stealth d10, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2) Gear: Offspring (Throwing; range 3/6/12; Str+d6; Bleed;

Disease)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Amphibian skin.

• Slams: Str+d6; Nauseating Touch.

• **Darkvision:** No vision penalties for darkness (range

• **Disgusting:** All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on

• Energy Resistances: -1 damage from acid and cold.

• Disease: Make a Vigor roll or become afflicted.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out, They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Nauseating Touch: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Bone Cobbler

Bone Cobbler

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Climbing d10, Survival d10, Notice

d10, Stealth d10, Innate Powers d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1)

Gear: Light hammers (Str+d8)

Edges: Arcane Background (Super Powers), Dodge, Frenzy, Two-Fisted, Trademark Weapon (light hammer)

Powers: Summon Ally (animate skeleton)

Tactics: Two Weapons **Special Abilities**

• Armour +1: Grayish flesh.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 damage.

Bone Collective

Bone Collective

Rank: Legendary

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d10, Vigor d6

Skills: Fighting d12 (automatically hits as a swarm, 2d10 damage within a MBT), Intimidation d12+3, Climbing d8, Knowledge (Religion) d10, Notice d12+4, Stealth d12+6, Innate Powers d10

Charisma: +1; Pace: 6; Parry: 10 (4 as a

swarm); Toughness: 9 (2)

Edges: Arcane Background (Super Powers), Dodge, Level

Headed, Sneak Attack

Powers: Puppet (undead)

Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d6; Poison.

• Swarm: Str+d6; Poison; Distraction.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Change Form: Can assume an alternate form as a normal action.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Poison:** Claw and swarm inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

Boneneedle

Greater Boneneedle

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1) Special Abilities

• Armour +1: Pulpy flesh.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

Lesser Boneneedle

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d10 Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Bonesnapper

Bonesnapper

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Edges: Ambidextrous, Trademark Weapon (bite)

Tactics: Two Weapons Special Abilities

• Armour +1: Gray-green flesh.

Bite: Str+d6; Grab.Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Bonestorm

Bonestorm

Rank: Legendary

Attributes: Agility d12+2, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d10 damage

within a MBT), Notice d4

Charisma: -; Pace: -; Parry: 4; Toughness: 8 (1)

Special Abilities
• Armour +1: Flesh.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Swirling Winds:** Any Medium creatures moving adjacent must make a Strength roll or be knocked prone, Small or flying creatures who fail are also knocked d6" away.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Bonesucker

Bonesucker

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d12, Swimming d12, Notice

d12+1, Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2) Edges: Dodge, Frenzy, Improved Frenzy, Level Headed,

Quick

Special Abilities

- Armour +2: Natural armour.
- **Tentacles:** Str+d6; Reach 1"; Constrict; Liquefy Bones.
- **Darkvision:** No vision penalties for darkness (range 18")
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Immunity: Gang Up bonuses.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- **Liquefy Bones:** Make a Vigor roll each round when pinned or suffer a level of Fatique.
- Size +2: Ten feet tall; Toughness +2.

Boreal Wolf

Boreal Wolf

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; +2 cold damage; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Trackless: Leaves no tracks in its natural environment.

• Go for the Throat: Target least armoured location on a raise.

• Immunity: Cold.

• Weakness: Fire (double damage).

Boruta

Boruta

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d10, Survival d12+1, Notice d12+1,

Stealth d12+1, Spellcasting d6

Charisma: +1; Pace: 6; Parry: 7; Toughness: 10 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Strong Willed

Powers: Beast Friend, Blast (lightning storm), Detect Arcana (sense magic), Elemental Manipulation (water), Entangle (plant growth), Obscure (fog cloud), Puppet (plants only), Summon Ally (animals and elementals), Shape Change (wildshape)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6; Grounding Curse.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound

modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• **Grounding Curse:** Make a Vigor roll or suffer a level of Fatique.

Botfly

Giant Botfly

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d10 Charisma: -; Pace: 1; Parry: 2; Toughness: 3 Special Abilities

• Sting: Str; Infestation.

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 2.

Immunity: Mind-affecting effects.
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Botfly Swarm

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d4

Charisma: -; Pace: -; Parry: 4; Toughness: 6

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• **Flight:** Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• **Infestation:** Make a Vigor roll or suffer a level of Fatigue.

Brass Man

Brass Man

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3)

Gear: Or large greatsword (Str+d10; Parry -1)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 molten brass damage.
- Immunities: Fire and magic.
- Weakness: Cold (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.
- Size +3: Increases Toughness by +3.

Brethedan

Brethedan

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d12+1

Skills: Fighting d6, Notice d10, Stealth d6

Charisma: -; Pace: -; Parry: 5; Toughness: 12 (2) Edges: Combat Reflexes, Frenzy, Strong Willed,

Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at 2.
- Adaptation: Gain any one Edge as a free action, ignoring requirements (except other Edges). The Edge lasts until the beginning of the creature's next turn.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 6" and Climb 1.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Size +2: Ten feet long; Toughness +2.

Broodiken

Broodiken

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 2

Edges: Dodge, Improved Dodge

Special Abilities
• Bite: Str; Attach.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Size -2: One foot tall; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Brownie

Brownie

Rank: Novice

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4–2, Repair d6, Notice d8, Stealth d12,

Spellcasting d8

Charisma: +2; Pace: 4; Parry: 2; Toughness: 3

Gear: Short sword (Str+d6)

Edges: Arcane Background (Magic), Dodge, Level Headed

Powers: Confusion, Light (dancing lights), Teleport (dimension door)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -2: Two feet tall; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Brume

Brume

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d6, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Persuasion d10,

Survival d12+3, Notice d12+2, Spellcasting d8

Charisma: +2; Pace: 4; Parry: 7; Toughness: 12 (2) Edges: Alertness, Arcane Background (Magic), Frenzy,

Level Headed, Trademark Weapon (claws)

Powers: Obscure (fog cloud)

Special Abilities

- Armour +2: Natural armour.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunity: Poison.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Brykolakas

Brykolakas

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Nature)

d8, Swimming d10, Notice d12+1, Stealth d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +2: Bluish-gray skin.

• Claws: Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Aquatic: Swimming Pace of 10", and cannot drown.
- Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.
- **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

Buckawn

Buckawn

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d8, Repair d8, Notice d8, Stealth d10, Shooting d4, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1) **Gear:** Dagger (Str+d4; Poison), dart (Shooting; range

3/6/12; 2d4; Poison)

Edges: Arcane Background (Magic), Dodge

Powers: Disguise (illusion), Entangle, Light (dancing

lights), Invisibility
Special Abilities

• Armour +1: Swarthy skin.

• Low Light Vision: No penalties for dim or dark lighting.

- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Dagger and dart inflict poison if foe is Shaken or wounded.
- Size -1: Two feet tall; Toughness -1.

Bugbear

Bugbear

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Intimidation d8, Tracking d8, Notice

d8, Stealth d10, Throwing d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Gear: Leather armour (+1), morningstar (Str+d8), medium shield (+1 Parry), javelin (Throwing; range 3/6/12; Str+d6)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Size +1: Seven feet tall; Toughness +1.

Bukavac

Bukavac

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Swimming d12+1, Notice d10,

Stealth d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (2)

Edges: Alertness, Frenzy, Improved Frenzy

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d8.Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 sonic blast damage.
- Energy Resistance: -2 damage from sonic.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2

Bulette

Bulette

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 17 (3) **Edges:** Level Headed, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +3: Tough scales.

• **Bite:** Str+d8. • Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Burrow: Can burrow and reappear within 4".

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Advanced Bulette

Rank: Veteran

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d12+3, Vigor d12+2

Skills: Fighting d10, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 19 (3) Edges: Level Headed, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +3: Tough scales.

• Bite: Str+d8. • Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Burrow: Can burrow and reappear within 4".

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Karrnathi Bulette

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Repair d6, Tracking d8, Notice d8 Charisma: -; Pace: 7; Parry: 7; Toughness: 18 (3)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +3: Tough scales.

• Bite: Str+d8: Disease.

• Darkvision: No vision penalties for darkness (range

12").

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Immunity: Death magic.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bunyip

Bunyip

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Tracking d8, Swimming d8, Notice d8,

Stealth d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 6 (1) **Edges:** Berserk, War Cry, Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Amphibious: Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Burag

Buraa

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d12+1, Strength

d12, Vigor d10

Skills: Fighting d6, Healing d8, Persuasion d8, Notice

d10, Spellcasting d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 11 (2) Edges: Arcane Background (Magic), Frenzy, Quick Powers: Confusion (shimmering wings), Blast (lightning storm), Boost Trait (bless), Smite (shocking grasp), Teleport

Special Abilities

• Armour +2: Natural armour.

• Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• Flight: Flying Pace of 20" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 wind blast damage.

• Size +2: 150 feet long; Toughness +2.

Burning Dervish

Burning Dervish

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d8, Knowledge (Planes) d10, Survival

d12, Notice d12, Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1) Gear: Falchion (Str+d8), or (Str+d8; +2 fire damage;

Burn)

Edana

Edges: Arcane Background (Magic), Dodge, Improved

Dodge

Powers: Banish (plane shift self), Growth (enlarge

person), Invisibility, Shrink

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 4" and Climb 3.

• Immunity: Fire.

• Weakness: Cold (double damage).

Burrowling

Burrowling

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Survival d6, Notice d10, Stealth d10,

Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 4 Gear: Sling (Throwing; range 4/8/16; Str+d4)

Edges: Frenzy Special Abilities • Claws: Str+d4. • Bite: Str+d4.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Burrow: Can burrow and reappear within 2".

• Size -1: Reduces Toughness by -1.

Cadaver

Cadaver

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Rotted flesh.

• Claws: Str+d6; Disease.

• Bite: Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Disease: Make a Vigor roll or become afflicted.

***Cadaver Lord**

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Knowledge (Religion) d8, Notice d10,

Stealth d10, Faith d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Edges: Arcane Background (Miracles), Frenzy, Holy Warrior, Level Headed, Trademark Weapon (claw)

Powers: Fear, Obscure (darkness), Summon Ally, Puppet

(undead)

Special Abilities

• Armour +2: Rotted flesh.

• Claws: Str+d6; Disease.

• **Bite:** Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both bludgeoning and magical.

• **Disease:** Make a Vigor roll or become afflicted.

to their attacks.

Cannibal Child

Calathgar

Calathgar

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d6, Tracking d4, Notice d4, Stealth d12+1

Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Gear: Flower (Str+d8; +2 cold damage) **Edges:** Combat Reflexes, Level Headed

Special Abilities

• Tendrils: Str+d4; Reach 1".

Low Light Vision: No penalties for dim or dark lighting.
 Darkvision: No vision penalties for darkness (range 6").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size -1: Reduces Toughness by -1.

Calikang

Calikang

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Notice d12+1,

Spellcasting d4

Charisma: +2; Pace: 6; Parry: 9; Toughness: 15 (3) Gear: Longsword (Str+d8), longsword (Str+d8), medium

shield (+1 Parry)

Edges: Arcane Background (Magic), Level Headed, Two-

Fisted

Powers: Bolt (lightning bolt)
Tactics: Two Weapons
Special Abilities

• Armour +3: Blue skin.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Humanoid:** Affected by spells that only work on humanoids.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 day damage.

• Immunities: Electricity and mind-affecting effects.

• Size +4: Fourteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2

Cannibal Child

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d4, Notice d10, Stealth d10

Charisma: +1; Pace: 4; Parry: 4; Toughness: 8 (1)

Edges: Alertness, Frenzy

Special Abilities

• Armour +1: Your flesh.

• Claws: Str+d4; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -1: Reduces Toughness by -1.

Canopy Creeper

Canopy Creeper

Rank: Heroic

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12+3

Skills: Fighting d8, Climbing d12+1, Tracking d10, Notice

d10, Stealth d6, Throwing d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 19 (3) Edges: Ambidextrous, Combat Reflexes, Level Headed,

Quick

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• **Vine Tendrils:** Throwing; range 3/6/12; Str+d6; Grab; Feed; Pull.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Electricity.

• Weakness: Cold (double damage).

• Energy Resistance: -2 damage from fire.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Carbuncle

Carbuncle

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4, Survival d4, Notice d4, Stealth d10,

Spellcasting d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 4 (1) Edges: Arcane Background (Magic), Strong Willed

Powers: Flight (levitate), Stun (daze)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Carnivorous Blob

Carnivorous Blob

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Climbing d12+2, Swimming d12+2

Charisma: -; Pace: 4; Parry: 7; Toughness: 24

Special Abilities

• Slam: Str+d8; Draining; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Cold (double damage).

• **Energy Resistances:** –6 damage from electricity and fire.

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

• Size +15: Increases Toughness by +15.

• Gargantuan: -4 to attack medium-sized foes, they

receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Carrion Moth

Carrion Moth

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (A), Spirit d10,

Strength d10, Vigor d8

Skills: Fighting d8, Climbing d10, Notice d10, Stealth d6 Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Edges: Combat Reflexes

Special Abilities

• Armour +2: Decaying flesh.

• Bite Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 12" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• **Size +2:** Twenty feet long; Toughness +2.

Carrionstorm

Carrionstorm

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d12,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Notice d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 7

Edges: Level Headed Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with −2 Toughness.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 1.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Caryatid column

Caryatid Column

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Gear: Masterwork longsword (Str+d8)

Special Abilities

• Armour +2: Natural armour.

Low Light Vision: No penalties for dim or dark lighting.
 Darkvision: No vision penalties for darkness (range

• Darkvision: No

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

Shining Sentinel

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Spellcasting d4

Charisma: -; Pace: 2; Parry: 6; Toughness: 9 (2) Gear: Masterwork falchion (Str+d8), medium shield (+1

Parry)

Edges: Arcane Background (Magic), Level Headed

Powers: Deflection (forcefield) **Special Abilities**

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Fire and magic.

• Weakness: Electricity (double damage).

Cat

Cat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Climbing d6, Tracking d6, Notice

d6, Stealth d12

Charisma: -; Pace: 6; Parry: 2; Toughness: 2

Special AbilitiesClaws: Str.Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Cheetah

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d8

Skills: Fighting d8, Tracking d6, Notice d6, Stealth d8 Charisma: -; Pace: 10; Parry: 6; Toughness: 6

Edges: Level Headed Special Abilities

• Bite: Str+d6; Go for the Throat.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Sprint: Roll d12 when running instead of d6.

• Go for the Throat: Target least armoured location on a raise.

Jaguar

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d8

Skills: Fighting d8, Climbing d12, Tracking d8, Swimming

d12, Notice d8, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (1)

Edges: Frenzy, Trademark Weapon (bite)

Special Abilities

• Armour +1: Thick fur.

• Claw: Str+d8. • Bite: Str+d8: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

Leopard

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d6, Notice d6,

Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 6

Special AbilitiesBite: Str+d6; Grab.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 4".

Clouded Leopard

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d8, Climbing d12, Tracking d6, Notice d6,

Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 5

Special Abilities • Bite: Str+d4; Grab. • Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -1: Three feet long; Toughness -1.

Snow Leopard

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d10, Notice

d10, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 6

Edges: Frenzy **Special Abilities** • Claw: Str+d6. • Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Endurance: +2 to Soak rolls.

Lion

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+1, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (1)

Edges: Level Headed **Special Abilities** • Armour +1: Skin. • Bite: Str+d6; Grab. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape. • Pounce: +4 attack/damage and -2 Parry after leaping

d6" in a straight line towards non-adjacent foe.

• Size +2: Eight feet long; Toughness +2.

Cave Lion

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (2)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +2: Thick fur.

• Claws: Str+d8.

• Bite: Str+d8: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +4: Ten feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dire Lion

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (1) Edges: Level Headed, Trademark Weapon (claw) **Special Abilities**

• Armour +1: Thick fur.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +4: Fifteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mythical Lion

Rank: Heroic

Attributes: Agility d12+1, Smarts d6 (A), Spirit d10,

Strength d12+5, Vigor d12+1

Skills: Fighting d12, Climbing d12, Tracking d12+1,

Swimming d12, Notice d12+1, Stealth d10

Charisma: -; Pace: 10; Parry: 8; Toughness: 14 (2) Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Golden fur.

• **Bite:** Str+d8; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Lynx

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d10, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 5

Edges: Frenzy
Special Abilities

• Claw: Str+d4; Grab.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Three feet long; Toughness -1.

Margay

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d8, Climbing d12, Tracking d10, Notice

d10, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 5 Special Abilities

• Bite: Str+d4; Grab.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -1: Two feet long; Toughness -1.

Panther

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d8

Skills: Fighting d8, Climbing d8, Tracking d10, Notice

d10, Stealth d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (1)

Special Abilities

• Armour +1: Rusty brown fur.

• Bite: Str+d6; Grab. • Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

Tiger

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Tracking d8, Swimming d10, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (1) Edges: Frenzy, Level Headed, Trademark Weapon (claw) Special Abilities

• Armour +1: Reddish-orange fur.

• Claws: Str+d6; Grab.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Size +3:** Three feet tall; Toughness +3.

Dire Tiger

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d10, Tracking d10, Swimming d10, Notice

d10, Stealth d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (2)

Edges: Frenzy, Level Headed

Special Abilities

Armour +2: Thick fur.Claws: Str+d8; Grab.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +4: Twelve feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magebred Tiger

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d8, Tracking d8, Swimming d10, Notice

d8, Stealth d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 14 (2)

Edges: Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +2: White fur.

• Bite: Str+d10; Grab.

• Claws: Str+d10; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Saber-Toothed Tiger

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Swimming d10, Notice d8, Stealth d10 Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (1)

Special Abilities

• Armour +1: Thick fur.

• **Bite:** Str+d8; Grab; Bleed.

• Claws: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +4: Five feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dire Saber-Toothed Tiger

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d10,

Strength d12+4, Vigor d12+3

Skills: Fighting d8, Swimming d12, Notice d10, Stealth

d10

Charisma: -; Pace: 10; Parry: 6; Toughness: 15 (2)

Special Abilities

• Armour +2: Thick fur.

Bite: Str+d8; Grab; Bleed.Claws: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Caterprism

Caterprism

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d6, Climbing d10, Survival d8, Notice d8, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (3)

Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bite Touch: Str+d6.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 4".
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Size +2: Two feet long; Toughness +2.

Caterwaul

Caterwaul

Rank: Seasoned

Attributes: Agility d12+2, Smarts d4, Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d12, Tracking d10, Notice

d10. Stealth d12

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (1)

Edges: Dodge **Special Abilities** • Armour +1: Blue fur. • Bite: Str+d6; Grab. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Catfolk

Catfolk

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d10, Climbing d6, Knowledge (Nature) d4, Survival d8, Tracking d8, Notice d4, Stealth d8, Shooting d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 6 (1) Gear: Studded leather armour (+1), longsword (Str+d8), longbow (Shooting; range 15/30/60; 2d6)

Edges: Beast Master, Woodsman, Trademark Weapon (longbow)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

Catoblepas

Catoblepas

Attributes: Agility d4, Smarts d4, Spirit d8, Strength

d12+1, Vigor d12+2

Skills: Fighting d12, Swimming d10, Notice d12+3 Charisma: -; Pace: 8; Parry: 8; Toughness: 15 (4) Edges: Ambidextrous, Hard to Kill, Strong Willed

Tactics: Two Weapons Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d6. • Antlers: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Size +2: Fifteen feet long: Toughness +2.

Caulborn

Caulborn

Rank: Veteran

Attributes: Agility d12, Smarts d12+3, Spirit d12+1,

Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d12, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 7 Edges: Arcane Background (Magic), Combat Reflexes, Strong Willed, Trademark Weapon (bite)

Powers: Banish (plane shift self), Confusion (hypnotic pattern), Detect Arcana (sense magic), Entangle, Mind Reading, Stun (daze)

Special Abilities

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Immunity: Visual effects.

Chrestomath Caulborn

Rank: Veteran

Attributes: Agility d4, Smarts d12+3, Spirit d12+1,

Strength d4, Vigor d12

Skills: Fighting d6, Repair d12+1, Notice d12+1,

Spellcasting d12

Charisma: +4; Pace: -; Parry: 5; Toughness: 9 (1) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Detect Arcana (sense magic), Mind Reading,

Speak Language

Tactics: No melee attacks

Special Abilities

• Armour +1: Wet flesh.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 2" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a wound.

Cave Cricket

Cave Cricket

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Kicks: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Size -1: Three feet long; Toughness -1.

Cave Fisher

Cave Fisher

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d4, Throwing d4 **Charisma:** –; **Pace:** 4; **Parry:** 5; **Toughness:** 8 (1) **Gear:** Filament (Throwing; range 3/6/12; Str+d6; Drag)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

 $\bullet \ \mbox{\bf Mindless:} \ \mbox{Immune to mind-affecting magic.}$

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

Cave Leech

Cave Leech

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d8, Swimming d12, Notice d8, Stealth d10 Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2) Edges: Frenzy, Improved Frenzy, Level Headed,

Trademark Weapon (tentacle)

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Bite: Str+d6; Constrict; Draining.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either piercing or slashing weapons.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

Cave Moray

Cave Moray

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

Cavelight Moss

Cavelight Moss

Rank: Veteran

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 1; Parry: 5; Toughness: 14 (2)

Edges: Alertness, Frenzy

Special Abilities

• Armour +2: Natural armour.

• Tendrils: Str+d8; Reach 1"; Draining.

• Low Light Vision: No penalties for dim or dark lighting.

• Tremorsense: Can sense and accurately pinpoint

anything within 6" that's in contact with the ground.

- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -2 damage from physical attacks, except those caused by slashing weapons.
- Draining: Make a Vigor roll or suffer a level of Fatique.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cavern Lizard

Cavern Lizard

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d12+2, Tracking d8, Notice

d8, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Gray scales.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Size +2: Ten feet long; Toughness +2.

Cayhound

Cayhound

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d6, Knowledge (Planes) d6, Survival d8, Tracking d10, Notice d10, Stealth d10,

Spellcasting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (2) Edges: Arcane Background (Magic), Level Headed

Powers: Teleport (dimension door)

Special Abilities

• Armour +2: Red fur.

• Bite: Str+d6; +2 sonic damage; Go for the Throat.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Go for the Throat: Target least armoured location on a

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 thunderous bark damage.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Cecaelia

Cecaelia

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Survival d10, Swimming d10, Notice

d4, Stealth d10, Throwing d6

Charisma: -: Pace: 6: Parry: 7: Toughness: 7 (1) **Gear:** Masterwork spear (Str+d6; Reach 1"; Parry +1), masterwork spear (Throwing; range 3/6/12; Str+d6) **Edges:** Combat Reflexes, Trademark Weapon (spear)

Special Abilities

• Armour +1: Natural armour.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Humanoid: Affected by spells that only work on humanoids.

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on

Centaur

Centaur

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Viaor d8

Skills: Fighting d6, Intimidation d6, Knowledge (Nature) d6, Persuasion d6, Survival d8, Notice d8, Throwing d4 Charisma: -; Pace: 10; Parry: 6; Toughness: 10 (2) **Gear:** Breastplate (+2), longsword (Str+d8), medium shield (+1 Parry), spear (Throwing; range 3/6/12; Str+d6)

Edges: Level Headed **Special Abilities** • Hooves: Str+d4.

• Darkvision: No vision penalties for darkness (range

• Fast Runner: Roll d8 when running instead of d6.

• Humanoid: Affected by spells that only work on humanoids.

Centipede

Centipede, Great Forest

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d6, Climbing d12+1, Notice d8, Stealth d6 **Charisma:** -; **Pace:** 8; **Parry:** 5; **Toughness:** 22 (3)

Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Centipede, Giant

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d10 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Centipede, Hissing

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d6 **Charisma:** -; **Pace:** 8; **Parry:** 5; **Toughness:** 10 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size +2:** Increases Toughness by +2.

House Centipede

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Notice d6, Stealth

d12+1

Charisma: -; Pace: 8; Parry: 2; Toughness: 4 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Sewer Centipede

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4, Climbing d10, Notice d6, Stealth d12 Charisma: -; Pace: 8; Parry: 4; Toughness: 5 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Centipede Swarm

Rank: Veteran

Attributes: Agility d12, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Climbing d10, Notice d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 5

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Centipede, Titan

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+7, Vigor d12+4

Skills: Fighting d8, Climbing d12+3, Notice d6, Stealth d8 Charisma: -; Pace: 12; Parry: 6; Toughness: 31 (4) Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 12".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +17: Increases Toughness by +17.

 Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Centipede, Giant Whiptail

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Climbing d12, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 17 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8; Poison.

• Tail Slap: Str+d8; Nonlethal; Knockback.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cephalophore

Cephalophore

Rank: Heroic

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Dazing Strike.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Dazing Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Dazing Strike: Make a Spirit roll or suffer a level of Fatique.

• Size +4: Fifteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ceratioidi

Ceratioidi

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Swimming d10,

Notice d8, Stealth d8, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1) Gear: Shortspears (Str+d8), shortspears (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Trademark Weapon (shortspear)

Special Abilities

• Armour +1: Luminescent flesh.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

• Size +1: Seven feet tall; Toughness +1.

Cerberi

Cerberi

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d8, Survival d10, Tracking d12, Notice

d12, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (2) Edges: Alertness, Combat Reflexes, Frenzy, Level Headed Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d6; Jaws.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

***Cerberus**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+10, Climbing d12+9, Knowledge (Religion) d12+7, Knowledge (Planes) d12+7, Survival d12+7, Tracking d12+9, Notice d12+9, Stealth d12+5

Charisma: +4; Pace: 12; Parry: 10; Toughness: 23 (5) Edges: Alertness, Dodge, Improved Dodge, Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed, War Cry, Trademark Weapon (bite)

Special Abilities

• Armour +5: Black fur.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunity: Death magic.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• **Physical Resistance:** -4 damage from physical attacks, except from those that are both legendary and good.

• Size +8: Thirty feet long: Toughness +8.

• **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Cerebral Stalker

Cerebral Stalker

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Survival d12, Notice d12+1, Stealth

d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2) Edges: Frenzy, Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +2: Blackish-gray scales.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 18" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 4".

• Hardy: A second Shaken result doesn't become a wound.

• Fear Gaze: All creatures within 12" must make a Spirit roll to resist.

Cerebric Fungus

Cerebric Fungus

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength

d8, Vigor d10

Skills: Fighting d6, Persuasion d6, Notice d10, Stealth d8,

Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Mind Reading Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tendrils: Str+d6; Reach 1"; Pull.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Sonic (double damage).

• Energy Resistance: -1 damage from cold.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

Ceru

Ceru

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d6, Persuasion

d6, Notice d6, Stealth d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Edges: Arcane Background (Magic), Level Headed

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +1: Natural armour.

• Horns: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Poison.

• Energy Resistances: -1 damage from acid and electricity.

• **Poison:** Horns inflict poison if foe is Shaken or wounded.

• Size -2: One foot long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Chain Worm

Chain Worm

Rank: Legendary

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d10, Climbing d12, Notice d4 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 12

Special AbilitiesBite: Str+d8; Grab.

• Tail Sting: Str+d8; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• **Fearless:** Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• **Poison:** Tail sting inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +4: Six feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Changling

Changling

Rank: Novice

Attributes: Agility d6, Smarts d10, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4-2, Healing d6, Knowledge (Arcana) d8,

Repair d10, Notice d4

Charisma: -; Pace: 6; Parry: 3; Toughness: 5 Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1)

Special Abilities• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

Chaos Beast

Chaos Beast

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Climbing d12, Swimming d12, Notice d10, Stealth d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2) Edges: Dodge, Improved Dodge, Frenzy, Improved Frenzy, Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Corporeal Instability.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Retain Shape:** If transformed or transmuted into another form or substance, can automatically revert to original form as a free action.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Endurance: +2 to Soak rolls.

Charau-Ka

Charau-Ka

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Climbing d12, Tracking d4, Notice d4,

Stealth d10, Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1) Gear: Club (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Marksman Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -1: Reduces Toughness by -1.

Charda

Charda

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Intimidation d6, Knowledge (Religion) d6, Survival d10, Swimming d12+1, Notice d10, Stealth d12+1

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2)

Edges: Quick, Trademark Weapon (claw)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d4; +2 cold damage.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

24").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Cold and poison.

• Size -1: Four feet tall; Toughness -1.

Charnel Colossus

Charnel Colossus

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12+5,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+7, Climbing d12+9, Knowledge (Arcana) d12+7, Knowledge (History) d12+6, Knowledge (Religion) d12+7, Repair d12+7, Notice d12+10, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 32 (6) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed

Powers: Detect Arcana (see invisibility), Lower Trait (curse), Mind Reading (speak with dead)

Special Abilities

• Armour +6: Natural armour.

• Slams: Str+d8; Grab; Mind Feed.

• Tendrils: Str+d8; Reach 1"; Grab; Pull.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both magical and slashing.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

 Mind Feed: Make a Spirit roll at −3 or suffer a level of Fatigue.

• Size +15: Increases Toughness by +15.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy

Armour and Heavy Weapons.

Charybdis

Charybdis

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d12, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Swimming d12+1, Notice d12+2 Charisma: -; Pace: 4; Parry: 7; Toughness: 24 (5)

Edges: Level Headed, Quick

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Rending Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Immunity: Acid.

• Energy Resistance: -4 damage from cold.

• Size +10: Sixty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Chelicerae

Chelicerae

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+2, Vigor d10

Skills: Fighting d8, Climbing d12+3, Knowledge (Arcana) d8, Knowledge (Local) d10, Knowledge (Nature) d4, Knowledge (Planes) d6, Repair d12, Notice d12, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (2)

Edges: Dodge Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Poison; Grab.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.
- Size +3: Increases Toughness by +3.

Chemosit

Chemosit

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d12+2, Vigor d12

Skills: Fighting d8, Climbing d12, Tracking d4, Notice d4,

Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (2)

Edges: Frenzy, Level Headed, War Cry

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Size +3: Nine feet tall; Toughness +3.

Cherum

Cherum

Rank: Epic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+10, Climbing d12+10, Knowledge (Religion) d12+2, Survival d12+2, Notice d12+9

Charisma: -; Pace: 6; Parry: 10; Toughness: 32 (7) Edges: Alertness, Dodge, Hard to Kill, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed

Special Abilities

• Armour +7: Burning flesh.

• **Bite:** Str+d8; +2 fire damage; Grab.

• Claws: Str+d8; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 24").

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage

every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Immunities: Fire and poison.
- Weakness: Cold (double damage).
- **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.
- Size +16: Seventy feet tall; Toughness +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Chickcharney

Chickcharney

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d8

Skills: Fighting d8, Notice d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 5

Edges: Dodge
Special Abilities
• Bite: Str+d4; Ill Luck.
• Claws: Str+d4; Ill Luck.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

Flight: Flying Pace of 6" and Climb 0.
Size -1: Three feet tall; Toughness -1.

Child Of The Briar

Child Of The Briar

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d8, Notice d8, Stealth d12,

Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4 (1)

Edges: Arcane Background (Magic), Frenzy

Powers: Entangle Special Abilities

• Armour +1: Natural armour.

• Claws: Str; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

Chimera

Chimera

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d6 Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 damage.

• Endurance: +2 to Soak rolls.

• Size +2: Five feet tall; Toughness +2.

*Legendary Chimera

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12+1, Tracking d12+1, Notice d12+1,

Stealth d4

Charisma: -; Pace: 6; Parry: 8; Toughness: 19 (4) Edges: Level Headed, Quick, Sweep, Strong Willed

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire

damage.

- **Immunities:** Fire, disease, poison, Gang Up bonuses, bleeding and death magic.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and magical.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Choker

Choker

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Climbing d12, Notice d4, Stealth d10 Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

- Tentacles: Str+d4; Reach 1"; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Size -1: Reduces Toughness by -1.

Choker Brute

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d12+2, Notice d10, Stealth

d12+1

Charisma: -; Pace: 4; Parry: 6; Toughness: 8 (2) Edges: Frenzy, Level Headed, Trademark Weapon

(tentacle)

Special Abilities

- Armour +2: Natural armour.
- Tentacles: Str+d4; Reach 1"; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Size -1: Reduces Toughness by -1.

Chon chon

Chon Chon

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4,

√igor d6

Skills: Fighting d4, Notice d6, Shooting d4, Spellcasting

d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 3

Edges: Arcane Background (Magic), Quick **Powers:** Detect Arcana (sense magic)

Special Abilities

• Bite: Str.

• Acid Spit: Shooting; range 3/6/12; 2d4; +2 acid

damage.

• **Darkvision:** No vision penalties for darkness (range

• Flight: Flying Pace of 12" and Climb 2.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2

to their attacks.

Chon Chon Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d10, Spellcasting d4
Charisma: -; Pace: 2; Parry: 4; Toughness: 6

Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Detect Arcana (sense magic)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 12" and Climb 1.

Chrystone

Chrystone

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d6, Spellcasting d4
Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Strong Willed

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

Chupacabra

Chupacabra

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d4; Grab. • **Claws:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size -1: Four feet tall; Toughness -1.

Flying Chupacabra

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Grab.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 0.

• Size -1: Reduces Toughness by -1.

Giant Winged Chupacabra

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d10

Charisma: +1; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 0.

Church Grim

Church Grim

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d8

Skills: Fighting d6, Knowledge (Religion) d6, Notice d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 Edges: Alertness, Strong Willed, War Cry

Special Abilities

• Incorporeal Bite: Str+d4; Holy; Wisdom.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- Ethereal: Intangible and can only be hurt by magical attacks.
- Flight: Flying Pace of 8" and Climb 3.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by evil weapons.

• Size -1: Reduces Toughness by -1.

Churr

Churr

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Intimidation d8, Climbing d10,

Survival d8, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (2)

Edges: Strong Willed, War Cry

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Size +2:** Eight feet tall; Toughness +2.

Chuul

Chuul

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Knowledge (Nature) d8, Swimming

d12+4, Notice d12+1, Stealth d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (3) Edges: Alertness, Combat Reflexes, Frenzy, Level

Headed, Trademark Weapon (claw)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Poison.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cikavak

Cikavak

Rank: Novice

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6, Stealth

d12+1, Spellcasting d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 3

Edges: Arcane Background (Magic)

Powers: Beast Friend Special Abilities • Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 8" and Climb 0.

• Energy Resistances: -1 damage from acid and fire.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Cinder Wolf

Cinder Wolf

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Survival d8, Notice d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Special Abilities
• Armour +1: Flesh.

• Bite: Str+d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Weakness: Cold (double damage).

• Energy Resistance: -2 damage from fire.

Clam, Giant

Clam, Giant

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d4, Swimming d6, Notice d4

Charisma: -; Pace: 1; Parry: 4; Toughness: 11 (3)

Tactics: No melee attacks

Special Abilities

• Armour +3: Natural armour.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 6").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 6", and cannot drown.

• Immunity: Mind-affecting effects.

• **Size +2:** Increases Toughness by +2.

Clamor

Clamor

Rank: Seasoned

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d4-2, Notice d6, Shooting d4 Charisma: +2; Pace: -; Parry: 2; Toughness: 7

Edges: Level Headed, Quick **Tactics:** No melee attacks

Special Abilities

• Sonic Ray: Shooting; range 12/24/48; 2d6; +2 sonic

damage.

• **Darkvision:** No vision penalties for darkness (range

• Invisible: Enemies suffer -4 to their attacks.

• Ethereal: Intangible and can only be hurt by magical attacks

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Flight: Flying Pace of 10" and Climb 3.

Clawbat

Clawbat

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d6, Tracking d4, Notice d4, Stealth d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 4 Special Abilities

• Bite: Str+d4; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb 0.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size -1: Reduces Toughness by -1.

Cloaker

Cloaker

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d6, Knowledge (Religion) d10, Notice d12,

Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 12 (2)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

Flight: Flying Pace of 8" and Climb 0.
Size +2: Increases Toughness by +2.

Clockworks

Clockwork Beetle

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d8, Notice d4, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 3 (1) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 2.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Clockwork Beetle Swarm

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d6, Stealth d10

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1) Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Swarm:** +2 Parry, immune to most weapons.
- **Split:** May split into two SBT swarms, each with −2 Toughness.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 2.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by slashing weapons.
- **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Clockwork Brain Gear

Rank: Seasoned

Attributes: Agility d6, Smarts d12+1, Spirit d12,

Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Arcana) d10, Knowledge (Engineering) d10, Persuasion d8, Repair d10, Notice d8 **Charisma:** -; **Pace:** -; **Parry:** 4; **Toughness:** 5 (1)

Edges: Strong Willed

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Clockwork Advanced Bronze Giant

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+6, Vigor d12+4

Skills: Fighting d12+5, Notice d4, Throwing d12+4
Charisma: -; Pace: 6; Parry: 10; Toughness: 22 (4)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• **Size +8:** Twenty–five feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Clockwork Drone

Rank: Novice

Attributes: Agility d12, Smarts d4 (M), Spirit d8,

Strength d4, Vigor d4

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 2

Special Abilities

• Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Clockwork Familiar

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 (1)

Edges: Alertness, Level Headed, Quick

Special Abilities

• Armour +1: Natural armour.

• Bite: Str; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Flight: Flying Pace of 10" and Climb 3.

• Weakness: Electricity (double damage).

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size -2: Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Clockwork Goliath

Rank: Epic

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6,

Strength d12+8, Vigor d12+6

Skills: Fighting d12+4, Notice d4, Shooting d12+3 Charisma: -; Pace: 8; Parry: 10; Toughness: 26 (5) Edges: Frenzy, Improved Frenzy, Level Headed, Quick Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8.

• Cannon: Shooting; range 15/30/60; 2d8; AP 2.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Electricity (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Clockwork Hound

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Survival d6, Tracking d6, Notice d6 Charisma: -; Pace: 10; Parry: 6; Toughness: 8 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

Bite: Str+d6.Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

shots.

Clockwork Huntsman

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2)

Gear: Masterwork longsword (Str+d8) **Edges:** Trademark Weapon (longsword)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Construct: +2 to recover from Shaken, ignore wound

modifiers, disease, poison, and extra damage from called shots.

Clockwork Leviathan

Rank: Legendary

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+1, Notice d4, Stealth

d8

Charisma: -; Pace: 6; Parry: 8; Toughness: 20 (3)

Edges: Level Headed, Quick

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Slam: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunity: Fire.

• Weakness: Electricity (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +8: Twenty-five feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Clockwork Myrmidon

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Notice d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (3)

Gear: Masterwork heavy pick (Str+d8)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size +2: Increases Toughness by +2.

Clockwork Overseer

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size -1: Three feet tall; Toughness -1.

Clockwork Parasite

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d6 **Skills:** Fighting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Clockwork Scout

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d4 Skills: Fighting d4, Notice d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 2

Special Abilities • Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Clockwork Servant

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1) **Gear:** Net (Throwing; range 3/6/12; Str+d6; Entangle)

Edges: Level Headed, Quick

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Weakness: Electricity (double damage).

Clockwork Soldier

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Halberd (Str+d8; Reach 1") Edges: Level Headed, Ouick

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Weakness: Electricity (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

Clockwork Spy

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d4, Notice d4, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 3

Edges: Level Headed, Quick

Special Abilities

• Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb -2.

• Weakness: Electricity (double damage).

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Clockwork Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d12, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Notice d4, Stealth d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

Clockwork Titan

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12 Skills: Fighting d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3)

Edges: Frenzy **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Size +3: Increases Toughness by +3.

Clockwork Warrior

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12, Vigor d10 Skills: Fighting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

Clubnek

Clubnek

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Gear: Beak (Str+d8) **Special Abilities**

• Armour +1: Green-hued feathers.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Fast Runner: Roll d8 when running instead of d6.

Cobra construct

Adamantine Cobra

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (3)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Iron Cobra

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Mechanical Viper

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Notice d6, Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 6 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• Weakness: Electricity (double damage).

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Cobra Flower

Cobra Flower

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; +2 acid damage; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size +2: Increases Toughness by +2.

Cockatrice

Cockatrice

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d8, Notice d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 4

Edges: Dodge **Special Abilities**

• Bite: Str+d4; Petrification.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Flight: Flying Pace of 12" and Climb -1.

• **Petrification:** Make a Vigor roll or be turned to stone.

• Size -1: Reduces Toughness by -1.

Pyrolisk

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d8, Notice d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 5 (1)

Special Abilities

• Armour +1: Thinning feathers.

• Bite: Str+d4; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Flight: Flying Pace of 12" and Climb 0.

• Conflagration Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Fire.

• Size -1: Reduces Toughness by -1.

Cockroach

Cockroach, Giant

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d12

Skills: Fighting d4, Climbing d8, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1)

Edges: Hard to Kill **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 8" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Giant Hissing Cockroach

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d12+1

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d6 Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Edges: Hard to Kill **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 8" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Weakness: Light sensitive.

Cockroach Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d10, Notice d6, Stealth d12 **Charisma:** –; **Pace:** 4; **Parry:** 4; **Toughness:** 7

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Flight: Flying Pace of 6" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Weakness: Light sensitive.

Venomroach

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12+3

Skills: Fighting d6, Climbing d12, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (1)

Edges: Hard to Kill Special Abilities

• Armour +1: Inky carapace.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 8" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Weakness: Light sensitive.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size +3:** Increases Toughness by +3.

Coffer Corpse

Coffer Corpse

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d4, Intimidation d6, Notice d6, Stealth d6 **Charisma:** -; **Pace:** 4; **Parry:** 4; **Toughness:** 10 (1)

Special Abilities

• Armour +1: Natural armour.

• **Slam:** Str+d6; Grab.

 Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both magical and bludgeoning.

• Endurance: +2 to Soak rolls.

Cold Rider

Cold Rider

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d8, Intimidation d12, Knowledge (Nature) d12+1, Riding d12+2, Notice d12+1, Stealth d12+1,

Spellcasting d8

Charisma: +2; Pace: 6; Parry: 6; Toughness: 11 (3) Gear: Full plate (+3), icy burst glaive (Str+d8; Reach 1"; +2 cold damage)

Edges: Arcane Background (Magic), Level Headed,

Trained Rider, Trademark Weapon (glaive)

Powers: Blast (ice storm), Bolt (ray of frost), Slumber **Special Abilities**

• Antlers: Str+d6; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunity: Cold.

• **Weaknesses:** Fire (double damage) and sonic (double damage).

Jade Colossus

Jade Colossus

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+9, Vigor d12+7

Skills: Fighting d12+5, Notice d4

Charisma: -; Pace: 8; Parry: 10; Toughness: 37 (7)

Edges: Frenzy
Special Abilities

• Armour +7: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Fire and magic.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.
- **Size +19:** Thirty–five feet tall; Toughness +19.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Comozant Wyrd

Comozant Wyrd

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d4, Knowledge (Nature) d4, Knowledge (Planes) d8, Persuasion d10, Notice d10, Spellcasting d4

Charisma: +4; Pace: 4; Parry: 4; Toughness: 4 Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick

Powers: Obscure (fog) **Tactics:** No melee attacks

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• Ethereal: Intangible and can only be hurt by magical attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 2.

• Immunities: Electricity, cold and Gang Up bonuses.

• Size -1: Reduces Toughness by -1.

Contemplative Of Ashok

Contemplative Of Ashok

Rank: Seasoned

Attributes: Agility d6, Smarts d12+2, Spirit d10,

Strength d4, Vigor d4

Skills: Fighting d6, Persuasion d8, Repair d10, Notice

d10, Spellcasting d12

Charisma: +4; Pace: 1; Parry: 5; Toughness: 4

Edges: Arcane Background (Magic), Dodge

Powers: Bolt (magic missile), Detect Arcana (sense magic), Mind Reading, Speak Language, Stun (daze), Telekinesis

Special Abilities
• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Humanoid: Affected by spells that only work on

humanoids.

• Flight: Flying Pace of 6" and Climb 3.

• Immunity: Mind-affecting effects.

Coral Capuchin

Coral Capuchin

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

l4, Vigor d6

Skills: Fighting d6, Climbing d6, Swimming d6, Notice d4,

Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 3 Special Abilities

• Bite: Str; Cursed Bite.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 8" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Corby

Dire Corby

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Climbing d10, Notice d6, Stealth d8 **Charisma:** -; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Black feathers.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Dread Corby

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d6, Climbing d12, Notice d8, Stealth d10 **Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

- Humanoid: Affected by spells that only work on humanoids.
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Corpse Candle

Corpse Candle

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d10, Swimming d8,

Notice d10, Stealth d10

Charisma: +2; Pace: -; Parry: 5; Toughness: 7

Edges: Alertness, Dodge, Level Headed

Special Abilities

- Incorporeal Touch: Victims must make a Strength roll or suffer a level of Fatique.
- Darkvision: No vision penalties for darkness (range
- Ethereal: Intangible and can only be hurt by magical
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 1.
- Natural Swimmer: Swimming Pace of 8", and +2 to resist drowning.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Corpse Orgy

Corpse Orgy

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d12, Intimidation d12+3, Climbing d12+1, Survival d10, Notice d12+4, Stealth d10

Charisma: +1; Pace: 6; Parry: 8; Toughness: 16 (4) Edges: Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d6; Grab.

- Darkvision: No vision penalties for darkness (range 12").
- Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Gang Up bonuses.
- Physical Resistance: -3 damage from physical attacks, except those caused by either piercing or slashing
- Size +3: Increases Toughness by +3.

Corpse Rook

Corpse Rook

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d8, Tracking d12, Notice d12, Stealth d4 Charisma: -; Pace: 2; Parry: 6; Toughness: 10 (2)

Edges: Frenzy, Trademark Weapon (bite)

Special Abilities

• Armour +2: Black feathers.

• Bites: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 16" and Climb 0.

• Immunity: Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Corpsespinner

Corpsespinner

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d12, Climbing d12+1, Notice d10, Stealth

Charisma: -; Pace: 8; Parry: 8; Toughness: 15 (3) Edges: Alertness, Combat Reflexes, Level Headed

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d10; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Couatl

Couatl

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+1, Vigor d12+1

Skills: Fighting d10, Knowledge (Arcana) d8, Knowledge

(Religion) d10, Persuasion d12+1, Repair d12, Survival d12, Notice d12+2, Faith d12

Charisma: +2; Pace: 4; Parry: 7; Toughness: 12 (2) Edges: Alertness, Arcane Background (Miracles), Dodge, Holy Warrior, Level Headed, Quick, Strong Willed

Powers: Armor, Banish (plane shift self), Bolt (scorching ray), Bolt (ray of frost), Environmental Protection (heat and cold), Healing (cure wounds), Invisibility, Intangibility, Intangibility (gaseous form), Mind Reading, Stun (daze), Summon Ally

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Constrict; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb 2.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Twelve feet long; Toughness +2.

Crab

Bone Crab

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Swimming d10, Notice d4, Stealth d8 Charisma: -; Pace: 4; Parry: 6; Toughness: 7 (2) Edges: Frenzy, Level Headed, Trademark Weapon (claw) Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d4; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Disease: Make a Vigor roll or become afflicted.

• Size -1: Reduces Toughness by -1.

Carcass Crab

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d8, Stealth d4, Shooting d10 **Charisma:** -; **Pace:** 6; **Parry:** 7; **Toughness:** 17 (2)

Edges: Frenzy, Marksman

Special Abilities

• Armour +2: Thick carapace.

• Claws: Str+d8; Grab.

• Barb: Shooting; range 12/24/48; 2d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Poison: Barb inflicts poison if foe is Shaken or

wounded.

• Endurance: +2 to Soak rolls.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Crab, Coconut

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Swimming d8, Notice d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d4; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 8", and cannot drown.

• Immunity: Mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Crab, Giant

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

Crab, Hermit (Giant)

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Swimming d12, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

Strength roll to escape.

- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Aquatic: Swimming Pace of 12", and cannot drown.
- Immunity: Mind-affecting effects.
- **Size +3:** Increases Toughness by +3.

Crab, Great Reef

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+6, Vigor d12+3

Skills: Fighting d8, Swimming d12+3, Notice d6 Charisma: -; Pace: 6; Parry: 6; Toughness: 22 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 15", and cannot drown.

• Immunity: Mind-affecting effects.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

King Crab

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d10, Notice d6 **Charisma:** –; **Pace:** 6; **Parry:** 2; **Toughness:** 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str; Constrict.

 Darkvision: No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Monstrous Crab

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Weakness: Water dependency.

Crab, Rock

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Swimming d12, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 12", and cannot drown.

Immunity: Mind-affecting effects.
Size +3: Increases Toughness by +3.

Shark-Eating Crab

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d6, Swimming d12+1, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 20 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Immunity: Mind-affecting effects.

• Size +8: Sixteen feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Shipwrecker Crab

Rank: Heroic

Attributes: Agility d10, Smarts d4 (M), Spirit d8,

Strength d12+6, Vigor d12+3

Skills: Fighting d10, Swimming d12+2, Notice d10 Charisma: -; Pace: 6; Parry: 7; Toughness: 30 (5)

Edges: Frenzy
Special Abilities

• Armour +5: Natural armour.

• Powerful Claws: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Aquatic: Swimming Pace of 14", and cannot drown.
- Immunity: Mind-affecting effects.
- **Size +16:** Increases Toughness by +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Crab Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Swimming d10, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 7 (1)

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

Crabman

Crabman

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Repair d6, Survival d6, Swimming

d12+2, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2)

Edges: Alertness, Frenzy

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size +2: Nine feet tall; Toughness +2.

Craq Man

Crag Man

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7
Edges: Arcane Background (Magic), Frenzy, Trademark

Moanon (clam)

Weapon (slam)

Powers: Summon Ally **Special Abilities**

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

Crawling hand

Crawling Hand

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Climbing d8, Survival d6, Notice d6,

Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 4

Hindrances: Small (M)
Special Abilities
• Claw: Str; Grab.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Crawling Hand, Giant

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Edges: Dodge, Quick, Trademark Weapon (claw)

Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint

things within 6", attacks using blindsense are made at -2.

- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Endurance: +2 to Soak rolls.

Giant Crayfish

Giant Crayfish

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Swimming d12+1, Notice d6, Stealth

d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Weakness: Water dependency.

• Size +2: Increases Toughness by +2.

Crocodilian

Alligator

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Swimming d6, Notice d8, Stealth d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1) Special Abilities

• Armour +1: Thick hide.

• **Bite:** Str+d6; Grab.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Sprint:** Roll d8 when running instead of d6.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

Dwarf Caiman

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Swimming d8, Notice d4, Stealth d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 6 (1) Special Abilities

• Armour +1: Thick hide.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -1: Reduces Toughness by -1.

Crocodile

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d8, Stealth d6 **Charisma:** -; **Pace:** 4; **Parry:** 5; **Toughness:** 10 (1)

Special Abilities

• Armour +1: Thick hide.

Bite: Str+d6; Grab.Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Sprint:** Roll d8 when running instead of d6.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

ullet Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +2: Fourteen feet long; Toughness +2.

Dire Crocodile

Rank: Heroic

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength

d12+6, Vigor d12+3

Skills: Fighting d8, Swimming d12+2, Notice d12 Charisma: -; Pace: 4; Parry: 6; Toughness: 23 (4)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +4: Thick hide.

• Bite: Str+d8; Grab.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Sprint:** Roll d8 when running instead of d6.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Marine Crocodile

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d10

Charisma: -; Pace: 3; Parry: 5; Toughness: 10 (1)

Edges: Level Headed Special Abilities

• Armour +1: Thick hide.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +2: Increases Toughness by +2.

Saltwater Crocodile

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d6, Swimming d12, Notice d8, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 17 (3)

Edges: Level Headed Special Abilities

• Armour +3: Thick hide.

Bite: Str+d8; Grab.Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Deinosuchus

Rank: Veteran

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength

d12+5, Vigor d12+1

Skills: Fighting d8, Swimming d12+2, Notice d12
Charisma: -; Pace: 6; Parry: 6; Toughness: 21 (3)

Edges: Improved Level Headed, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Thick hide.

• Bite: Str+d8; Constrict.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4

to their attacks.

Crucifixion Spirit

Crucifixion Spirit

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d12, Strength

d6, Vigor d6

Skills: Fighting d10, Intimidation d12+2, Notice d12+3,

Stealth d12+1, Throwing d8

Charisma: +4; Pace: -; Parry: 7; Toughness: 7 Gear: Axe (Throwing; range 3/6/12; Str+d6; Crucify

Soul`

Edges: Alertness, Dodge, Improved Dodge, Level Headed, Ouick, Strong Willed

Special Abilities

• Incorporeal Touch: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Crypt Thing

Crypt Thing

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d10, Knowledge (Arcana) d6, Knowledge (History) d4, Notice d12, Stealth d8, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2) Edges: Alertness, Arcane Background (Magic), Dodge, Frenzy, Level Headed, Quick

Powers: Teleport (dimension door)

Special Abilities

• Armour +2: Leathery flesh.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Fear –1:** Anyone who sees this creature must make a Fear check at –1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either bludgeoning or

Crysmal

Crysmal

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Climbing d8, Notice d10, Stealth d10,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1)

Edges: Arcane Background (Magic), Quick **Powers:** Detect Arcana (sense magic), Teleport (dimension door)

Special Abilities

• Armour +1: Natural armour.

• Sting: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunities: Fire and cold.

Energy Resistance: -2 damage from electricity.
 Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size -1: Reduces Toughness by -1.

Crystalline Horror

Crystalline Horror

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d12, Swimming d12, Notice

d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Crystal Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Energy Resistance: -2 damage from cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

Crystallis

Crystallis

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge

(Planes) d12+1, Notice d12+2

Charisma: -; Pace: -; Parry: 7; Toughness: 15 (4) Edges: Alertness, Sweep, Strong Willed, Trademark

Weapon (claw)

Tactics: No melee attacks

Special Abilities

• Armour +4: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Size +3: Thirteen feet tall; Toughness +3.

Cyclops

Cyclops

Rank: Veteran

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d8, Intimidation d8, Survival d6, Notice

d10, Shooting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2) Gear: Hide armour (+2), greataxe (Str+d10; Parry -1),

heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2) **Edges:** Alertness, Sweep, Improved Sweep

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +2: Nine feet tall; Toughness +2.

Great Cyclops

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Notice d12+2, Throwing d8
Charisma: -; Pace: 10; Parry: 7; Toughness: 20 (3)
Gear: Masterwork greatclub (Str+d8), rock (Throwing;

range 3/6/12; Str+d6)

Edges: Hard to Kill, Sweep, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Size +8:** Thirty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mighty Cyclops

Rank: Veteran

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d12+1, Intimidation d12+1, Survival d10, Notice d10, Shooting d12

Charisma: -; Pace: 12; Parry: 7; Toughness: 10 (2) **Gear:** Hide armour (+2), greataxe (Str+d10; Parry -1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Alertness, Sweep, Improved Sweep

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

• Immunities: Sleep, paralysis and mind-affecting effects.

• Size +2: Increases Toughness by +2.

Cytillipede

Cytillipede

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Climbing d12+1, Notice d10 Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (3) **Edges:** Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Daelkyr, Xoriat Scion

* Daelkyr, Xoriat Scion

Rank: Epic

Attributes: Agility d12+1, Smarts d12+3, Spirit d12+2, Strength d12+2, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+4, Healing d12+1, Knowledge (Arcana) d12+4, Knowledge (Planes) d12+4, Repair d12+4, Notice d12+4, Stealth d12+4,

Spellcasting d12

Charisma: -; Pace: 8; Parry: 8; Toughness: 12 (3)

Gear: Breastplate (+3)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Confusion, Quickness, Slow, Teleport (dimension door)

Special Abilities

• Slam: Str+d6; Corrupting Touch.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Physical Resistance: -3 damage from physical attacks, except from those that are both byeshk and

• Endurance: +2 to Soak rolls.

Daemon

Astradaemon

Rank: Legendary

Attributes: Agility d12+3, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Planes) d12+2, Survival d12+2, Notice d12+2, Stealth d12+2, Spellcasting d8

Charisma: +4; Pace: 18; Parry: 9; Toughness: 14 (3) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Strong Willed Powers: Banish (plane shift self), Deflection (displacement), Fear, Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; +2 energy damage Drain; Grab.

• Claws: Str+d6; +2 energy damage Drain.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Displacement: You appear to one side of your actual position. Attacks made against you suffer a -2 penalty, unless they are area-effect attacks.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity

• Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.

• Energy Drain: Make a Vigor roll or suffer a level of

• Size +2: Increases Toughness by +2.

Cacodaemon

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Viaor d6

Skills: Fighting d4, Knowledge (Planes) d6, Notice d8, Stealth d12, Spellcasting d4

Charisma: -; Pace: 1; Parry: 4; Toughness: 4 (1) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Confusion, Detect Arcana (sense magic),

Divination, Invisibility

Special Abilities

- Armour +1: Natural armour.
- Bite: Str; Disease.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 3.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.
- Disease: Make a Vigor roll or become afflicted.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Ceustodaemon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d8, Survival d8, Notice d12, Stealth d8, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (3)

Edges: Alertness, Arcane Background (Magic)

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Slow, Teleport (dimension door)

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.
- **Immunities:** Acid, sleep, disease, poison, shapechanging, paralysis, mind-affecting effects and death magic.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or silver weapons.
- **Size +2:** Increases Toughness by +2.

Greater Ceustodaemon

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Knowledge (Planes) d10, Survival d12, Notice d12, Stealth d10, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 14 (3)

Edges: Alertness, Arcane Background (Magic)

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Slow, Teleport (dimension door)

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.Claws: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 lightning damage.
- Immunities: Acid, sleep, disease, poison, shapechanging, paralysis, mind-affecting effects and death magic.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or silver weapons.
- Size +3: Increases Toughness by +3.

Lesser Ceustodaemon

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d10, Intimidation d10, Knowledge (Planes) d8, Survival d8, Notice d12, Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 7 (2) Edges: Alertness, Arcane Background (Magic)

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Slow, Teleport (dimension door)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 cold damage.
- Immunities: Acid, sleep, disease, poison,

shapechanging, paralysis, mind-affecting effects and death magic.

- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or silver weapons.

*Charon (Boatman Of The Lower Planes)

Rank: Epic

Attributes: Agility d12+1, Smarts d12+3, Spirit d12+3,

Strength d12+4, Vigor d12+3

Skills: Fighting d12+5, Intimidation d12+9, Knowledge (Arcana) d12+7, Knowledge (History) d12+7, Knowledge (Local) d12+8, Knowledge (Planes) d12+8, Persuasion d12+10, Repair d12+8, Survival d12+8, Notice d12+10, Stealth d12+7, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 11; Toughness: 13 (4) Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Strong Willed, Trademark Weapon (quarterstaff)

Powers: Banish (plane shift self), Barrier (fire), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Fear, Mind Reading, Obscure (darkness), Puppet, Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Frile Affected by province and abilitie
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Hardy:** A second Shaken result doesn't become a wound.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Acid, disease, poison and death magic.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by good weapons.

Charonodaemon

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Intimidation d12+2, Knowledge (Planes) d12, Persuasion d12+2, Survival d12, Notice d12, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 8; Toughness: 11 (3)
Gear: Ouarterstaff (Str+d4; Reach 1"; Parry +1)

Edges: Arcane Background (Magic), Level Headed, Quick Powers: Banish (plane shift self), Detect Arcana (sense magic), Detect Arcana (see invisibility), Obscure

(darkness), Summon Ally, Teleport **Special Abilities**

• Armour +3: Natural armour.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

Crucidaemon

Rank: Legendary

Attributes: Agility d12+1, Smarts d10, Spirit d10,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Repair d12+5, Lockpicking d12+3, Notice d12+2, Stealth d12+4, Faith d10

Charisma: +4; Pace: 10; Parry: 8; Toughness: 12 (3)

Gear: Daggers (Str+d8)

Edges: Arcane Background (Miracles), Dodge, Improved Dodge, Holy Warrior, Level Headed, Quick, Trademark Weapon (daggers)

Powers: Entangle, Fear, Invisibility, Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison, bleeding and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both good and silver.

Derghodaemon

Rank: Heroic

Attributes: Agility d12+1, Smarts d4, Spirit d10,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+1, Notice

d12+4, Stealth d12+1, Spellcasting d4

Charisma: +1; Pace: 8; Parry: 8; Toughness: 16 (3) Edges: Arcane Background (Magic), Frenzy, Improved

Frenzy, Sweep

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Fear, Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil
- Immunities: Acid, disease, poison, Gang Up bonuses and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Erodaemon

Rank: Heroic

Attributes: Agility d12+1, Smarts d12, Spirit d10,

Strength d12, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Local) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Notice d12+1, Stealth d12+2, Spellcasting d12 Charisma: +4; Pace: 6; Parry: 8; Toughness: 10 (2) Edges: Arcane Background (Magic), Dodge, Level Headed Powers: Mind Reading, Puppet, Speak Language,

Summon Ally, Teleport **Special Abilities**

• Armour +2: Tinged skin.

• Bite: Str+d6; Charisma Drain.

• Claws: Str+d6.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- Physical Resistance: -3 damage from physical attacks, except those caused by either good or silver

Glomeray Daemon

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12+1, Knowledge (History) d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d10, Notice d12, Spellcasting d12

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (2) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Confusion (hypnotic pattern), Disguise (illusion), Light (dancing lights), Obscure (illusionary terrain), Puppet (living humanoids only)

Tactics: Two Weapons

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 16" and Climb 0.
- Evil: Affected by powers and abilities that work on evil
- Immunities: Acid and poison.
- Energy Resistances: -2 damage from cold, electricity
- Size +2: Increases Toughness by +2.

Guardian Daemon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d8, Knowledge (Planes) d10, Persuasion d8, Survival d8, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (3) **Special Abilities**

- Armour +3: Blackish-gray fur.
- Bite: Str+d8.
- Claws: Str+d8.
- Darkvision: No vision penalties for darkness (range 24").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.
- Immunities: Acid, sleep, poison, shapechanging and mind-affecting effects.
- Energy Resistances: -2 damage from cold, electricity
- Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or silver weapons.
- Size +2: Nine feet tall; Toughness +2.

* Harbinger Daemon

Attributes: Agility d12+1, Smarts d10, Spirit d12+2, Strength d12+5, Vigor d12+4

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Planes) d12+4, Persuasion d12+1, Repair d12+3, Survival d12+4, Tracking d12+5, Notice d12+5, Stealth d12+3, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 9; Toughness: 18 (4) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Trademark Weapon (claw) Powers: Blast (fire storm), Deflection (forcefield), Deflection (blur), Summon Ally

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; +2 fire damage.

• Claws: Str+d8; +2 fire damage.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Flight: Flying Pace of 12" and Climb 3.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, fire, disease, poison and death magic.
- Weakness: Cold (double damage).
- **Energy Resistances:** –6 damage from cold and electricity.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hydrodaemon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Planes) d10, Swimming d12+2, Notice d12, Stealth d10, Shooting d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (2) Edges: Arcane Background (Magic), Marksman, Sweep Powers: Detect Arcana (sense magic), Obscure (darkness), Summon Ally, Teleport

Special Abilities

Armour +2: Skin.Bite: Str+d6; Grab.

• Claws: Str+d6.

- Sleep Spittle: Shooting; range 3/6/12; 2d4; Sleep.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 8" and Climb 0.
- **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either cold iron or silver weapons.
- Size +2: Ten feet tall; Toughness +2.

Lacridaemon

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d8, Notice d8, Stealth d10,

Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (1) Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (claws)

Powers: Detect Arcana (sense magic), Invisibility, Summon Ally, Teleport

Summon Ally, Teleport
Special Abilities

• Armour +1: Torn flesh.

- Bite: Str+d6; +2 acid damage; Poison.
- Claws: Str+d6; +2 acid damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.
- Poison: Bite inflicts poison if foe is Shaken or wounded.

Leukodaemon

Rank: Veteran

Attributes: Agility d12+2, Smarts d10, Spirit d12+1,

Strength d12+3, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Healing d12+1, Knowledge (Planes) d12, Survival d12, Notice d12+2, Stealth d12, Shooting d12, Spellcasting d10

Charisma: +1; Pace: 6; Parry: 8; Toughness: 15 (2)

Gear: Composite longbow (Shooting; range 15/30/60; 2d6; Contagion)

Edges: Alertness, Arcane Background (Magic), Level Headed, Marksman, Trademark Weapon (longbow)

Powers: Dispel, Summon Ally, Teleport

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

L2").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or silver weapons.

• **Contagion:** Make a Vigor roll or suffer a level of Fatique.

• Size +4: Fourteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Advanced Leukodaemon

Rank: Veteran

Attributes: Agility d12+3, Smarts d12+1, Spirit d12+3, Strength d12+4, Vigor d12+3

Skills: Fighting d12, Intimidation d12+1, Healing d12+1, Knowledge (Arcana) d12, Knowledge (Planes) d12+1, Survival d12+1, Notice d12+3, Stealth d12+1, Shooting d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 15 (2) Gear: Composite longbow (Shooting; range 15/30/60; 2d6; Contagion)

Edges: Alertness, Arcane Background (Magic), Level Headed, Marksman, Trademark Weapon (longbow)

Powers: Dispel, Summon Ally, Teleport

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity

and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either good or silver weapons.

• Contagion: Make a Vigor roll or suffer a level of Fatigue.

• Size +4: Fourteen feet tall; Toughness +4.

• **Large:** –2 to attack medium–sized foes, they receive +2 to their attacks.

Meladaemon

Rank: Heroic

Attributes: Agility d12+2, Smarts d12+1, Spirit d10,

Strength d12+2, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+2, Healing d10, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Repair d12+2, Survival d12+1, Notice d12+1, Stealth d12+1, Faith d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 14 (3) Edges: Arcane Background (Miracles), Combat Reflexes, Holy Warrior, Strong Willed, Trademark Weapon (bite) Powers: Bolt (magic missile), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel (plant trappings only), Fear, Obscure (darkness), Teleport Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Disease.

• Claws: Str+d6; Hunger.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound

• Immunities: Acid, disease, poison and death magic.

• **Energy Resistances:** –2 damage from cold, electricity and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +3: Twelve feet tall; Toughness +3.

Obcisidaemon

Rank: Epic

Attributes: Agility d12, Smarts d6, Spirit d12+1,

Strength d12+4, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (History) d12, Knowledge (Planes) d12, Repair d12+3, Notice d12+4, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 9; Toughness: 24 (5) Gear: Unholy halberd (Str+d8; Reach 1"; Inherit Soul) Edges: Arcane Background (Magic), Sweep, Improved Sweep, Trademark Weapon (halberd)

Powers: Blast (fire storm), Summon Ally, Teleport

Special Abilities

Armour +5: Natural armour.

• **Bite:** Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 0.

• Evil: Affected by powers and abilities that work on evil

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -6 damage from cold, electricity

• Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.

• Inherit Soul: Make a Vigor roll at -2 or suffer a level of

• Size +10: Twenty-five feet tall; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Olethrodaemon

Rank: Epic

Attributes: Agility d12+3, Smarts d6, Spirit d12+3,

Strength d12+5, Vigor d12+6

Skills: Fighting d12+2, Intimidation d12+4, Climbing d12+6, Knowledge (Planes) d12+3, Survival d12+5, Notice d12+5, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (5) **Edges:** Arcane Background (Magic), Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed Powers: Barrier (fire), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +5: Natural armour.

• Bites: Str+d8; Grab. • Claws: Str+d8; Grab.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Unholy Aura: Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 10".

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity and fire.

• Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.

• **Size +10:** Twenty-five feet tall; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Phasmadaemon

Attributes: Agility d12+3, Smarts d12, Spirit d12,

Strength d12+1, Vigor d12+2

Skills: Fighting d12+3, Intimidation d12+7, Knowledge (Planes) d12+4, Repair d12+4, Notice d12+4, Stealth d12+4. Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 15 (4) Edges: Arcane Background (Magic), Dodge, Level

Headed, Strong Willed

Powers: Fear (phantasmal killer), Obscure (illusion), Summon Ally, Teleport

Special Abilities

• Armour +4: Black flesh.

• Bite: Str+d6: Constrict.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 8" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity

• Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.

• Size +2: Twenty-five feet long; Toughness +2.

Piscodaemon

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+3, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12, Survival d12, Swimming d12+4, Notice d12, Stealth d12+1, Spellcasting d8

Charisma: +2; Pace: 6; Parry: 8; Toughness: 12 (3) Edges: Ambidextrous, Arcane Background (Magic), Frenzy, Level Headed

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Summon Ally, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +3: Natural armour.

• Claws: Str+d6; Constrict; Bleed.

• Tentacles: Str+d6; Reach 1"; Poison.

• Darkvision: No vision penalties for darkness (range

12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Amphibious: Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- **Poison:** Tentacles inflict poison if foe is Shaken or wounded.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Purrodaemon

Rank: Legendary

Attributes: Agility d12+2, Smarts d10, Spirit d12,

Strenath d12+4, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Planes) d12+3, Persuasion d12+1, Repair d12+2, Survival d12+1, Notice d12+3, Stealth d12+3, Spellcasting d10

Charisma: +4: Pace: 6: Parry: 9: Toughness: 18 (4)

Gear: Wounding halberd (Str+d8; Reach 1")

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Quick Draw Powers: Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

- Darkvision: No vision penalties for darkness (range
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Unholy Aura: Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity

and fire.

- Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.
- Size +4: Twelve feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sangudaemon

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Repair d12, Tracking d12+1, Notice d12+1, Spellcasting d6 Charisma: -; Pace: 6; Parry: 7; Toughness: 10 (2) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed

Powers: Entangle, Invisibility, Summon Ally, Teleport

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; Bleed. • Claws: Str+d6; Grab.
- **Darkvision:** No vision penalties for darkness (range
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb 2.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity
- Physical Resistance: -3 damage from physical attacks, except those caused by either good or silver weapons.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Suspiridaemon

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d12, Climbing d12, Knowledge (Nature) d12, Knowledge (Planes) d12, Persuasion d12, Notice d12, Stealth d12, Spellcasting d8 Charisma: +4; Pace: 6; Parry: 6; Toughness: 10 (2) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Lower Trait (Strength), Summon Ally

Special Abilities

• Armour +2: Cyanotic flesh.

• Claws: Str+d6.

• Tongue: Str; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range

12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Acid, disease, poison and death magic.
- **Energy Resistances:** –2 damage from cold, electricity, fire and sonic.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either good or silver weapons.

Temerdaemon

Rank: Legendary

Attributes: Agility d12, Smarts d6, Spirit d12+2,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+3, Knowledge (Religion) d10, Knowledge (Planes) d10, Notice d12+4, Stealth d12+1, Spellcasting d6 **Charisma:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 15 (3)

Gear: Scythe (Str+d8; Confusion)

Edges: Arcane Background (Magic), Level Headed, Quick,

Sweep, Trademark Weapon (scythe)

Powers: Dispel, Elemental Manipulation (earth), Lower Trait (curse), Intangibility (gaseous form), Puppet, Summon Ally, Telekinesis

Special Abilities

- Armour +3: Natural armour.
- Claws: Str+d6; Confusion.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, disease, poison and death magic.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both good and silver.
- **Confusion:** Make a Spirit roll at −1 or suffer a level of Fatigue.
- **Confusion:** Make a Spirit roll at −1 or suffer a level of Fatigue.
- Size +3: Ten feet long; Toughness +3.

Thanadaemon

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d10, Strength

d12+1, Vigor d12+2

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Survival d10, Notice d12+3, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 9; Toughness: 12 (3) Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1; +2 energy damage Drain)

Edges: Alertness, Arcane Background (Magic), Dodge,

Improved Dodge, Level Headed, Strong Willed

Powers: Banish (plane shift self), Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +3: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Acid, disease, poison and death magic.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.

*The Oinodaemon

Rank: Epic

Attributes: Agility d12+5, Smarts d12+4, Spirit d12+4, Strongth d12+5, Vigor d12+5

Strength d12+5, Vigor d12+5

Skills: Fighting d12+10, Intimidation d12+10, Knowledge (Arcana) d12+10, Knowledge (Local) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 13; Toughness: 19 (5) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (slam)

Powers: Barrier (whirling blades), Barrier (fire), Blast (earthquake), Blast (lightning storm), Burst (burning hands), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Elemental Manipulation (water), Environmental Protection (underwater), Fear, Lower Trait (curse), Mind Reading, Obscure (darkness), Puppet, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

• Armour +5: Flesh.

• Slams: Str+d8; Disease.

• Darkvision: No vision penalties for darkness (range

12").

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +9 to resist opposed magic, and +9 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound.

• Transfixing Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Acid, disease, poison and death magic.

• **Energy Resistances:** –2 damage from cold, electricity and fire.

• **Physical Resistance:** –6 damage from physical attacks, except those caused by good weapons.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +4: Twelve feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Venedaemon

Rank: Seasoned

Attributes: Agility d8, Smarts d12+2, Spirit d10,

Strength d6, Vigor d10

Skills: Fighting d6, Intimidation d12, Knowledge (Arcana) d12, Knowledge (Religion) d10, Knowledge (Planes) d12, Repair d12+1, Notice d10, Stealth d10, Spellcasting d12 **Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (2) **Edges:** Arcane Background (Magic), Frenzy, Level Headed **Powers:** Armor, Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Deflection (forcefield), Dispel, Invisibility, Puppet (living humanoids only), Slow,

Summon Ally, Teleport (dimension door)

Special Abilities

Armour +2: Natural armour.
Tentacles: Str+d6; Reach 1".

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 0.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

Vulnadaemon

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Knowledge (Arcana) d8, Knowledge (Planes) d8, Persuasion d10, Repair d8, Notice d10, Stealth d12, Spellcasting d6

Charisma: +1; Pace: 6; Parry: 6; Toughness: 5 (1)

Gear: Short sword (Str+d6; Bleed)

Edges: Arcane Background (Magic), Sneak Attack **Powers:** Deflection (blur), Detect Arcana (sense magic), Invisibility, Summan Ally,

Invisibility, Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Acid, disease, poison and death magic.

• Energy Resistances: -2 damage from cold, electricity and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size -1: Three feet tall; Toughness -1.

Dakon

Dakon

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Climbing d12+1, Notice d8, Stealth d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Edges: Alertness, Frenzy

Special Abilities

• Armour +1: Brownish-black fur.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Size +2: Eight feet tall; Toughness +2.

Danse Macabre

Danse Macabre

Rank: Legendary

Attributes: Agility d12+2, Smarts d4, Spirit d10,

Strength d6, Vigor d6

Skills: Fighting d10, Notice d12+3

Charisma: +4; Pace: -; Parry: 7; Toughness: 9

Gear: Incorporeal scythe (Str+d6; Constitution Drain) **Edges:** Alertness, Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 3.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Constitution Drain: Make a Vigor roll or suffer a level of Fatique.
- Endurance: +2 to Soak rolls.
- Size +2: Ten feet tall; Toughness +2.

Darakhul Ogre

Darakhul Ogre

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Intimidation d10, Climbing d12+1,

Notice d6, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 16 (2)

Gear: Hide armour (+2), javelin (Throwing; range

3/6/12; Str+d6)

Edges: Ambidextrous, Quick, Strong Willed

Tactics: Two Weapons Special Abilities

- Bite: Str+d8; Paralysis; Disease.
- Claws: Str+d8; Paralysis.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 3".
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except from those that are both magical and daylight.
- Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Disease: Make a Vigor roll or become afflicted.
- Endurance: +2 to Soak rolls.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dark folk

Dark Creeper

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d6, Stealth d10,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Leather armour (+1), dagger (Str+d4; Poison) Edges: Arcane Background (Magic), Sneak Attack Powers: Detect Arcana (sense magic), Obscure

(darkness)

Special Abilities

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Humanoid:** Affected by spells that only work on humanoids.
- **Poison:** Dagger inflicts poison if foe is Shaken or wounded.
- Size -1: Four feet tall; Toughness -1.

Dark Stalker

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d10, Notice d8, Stealth d8,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Gear: Leather armour (+1), short swords (Str+d8) Edges: Arcane Background (Magic), Frenzy, Sneak

Attack, Two-Fisted

Powers: Detect Arcana (sense magic), Obscure

(darkness), Obscure (fog cloud)

Special Abilities

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Humanoid:** Affected by spells that only work on humanoids.

Dark Slayer

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d6

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Skills: Fighting d6, Climbing d4, Repair d8, Notice d6,

Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 4

Gear: Kukri (Str+d6; Black Smear Poison)

Edges: Arcane Background (Magic), Sneak Attack **Powers:** Detect Arcana (sense magic), Obscure (darkness), Stup (darkness)

(darkness), Stun (daze)

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Humanoid:** Affected by spells that only work on humanoids.
- Poison: Inflict poison if foe is Shaken or wounded.
- Size -1: Four feet tall; Toughness -1.

Dark Young Of Shub-Niggurath

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Knowledge (Religion) d12+1, Repair d12+1, Notice d12+2, Stealth d10, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 21 (4) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick, Trademark Weapon (tentacles)

Powers: Entangle, Puppet (plants only)

Special Abilities

• Armour +4: Natural armour.

• Tentacles: Str+d8; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

 Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Immunities: Electricity, acid, fire and poison.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by slashing weapons.

• Size +8: Thirty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Darkmantle

Darkmantle

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d10, Spellcasting

d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1) Edges: Arcane Background (Magic), Level Headed

Powers: Obscure (darkness)

Special Abilities

• Armour +1: Natural armour.

• **Slam:** Str+d4; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 18").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 6" and Climb -1.

• Size -1: Reduces Toughness by -1.

Darnoc

Darnoc

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d12, Persuasion d10,

Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6; Curse of the Grave.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Daughter Of The Dead

Daughter Of The Dead

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge (Religion) d12+1, Repair d12+1, Notice d12+1, Spellcasting d12

Charisma: +4; Pace: -; Parry: 7; Toughness: 16 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Dispel, Fear, Lower Trait (curse)

Special Abilities

• **Armour +2:** Ectoplasmic flesh.

• Great Claw: Str+d8; Disease.

• Claw: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Disease: Make a Vigor roll or become afflicted.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Death Butterfly Swarm

Death Butterfly Swarm

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d8

Charisma: -; Pace: 1; Parry: 4; Toughness: 6

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Flight: Flying Pace of 8" and Climb 1.

• **Poison:** Swarm inflicts poison if foe is Shaken or

wounded.

Death Dog

Death Dog

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Frenzy **Special Abilities**

• Armour +1: Black fur.

• Bites: Str+d6; Rotting Death; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• Endurance: +2 to Soak rolls.

Death Worm

Death Worm

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d10, Throwing d6 Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (2) Gear: Electrical jolt (Throwing; range 3/6/12; Str+d6; +2

electricity damage)

Edges: Sweep, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Burrow: Can burrow and reappear within 4".

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 acid damage.

• Immunities: Electricity, acid and poison.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Fifteen feet long; Toughness +2.

Deathweb

Deathweb

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Climbing d12, Notice d12, Stealth d12 Charisma: -; Pace: 6; Parry: 6; Toughness: 16 (2)

Edges: Level Headed, Sweep

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8.

• Darkvision: No vision penalties for darkness (range 12").

• Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size +4: Ten feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Decapus

Decapus

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Climbing d12, Repair d6, Notice d10, Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (2)

Edges: Trademark Weapon (tentacles)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Endurance: +2 to Soak rolls.

Deep Singer Whale

Deep Singer Whale

Rank: Epic

Attributes: Agility d6, Smarts d8, Spirit d12+4, Strength

d12+6, Vigor d12+2

Skills: Fighting d12+3, Persuasion d12+3, Swimming

d12+9, Notice d12+6, Spellcasting d8

Charisma: +4; Pace: -; Parry: 9; Toughness: 24 (5) Edges: Alertness, Arcane Background (Magic), Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (tail slap)

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Healing (cure wounds), Puppet (living humanoids only), Slumber, Speak Language, Summon Ally

Special Abilities

• Armour +5: Blue skin.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either piercing or slashing weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Delver

Delver

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Knowledge (Local) d10, Knowledge (Nature) d10, Survival d12+1, Notice d12+2

Charisma: -; Pace: 6; Parry: 7; Toughness: 19 (3)

Edges: Alertness, Frenzy, Level Headed

Special Abilities

• Armour +3: Callused flesh.

• Slam: Str+d8; Corrosive Slime.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Burrow: Can burrow and reappear within 2".

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Acid.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by either piercing or slashing weapons.

• Endurance: +2 to Soak rolls.

• Size +7: Fifteen feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Demiurge

Demiurge

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d12, Survival d8, Notice

d12, Stealth d10

Charisma: +4; Pace: -; Parry: 5; Toughness: 7 Edges: Alertness, Combat Reflexes, Level Headed, Quick Special Abilities

• Incorporeal Touch: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Fear –1:** Anyone who sees this creature must make a Fear check at –1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 1.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• **Transfixing Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Demodand

Shaggy Demodand

Rank: Epic

Attributes: Agility d12+2, Smarts d12, Spirit d12,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+3, Intimidation d12+8, Knowledge (Arcana) d12+3, Knowledge (Religion) d12, Knowledge (Planes) d12, Persuasion d12+4, Repair d12+4, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 12 (4)

Gear: Unholy morningstar (Str+d8)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Fear, Lower Trait (Strength), Invisibility, Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Summon Ally

Tactics: Two Weapons

Special Abilities

• Armour +4: Obsidian skin.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 0.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid and poison.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and magical.

Slimy Demodand

Rank: Epic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+6, Climbing d12+1, Knowledge (Arcana) d10, Knowledge (Planes) d10, Repair d12+1, Survival d12+1, Notice d4, Stealth d12+3, Spellcasting d8

Charisma: +2; Pace: 4; Parry: 9; Toughness: 12 (3)

Edges: Arcane Background (Magic), Quick

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Fear, Mind Reading, Summon Ally **Special Abilities**

• Armour +3: Tattered flesh.

• Bite: Str+d6; +2 acid damage.

• Dread Claws: Str+d6; +2 acid damage; Grab.

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 8" and Climb 0.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Acid and poison.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and magical.

Tarry Demodand

Rank: Legendary

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+1, Knowledge (Arcana) d12, Knowledge (Planes) d12, Survival d12, Notice d12+2, Stealth d12+1, Spellcasting d6

Charisma: +2; Pace: 8; Parry: 8; Toughness: 10 (2)

Gear: Breastplate (+2), masterwork short sword (Str+d6), masterwork short sword (Str+d6)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Two-Fisted, Trademark

Weapon (short sword)

Powers: Detect Arcana (sense magic), Dispel, Summon

Allv

Tactics: Two Weapons
Special Abilities

- **Darkvision:** No vision penalties for darkness (range 24").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 0.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid and poison.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both good and magical.

Demon

Rage Demon (Aeshma)

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+3

Skills: Fighting d12, Knowledge (Arcana) d12+1, Persuasion d12+1, Repair d12, Survival d12+1, Notice d12+4, Stealth d12+1, Throwing d10, Spellcasting d8 **Charisma:** +2; **Pace:** 8; **Parry:** 9; **Toughness:** 15 (3) **Gear:** Wounding spear (Str+d6; Reach 1"; Parry +1; Bleed), wounding spear (Throwing; range 3/6/12; Str+d6; Bleed)

Edges: Arcane Background (Magic), Berserk, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (spear)

Powers: Detect Arcana (see invisibility), Dispel, Summon Ally, Teleport

Special Abilities

• Armour +3: Basalt-colored skin.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +3: Eight feet tall; Toughness +3.

Alu-Demon

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d10, Persuasion d10, Survival d10, Notice d12, Stealth d10. Spellcasting d8

Charisma: +1; Pace: 6; Parry: 6; Toughness: 8 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Sweep **Powers:** Disquise (illusion), Mind Reading, Puppet,

Puppet (living humanoids only), Teleport (dimension door)

Special Abilities

• Armour +2: Demonic flesh.

• Claws: Str+d6; Vampiric Touch.

• **Darkvision:** No vision penalties for darkness (range 24").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

Babau

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Climbing d10, Lockpicking d10, Notice

d12+1, Stealth d12+2, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 6; Toughness: 10 (2) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Sneak Attack, Strong Willed

Powers: Detect Arcana (see invisibility), Dispel, Obscure

(darkness), Summon Ally, Teleport

Special Abilities

- Armour +2: Demonic flesh.
- Claws: Str+d6.Bite: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.

Brute Demon (Balban)

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Intimidation d10, Knowledge (Planes)

d10, Survival d12, Notice d12, Spellcasting d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 16 (3)

Edges: Arcane Background (Magic), Frenzy

Powers: Detect Arcana (see invisibility), Dispel, Fear,

Obscure (darkness), Teleport

Special Abilities

- Armour +3: Slate skin.
- Slam: Str+d8.Bite: Str+d8.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- Size +4: Twelve feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Balor

Rank: Epic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (History) d12+4, Knowledge (Nobility) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12+5, Notice d12+7, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 18 (4) Gear: Vorpal unholy longsword (Str+d8), vorpal flaming whip (Str+d4; Reach 1"; +2 fire damage; Entangle)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed, Two-Fisted, Trademark Weapon (longsword)

Powers: Blast (fire storm), Dispel, Puppet, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons
Special Abilities

- Armour +4: Flesh.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12")
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Flight: Flying Pace of 18" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity, fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Balor Lord**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+2, Spirit d12+3, Strength d12+7, Vigor d12+7

Skills: Fighting d12+3, Intimidation d12+7, Knowledge (History) d12+4, Knowledge (Nobility) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+6, Persuasion d12+7, Notice d12+9, Stealth d12+4, Faith d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 19 (4) Gear: Vorpal unholy longsword (Str+d8), vorpal flaming whip (Str+d4; Reach 1"; +2 fire damage; Entangle) Edges: Ambidextrous, Arcane Background (Miracles), Berserk, Combat Reflexes, Level Headed, Sweep, Strong

Willed, Two-Fisted, Trademark Weapon (longsword) **Powers:** Blast (fire storm), Dispel, Entangle, Puppet,

Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +4: Demonic flesh.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a −2 penalty.
- Flight: Flying Pace of 18" and Climb 2.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity, fire and poison.

- Energy Resistances: -2 damage from acid and cold.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brimorak

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Knowledge (Planes) d10, Knowledge (Engineering) d10, Notice d12+1, Stealth d12,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1)

Gear: Longsword (Str+d8; +2 fire damage)

Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (longsword)

Powers: Blast (fireball), Dispel, Summon Ally, Teleport

Special Abilities

• Armour +1: Blue-gray skin.

- **Hoof:** Str+d4; +2 fire damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.
- Immunities: Electricity and fire.
- Weakness: Cold (double damage).
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.
- Size -1: Three feet tall; Toughness -1.

Cambion

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d12, Persuasion d10, Survival d12, Notice d12+1, Stealth d10, Spellcasting d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Sweep, Strong Willed

Powers: Detect Arcana (sense magic), Fear, Flight (levitate), Mind Reading

- Armour +2: Blue skin.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or good weapons.

Beast Demon (Chaaor)

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Climbing d12+2,

Notice d12+3, Stealth d10, Spellcasting d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 16 (3) Edges: Arcane Background (Magic), Frenzy, Sweep, Improved Sweep, War Cry

Powers: Detect Arcana (see invisibility), Obscure

(darkness), Summon Ally, Teleport

Special Abilities

• Armour +3: Reddish-black fur.

• Claws: Str+d8: Grab.

• **Bite:** Str+d8.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Chaos Demon (Choronzon)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+6, Survival d12+2, Notice d12+7, Spellcasting d6 Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (5) Edges: Arcane Background (Magic), Level Headed, Sweep, Strong Willed, Trademark Weapon (bite)

Powers: Fear, Summon Ally, Teleport

Special Abilities

• Armour +5: Demonic flesh.

• Bite: Str+d8.

• Claws: Str+d8; Daze.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Hardv: A second Shaken result doesn't become a wound.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and

• Physical Resistance: -3 damage from physical attacks, except from those that are both cold iron and

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Coloxus

Rank: Legendary

Attributes: Agility d12+3, Smarts d10, Spirit d12,

Strength d12, Vigor d12+1

Skills: Fighting d12+1, Persuasion d12, Tracking d12+5,

Notice d12+5, Stealth d12+4, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 10 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Sneak Attack

Powers: Confusion, Invisibility, Puppet, Quickness, Speak

Language

Special Abilities

• Armour +2: Demonic flesh.

• Bite: Str+d6; Siphon.

• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 2.

• Evil: Affected by powers and abilities that work on evil

• Immunities: Electricity, disease and poison.

• Energy Resistances: -2 damage from acid, cold and

• Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.

• Siphon: Make a Vigor roll or suffer a level of Fatigue.

Swarm Demon (Daraka)

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Climbing d12+3, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+1, Repair d12, Survival d12+1, Notice d12+5,

Stealth d10, Throwing d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 17 (4) Gear: Scorpions (Throwing; range 3/6/12; Str+d6;

Poison)

Edges: Alertness, Arcane Background (Magic), Frenzy, Sweep, Improved Sweep, Trademark Weapon (claws) **Powers:** Dispel, Invisibility, Obscure (darkness), Summon

Ally, Teleport

Special AbilitiesArmour +4: Writhing flesh.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Poison:** Scorpions inflict poison if foe is Shaken or wounded.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dretch

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Notice d6, Stealth d8, Spellcasting d4 **Charisma:** –; **Pace:** 4; **Parry:** 4; **Toughness:** 6 (1)

Edges: Arcane Background (Magic), Frenzy

Powers: Fear, Summon Ally

Special Abilities

• Armour +1: Demonic flesh.

Claws: Str+d4.Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Four feet tall; Toughness -1.

Felius Demon

Rank: Legendary

Attributes: Agility d8, Smarts d12, Spirit d10, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Climbing d12+5, Knowledge (Nature) d12+2, Knowledge (Planes) d12+2, Tracking d12+4,

Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 22 (5)

Gear: Two-bladed sword (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Deflection (blur), Summon Ally (animals and elementals)

Special Abilities

• Armour +5: Demonic flesh.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Weakness: Sonic (double damage).

• **Energy Resistances:** –2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Faceless Demon (Gallu-)

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Persuasion d10, Notice d10, Stealth d6

Charisma: +1; Pace: 6; Parry: 6; Toughness: 14 (3)

Edges: Frenzy, Level Headed, Quick, Sweep

Special Abilities

• Armour +3: Demonic flesh.

• Claws: Str+d6; Grab.

• **Bite:** Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Teleport: Can teleport up to 12" as a normal action.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

• Size +3: Nine feet tall; Toughness +3.

Scorpion Demon (Gharros)

Rank: Legendary

Attributes: Agility d12, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+4

Skills: Fighting d12, Intimidation d12+3, Climbing d12+4, Knowledge (Planes) d12+1, Persuasion d12+2, Repair d12, Survival d12+2, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 18 (4)

Gear: Battleaxe (Str+d8), battleaxe (Str+d8)
Edges: Arcane Background (Magic), Level Headed,
Sweep, Improved Sweep, Trademark Weapon (sting)
Powers: Detect Arcana (sense magic), Obscure
(darkness), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +4: Demonic flesh.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and good.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Glabrezu

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+4

Skills: Fighting d10, Intimidation d12+2, Knowledge (History) d12+1, Knowledge (Local) d12+1, Persuasion d12+2, Notice d12+3, Stealth d8, Spellcasting d10 **Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 23 (5) **Edges:** Arcane Background (Magic), Frenzy, Sweep, Improved Sweep

Powers: Confusion, Disguise (illusion), Dispel, Summon Ally, Teleport

Special Abilities

• Armour +5: Demonic flesh.

Pincers: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Size +8:** Eighteen feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Frog Demon (Greruor)

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Knowledge (Planes) d12, Survival d12, Notice d12+4, Stealth d10, Spellcasting d8

Charisma: +1; Pace: 8; Parry: 7; Toughness: 15 (3) Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep

Powers: Confusion, Detect Arcana (see invisibility), Obscure (darkness), Summon Ally

Special Abilities

• Armour +3: Demonic flesh.

• Bite: Str+d6.

• Tongue: Str; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• **Size +3:** Three feet long; Toughness +3.

Hatethrall Demon

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d6, Vigor d12

Skills: Fighting d8, Knowledge (Local) d10, Knowledge (Planes) d10, Persuasion d12, Notice d4, Throwing d6, Spellcasting d6

Charisma: +4; Pace: -; Parry: 6; Toughness: 7 (1) Gear: Ray of fire (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Arcane Background (Magic), Level Headed **Powers:** Obscure (darkness), Summon Ally, Teleport **Special Abilities**

• Armour +1: Demonic flesh.

• Bite: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity, fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either cold iron or good weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Herensugue Demon

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+1, Tracking d12+1, Notice d12+1, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 2; Parry: 7; Toughness: 19 (3) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Strong Willed

Powers: Pummel (wind), Summon Ally

Special Abilities

• Armour +3: Demonic flesh.

• Bites: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either magical or cold iron weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hezrou

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d12+4

Skills: Fighting d10, Intimidation d12, Climbing d12+2, Knowledge (Arcana) d12, Repair d12, Swimming d12+4, Notice d12+2, Stealth d8, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 18 (4) Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Intangibility (gaseous form), Summon Ally, Teleport

Special Abilities

• Armour +4: Scaly flesh.

• Bite: Str+d8; Grab.

• Claws: Str+d8; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Incubus

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d12, Persuasion d12, Repair d12, Notice d10, Stealth d10, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Masterwork scimitar (Str+d8) **Edges:** Arcane Background (Magic), Quick

Powers: Mind Reading, Puppet, Puppet (living humanoids

only), Speak Language, Summon Ally, Teleport

Special Abilities

• Armour +2: Demonic flesh.

• Slams: Str+d6.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 0.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.

Horned Demon (Kalavakus)

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Knowledge (Planes) d12, Notice d12+3, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 7; Toughness: 12 (3)

Edges: Arcane Background (Magic)

Powers: Puppet (living humanoids only), Quickness,

Summon Ally, Telekinesis, Teleport

Special Abilities

- Armour +3: Demonic flesh.
- Bite: Str+d6.
 Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

Serpent Demon (Mallor)

Rank: Heroic

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12+4

Skills: Fighting d12, Intimidation d12+2, Climbing d12+3, Knowledge (Planes) d12+1, Persuasion d12+2, Survival d12+1, Notice d12+4, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 9; Toughness: 17 (3) Gear: Anarchic longspear (Str+d6; Reach 1"; Parry +1; Poison)

Edges: Arcane Background (Magic), Level Headed,

Sweep, Improved Sweep

Powers: Bolt (scorching ray), Burst (burning hands), Dispel, Fear, Summon Ally, Teleport

Special Abilities

- Armour +3: Demonic flesh.
- Claws: Str+d8; Poison.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Poison:** Anarchic longspear and claws inflict poison if foe is Shaken or wounded.
- Size +4: Twelve feet long; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Marilith

Rank: Legendary

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+3, Vigor d12+4

Skills: Fighting d12, Intimidation d12+3, Knowledge (Engineering) d12+1, Persuasion d12+3, Notice d12+5, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 18 (4) Gear: Longsword (Str+d8), longswords (Str+d8) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Two-Fisted, Trademark Weapon (longsword)

Powers: Barrier (whirling blades), Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons Special Abilities

- Armour +4: Demonic flesh.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Nine feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Wasp Demon (Mezzalorn)

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d12, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12, Survival d12+1, Notice d12+1, Stealth d12, Spellcasting d6

Charisma: +1; Pace: 2; Parry: 8; Toughness: 14 (3) Edges: Arcane Background (Magic), Quick, Sweep

Powers: Summon Ally, Teleport

Special Abilities

- Armour +3: Demonic flesh.
- **Sting:** Str+d6; Poison.
- Claws: Str+d6; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size +2: Ten feet long; Toughness +2.

Nabasu

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Knowledge (Arcana) d12, Knowledge (Planes) d12, Survival d12, Notice d12+2, Stealth d12,

Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Arcane Background (Magic), Dodge, Frenzy, Level Headed, Sneak Attack, Sweep

Powers: Obscure (darkness), Summon Ally, Telekinesis, Teleport

Special Abilities

- Armour +2: Demonic flesh.
- Claws: Str+d6.Bite: Str+d6.
- Darkvision: No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb 0.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Stealing Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity, poison, paralysis and death magic.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.

Nalfeshnee

Rank: Heroic

Attributes: Agility d6, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+4

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Notice d12+5, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 22 (4) Edges: Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Blast (lightning storm), Dispel, Slow, Summon Ally, Teleport

- Armour +4: Demonic flesh.
- Bite: Str+d8.
- Claws: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Flight: Flying Pace of 8" and Climb -1.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- **Energy Resistances:** –2 damage from acid, cold and fire.
- Physical Resistance: -3 damage from physical

attacks, except those caused by good weapons.

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Nerizo Demon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+3

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Persuasion d8, Survival d12, Notice d12+1, Stealth d12+2, Spellcasting d6

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Arcane Background (Magic), Frenzy, Sweep,

Strong Willed

Powers: Confusion, Obscure (darkness), Summon Ally, Teleport

Special Abilities

• Armour +3: Bluish-black skin.

• Claws: Str+d6.

• **Sting:** Str+d6; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Nysrock Demon

Rank: Heroic

Attributes: Agility d8, Smarts d10, Spirit d12, Strength

d12+2, Vigor d12+3

Skills: Fighting d12, Intimidation d12+2, Knowledge (Planes) d12+2, Repair d12+2, Survival d12+2, Notice d12+6, Stealth d12, Shooting d10, Spellcasting d10 **Charisma:** +4; **Pace:** 8; **Parry:** 8; **Toughness:** 15 (3) **Edges:** Alertness, Arcane Background (Magic), Sweep, Trademark Weapon (bite)

Powers: Dispel, Summon Ally, Teleport

Special Abilities

• Armour +3: Blackish-blue scales.

• **Bite:** Str+d6; Constrict.

• **Sting:** Str+d6; Poison.

• Spit: Shooting; range 3/6/12; 2d4; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Electricity and poison.

• **Energy Resistances:** –2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.

• **Poison:** Sting and spit inflict poison if foe is Shaken or wounded.

• Size +3: Fourteen feet long; Toughness +3.

Omox Demon

Rank: Heroic

Attributes: Agility d12+3, Smarts d8, Spirit d12,

Strength d12+3, Vigor d12+2

Skills: Fighting d10, Climbing d12+5, Knowledge (Planes) d12+1, Swimming d12+5, Notice d12+4, Stealth d12+2, Throwing d8, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 7; Toughness: 12 (3) Gear: Slime (Throwing; range 3/6/12; Str+d6; +2 acid damage; Entangle)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Quick **Powers:** Elemental Manipulation (water), Intangibility (gaseous form), Summon Ally, Telekinesis, Teleport **Special Abilities**

• Armour +3: Demonic flesh.

• Slams: Str+d6; +2 acid damage; Grab.

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Amphibious:** Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Immunities:** Electricity, acid, sleep, disease, poison, shapechanging and paralysis.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

Greater Ooze Demon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+3

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Knowledge (Planes) d12, Survival d12, Notice d12+2, Stealth d8, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (3)

Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (bite)

Powers: Summon Ally

Special Abilities

• Armour +3: Demonic flesh.

• Slam: Str+d6; +2 acid damage; Grab.

• **Bite:** Str+d6; +2 acid damage.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Electricity, acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• Size +3: Eight feet tall; Toughness +3.

Lesser Ooze Demon

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d6, Climbing d8, Survival

d6, Notice d12, Stealth d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Arcane Background (Magic)

Powers: Summon Ally Special Abilities

• **Armour +2:** Demonic flesh.

• Slam: Str+d6; +2 acid damage; Grab.

• Bite: Str+d6; +2 acid damage.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Immunities:** Electricity, acid, sleep, poison, shapechanging and paralysis.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

Paigoel Demon

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+2

Skills: Fighting d12, Intimidation d12+2, Climbing d12+4, Knowledge (Planes) d12+1, Notice d12+2,

Spellcasting d6

Charisma: +4; Pace: 10; Parry: 8; Toughness: 16 (4)

Gear: Cold iron longswords (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Frenzy, Improved Frenzy, Sweep, Improved Sweep,

Strong Willed, Two-Fisted **Powers:** Summon Ally **Tactics:** Two Weapons **Special Abilities**

• Armour +4: Ebony skin.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity, poison and Gang Up bonuses.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Size +3:** Thirty feet long; Toughness +3.

Pengizu

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+4

Skills: Fighting d6, Intimidation d12+1, Knowledge (Planes) d8, Survival d12, Tracking d12, Swimming d12+4, Notice d12, Stealth d10, Spellcasting d6

Charisma: +4; Pace: 2; Parry: 5; Toughness: 18 (4) Edges: Arcane Background (Magic), Sweep, Strong Willed

Powers: Summon Ally, Teleport

Special Abilities

• Armour +4: Demonic flesh.

• **Bite:** Str+d8; Regurgitate.

• Slam: Str+d8.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Quasit

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Planes)

d6, Notice d8, Stealth d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4 (1) Edges: Arcane Background (Magic), Frenzy, Level Headed Powers: Detect Arcana (sense magic), Divination, Fear, Invisibility

Special Abilities

• Armour +1: Demonic flesh.

• Claws: Str: Poison.

• Bite: Str.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

• **Poison:** Claws inflict poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Schir

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d4, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Climbing d10,

Survival d4, Notice d10, Spellcasting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)
Gear: Masterwork halberd (Str+d8; Reach 1"; Disease)
Edges: Arcane Background (Magic), Strong Willed,

Trademark Weapon (halberd)

Powers: Detect Arcana (see invisibility), Speak

Language, Summon Ally

Special Abilities

• Armour +2: Demonic flesh.

• Horns: Str+d6.

• Darkvision: No vision penalties for darkness (range

L2").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity, disease and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

• Disease: Make a Vigor roll or become afflicted.

Seraptis Demon

Rank: Heroic

Attributes: Agility d12+2, Smarts d10, Spirit d12,

Strength d12+2, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Notice

d12+4, Stealth d12+3, Spellcasting d10

Charisma: +4; Pace: 10; Parry: 8; Toughness: 12 (3)

Gear: Wounding scimitar (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Level Headed

Powers: Confusion, Dispel, Puppet (living humanoids

only), Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +3: Pale flesh.

• Claws: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a −2 penalty.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity, poison and bleeding.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.

Shadow Demon

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d6, Vigor d10

Skills: Fighting d8, Knowledge (Local) d10, Knowledge

(Planes) d10, Notice d12+1, Stealth d12, Spellcasting d8 **Charisma:** +4; **Pace:** -; **Parry:** 6; **Toughness:** 7

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Ouick

Powers: Fear, Obscure (darkness), Summon Ally, Telekinesis, Teleport

Special Abilities

• Claws Touch: Str+d6; +2 cold damage.

• Bite Touch: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 8" and Climb 3.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity, cold and poison.

• Weakness: Powerless in sunlight.

• Energy Resistances: -2 damage from acid and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.

Shemhazian Demon

Rank: Legendary

Attributes: Agility d12, Smarts d6, Spirit d12+3,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+2, Climbing d12+1, Healing d12+4, Knowledge (Religion) d12+1, Tracking d12+6, Notice d12+6, Spellcasting d6

Charisma: +1; Pace: 8; Parry: 8; Toughness: 25 (5) Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Dodge, Quick

Powers: Invisibility, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons
Special Abilities

• **Armour +5:** Demonic flesh.

• Bite: Str+d8; Strength Drain.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Evil: Affected by powers and abilities that work on evil creatures.

• Paralyzing Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.

• Size +10: Thirty-five feet tall; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Shrroth

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+3, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12+1, Persuasion d12+1, Swimming d12+5, Notice d12+3, Stealth d8, Spellcasting d8

Charisma: +4; Pace: 4; Parry: 8; Toughness: 19 (3)

Gear: Trident (Str+d6; Reach 1"; Parry +1)

Edges: Arcane Background (Magic), Level Headed, Quick,

Sweep

Powers: Dispel, Environmental Protection (underwater), Summon Ally, Teleport

Summon Ally, Teleport

Special Abilities

• Armour +3: Demonic flesh.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amphibious: Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Size +7:** Fifteen feet tall; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Skitterdark

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4, Vigor d10

Skills: Fighting d8, Survival d8, Notice d8, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 6 (1) Edges: Arcane Background (Magic), Dodge, Frenzy

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +1: Demonic flesh.

 Claws: Str. • Bite: Str.

• Darkvision: No vision penalties for darkness (range

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 2.
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -2: One foot tall; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Stirge Demon

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Climbing d12+1, Knowledge (Planes) d10, Survival d10, Notice d12+2, Stealth d10. Spellcasting d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (3) **Edges:** Arcane Background (Magic), Frenzy, Sweep, Strong Willed

Powers: Detect Arcana (see invisibility), Dispel, Obscure (darkness), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +3: Demonic flesh.

• Claws: Str+d6; Bleed. • Bite: Str+d6; Draining.

- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause

a wound)

• Size +3: Ten feet long; Toughness +3.

Succubus

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d8, Strength

d6, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d12, Persuasion d12+1, Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Strong Willed

Powers: Intangibility, Mind Reading, Puppet, Puppet (living humanoids only), Speak Language, Summon Ally, Teleport

Special Abilities

- Armour +2: Demonic flesh.
- Claws: Str+d6.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity, fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or good weapons.

Vavakia

Rank: Legendary

Attributes: Agility d8, Smarts d12, Spirit d12+1, Strength d12+4, Vigor d12+5

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Arcana) d12+3, Knowledge (Planes) d12+3, Repair d12+3, Swimming d12+3, Notice d12+6, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (3) **Gear:** Breastplate (+3), unholy ranseur (Str+d8) Edges: Arcane Background (Magic), Strong Willed Powers: Blast (earthquake), Summon Ally, Telekinesis, Teleport

- Bite: Str+d8; Smoking Wound.
- Darkvision: No vision penalties for darkness (range 12").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Unholy Aura: Attacks, damage, spells and opposed

rolls from Good creatures suffer a -2 penalty.

- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 12" and Climb 0.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

- Evil: Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Electricity, fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -4 damage from physical attacks, except from those that are both cold iron and good.
- Size +8: Thirty feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Vermlek

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Knowledge (Religion) d8, Tracking d8,

Notice d8, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic) Powers: Summon Ally, Wall Walker

Special Abilities

• Armour +1: Demonic flesh.

• Bite: Str+d6.

- Darkvision: No vision penalties for darkness (range 12").
- Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Burrow: Can burrow and reappear within 4".
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -2 damage from physical attacks, except those caused by either cold iron or good weapons.

Vrock

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12+3

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d12, Repair d12, Survival d12, Notice d12+2, Stealth d10, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 6; Toughness: 14 (3) Edges: Arcane Background (Magic), Combat Reflexes,

Frenzy, Level Headed, Quick, Sweep

Powers: Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +3: Feathers.

• Claws: Str+d6. • **Bite:** Str+d6.

- **Darkvision:** No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Spores: Cone Template; victims must make a Vigor roll or suffer Fatique.
- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- Size +2: Eight feet tall; Toughness +2.

Vrolikai

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+2, Spirit d12+2, Strength d12+4, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+3, Knowledge (Planes) d12+4, Repair d12+3, Survival d12+3, Notice d12+6, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 18 (4) Gear: Black flame knife (Str+d4; +2 energy damage Drain), black flame knives (Str+d8; +2 energy damage

Edges: Ambidextrous, Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Sweep, Two-Fisted

Powers: Entangle, Obscure (darkness), Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons

- Armour +4: Demonic flesh.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 3.
- Evil: Affected by powers and abilities that work on evil

creatures.

- **Stealing Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity, poison and death magic.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and good.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Xenarth (Ichor Shark)

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12+3

Skills: Fighting d10, Climbing d12+5, Survival d12,

Notice d12+1, Stealth d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 20 (3)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +3: Demonic flesh.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Outsider (Native): This ability is only important for certain spells.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Evil: Affected by powers and abilities that work on evil creatures.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Electricity and poison.
- **Energy Resistances:** –2 damage from acid, cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- **Size +8:** Increases Toughness by +8.
- **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Demons of corruption

Azizou (Pain Demon)

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d8, Notice d10, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (2) Edges: Arcane Background (Magic), Frenzy, Trademark

Weapon (bite)

Powers: Fear, Invisibility, Mind Reading, Summon Ally **Special Abilities**

• **Armour +2:** Grayish skin.

• Claws: Str+d4.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Three feet tall; Toughness -1.

Barizou (Assassin Demon)

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d6, Survival d4, Notice d8, Stealth d10,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Edges: Arcane Background (Magic), Frenzy, Sneak

Attack, Trademark Weapon (claw)

Powers: Fear, Invisibility, Summon Ally

Special Abilities

• Armour +1: Grav skin.

• Claws: Str+d4.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Three feet tall; Toughness -1.

Geruzou (Slime Demon)

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Survival d8, Notice d10, Stealth d12,

Shooting d6, Spellcasting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (2) **Edges:** Arcane Background (Magic), Frenzy, Trademark

Weapon (bite)

Powers: Fear, Invisibility, Mind Reading, Obscure

(darkness), Summon Ally

Special Abilities

• Armour +2: Sickly flesh.

• Claws: Str+d4. • Bite: Str+d4.

• **Spit:** Shooting; range 3/6/12; 2d4; Spit Slime.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 2.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and

• Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or good weapons.

• Spit Slime: Make a Vigor roll or suffer a level of Fatique.

• Size -1: Four feet tall; Toughness -1.

Demonic Knight

Demonic Knight

Rank: Veteran

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d12, Climbing d10, Knowledge (Planes) d12, Persuasion d12, Repair d10, Survival d12, Notice d12+3, Stealth d8, Spellcasting d12 Charisma: +4; Pace: 4; Parry: 6; Toughness: 11 (3) **Gear:** Platemail (+3), helmet (+3), anarchic longsword (Str+d8)

Edges: Alertness, Arcane Background (Magic), Sweep, Trademark Weapon (longsword)

Powers: Blast (fireball), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Fear, Summon Ally **Special Abilities**

• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Create Spawn: Anything slain by this creature is doomed to rise as some form of ghoul-like undead.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

creatures.

Demon lord

*Baphomet (Demon Lord Of Beasts)

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strength d12+6, Vigor d12+5

Skills: Fighting d12+4, Intimidation d12+8, Climbing d12+10, Knowledge (Arcana) d12+7, Knowledge (History) d12+7, Knowledge (Religion) d12+7, Knowledge (Planes) d12+8, Persuasion d12+8, Survival d12+8, Notice d12+10, Stealth d12+7, Spellcasting d12

Charisma: +4; **Pace:** 10; **Parry:** 10; **Toughness:** 17 (3) Gear: Huge unholy halberd (Str+d10; Reach 1") Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed, War Cry,

Trademark Weapon (halberd)

Powers: Barrier (stone), Barrier (fire), Blast (fire storm), Bolt (lightning bolt), Boost Trait (Strength), Burst (burning hands), Deflection (blink between dimensions), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Flight (levitate), Lower Trait (curse), Obscure (darkness), Puppet, Slow, Slumber, Speak Language, Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +3: Demonic flesh.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Unholy Aura: Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.

• Arcane Resistance: +7 to resist opposed magic, and +7 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Hardy: A second Shaken result doesn't become a wound.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and

• Physical Resistance: -6 damage from physical attacks, except from those that are both cold iron and good.

• Endurance: +2 to Soak rolls.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*Beluiri (The Temptress)

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+1, Spirit d12+1, Strength d12+2, Vigor d12+2

Skills: Fighting d12, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+3, Persuasion d12+3, Survival d12+2, Notice d12+6, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 13 (4) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Dodge, Frenzy, Quick, Strong Willed

Powers: Barrier (fire), Blast (fire storm), Dispel, Fear, Obscure (darkness), Puppet, Speak Language, Summon Ally, Teleport

Special Abilities

- Armour +4: Demonic flesh.
- Claws: Str+d6; Poison.
- Darkvision: No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- **Dominating Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and good.
- **Poison:** Claws inflict poison if foe is Shaken or wounded.

*Caizel (Deposed Queen Of Succubi)

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3, Strongth d12+3, Vigor d12+3

Strength d12+2, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+3, Knowledge (Planes) d12+4, Persuasion d12+4, Survival d12+3, Notice d12+7, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 12 (3)

Gear: Dagger (Str+d4)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Quick, Strong Willed, Trademark Weapon (claw) **Powers:** Barrier (fire), Dispel, Intangibility, Mind Reading, Obscure (darkness), Puppet, Speak Language, Summon Ally, Teleport

Special Abilities

• Armour +3: Demonic flesh.

• Claws: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and good.
- Poison: Inflict poison if foe is Shaken or wounded.

*Dagon (Demon Prince Of The Sea)

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+4, Strength d12+6, Vigor d12+5

Skills: Fighting d12+6, Knowledge (Arcana) d12+10, Knowledge (Geography) d12+9, Knowledge (Local) d12+9, Knowledge (Nature) d12+9, Knowledge (Religion) d12+9, Knowledge (Planes) d12+10, Persuasion d12+10, Swimming d12+10, Notice d12+10, Stealth d12+8, Throwing d12+5, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 12; Toughness: 18 (4) Gear: Unholy mighty cleaving trident (Str+d6; Reach 1"; Parry +1), unholy mighty cleaving trident (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Arcane Background (Magic), Level Headed, Quick Draw, Sweep, Improved Sweep, Trademark Weapon (trident)

Powers: Beast Friend, Bolt (lightning bolt), Bolt (magic missile), Boost Trait (Strength), Burst (prismatic spray), Confusion, Deflection (blink between dimensions), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle (sleet storm), Environmental Protection (underwater), Fear, Lower Trait (curse), Mind Reading, Obscure (fog), Obscure (darkness), Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Summon Ally, Telekinesis, Teleport

- Armour +4: Demonic flesh.
- Slams: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +7 to resist opposed magic, and +7 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.

- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

* Fraz-Urb'Luu (Demon Prince Of Deception)

Rank: Epic

Attributes: Agility d12, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+7

Skills: Fighting d12+7, Knowledge (Arcana) d12+10, Knowledge (History) d12+10, Knowledge (Nobility) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 24 (5) Edges: Arcane Background (Magic), Frenzy, Level Headed, Sweep, Trademark Weapon (slam)

Powers: Banish (plane shift self), Barrier (fire), Bolt (scorching ray), Burst (prismatic spray), Confusion (hypnotic pattern), Deflection (displacement), Dispel, Entangle, Fear (phantasmal killer), Light (dancing lights), Lower Trait (Strength), Invisibility, Intangibility (gaseous form), Mind Reading, Obscure (illusion), Obscure (darkness), Puppet, Slow, Slumber, Speak Language, Stun (daze), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +5: Demonic flesh.

• Slams: Str+d8. • Bite: Str+d8.

- Darkvision: No vision penalties for darkness (range 12")
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb 3.
- Arcane Resistance: +8 to resist opposed magic, and +8 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Electricity, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid, cold and fire
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both cold iron and good.

- Size +8: Eighteen feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***Jubilex (The Faceless Lord)**

Rank: Epic

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+7

Skills: Fighting d12+4, Intimidation d12+7, Climbing d12+9, Knowledge (Arcana) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+7, Persuasion d12+6, Repair d12+6, Survival d12+7, Notice d12+10, Stealth d12+5, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 10; Toughness: 18 (3) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (slam)

Powers: Barrier (stone), Barrier (fire), Blast (fire storm), Blast (ice storm), Boost Trait (Vigor), Deflection (entropic shield), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle, Environmental Protection (underwater), Fear, Greater Healing, Lower Trait (curse), Invisibility, Mind Reading, Obscure (fog), Obscure (darkness), Obscure (fog cloud), Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Telekinesis, Teleport Special Abilities

- Armour +3: Demonic flesh.
- Slam: Str+d8; +2 acid damage; Constrict.
- Darkvision: No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Electricity, acid, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Energy Resistance: -2 damage from fire.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Twelve feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

* Kostchtchie (Demon

Prince Of Wrath)

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+7, Vigor d12+6

Skills: Fighting d12+4, Intimidation d12+9, Climbing d12+6, Knowledge (Arcana) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+7, Persuasion d12+6, Repair d12+6, Riding d12+6, Survival d12+7, Notice d12+9, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 10; Toughness: 18 (3) Gear: Huge cold iron thundering icy burst warhammer (Str+d8; AP 2; Knockback)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (warhammer)

Powers: Barrier (wind), Blast (fireball), Blast (coldball), Blast (ice storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (ray of frost), Burst (burning hands), Confusion, Deflection (blur), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle (sleet storm), Flight (wind walk), Lower Trait (curse), Obscure (fog), Obscure (darkness), Obscure (fog cloud), Speak Language, Stun (daze), Summon Ally, Telekinesis, Teleport

Special Abilities

- Armour +3: Demonic flesh.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity, cold and poison.
- Weakness: Fire (double damage).
- Energy Resistances: -2 damage from acid and fire.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*Maphistal (Second Of Orcus)

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Arcana) d12+4, Knowledge (Nobility) d12+4, Knowledge

(Planes) d12+4, Persuasion d12+5, Repair d12+4, Notice d12+8, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 18 (4) Gear: Unholy crushing heavy mace (Str+d6; AP 2; Bone Knit)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Blast (fire storm), Detect Arcana (sense magic), Dispel, Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Telekinesis, Teleport

Special Abilities

- Armour +4: Demonic flesh.
- Claws: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Flight: Flying Pace of 16" and Climb 2.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both cold iron and good.
- **Bone Knit:** Make a Vigor roll at −1 or suffer a level of Fatigue.
- Size +4: Nine feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Orcus (Demon Prince Of The Undead)**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3, Strength d12+6, Vigor d12+5

Strength d12+6, Vigor d12+5 **Skills:** Fighting d12+9, Intimidation d12+10, Healing

d12+10, Knowledge (Arcana) d12+10, Knowledge (History) d12+10, Knowledge (Nobility) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Faith d12

Charisma: +4; Pace: 8; Parry: 12; Toughness: 23 (5) Gear: Unholy greatclub (Str+d8; Death)

Edges: Alertness, Arcane Background (Miracles), Holy Warrior, Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Barrier (fire), Blast (ice storm), Bolt (lightning bolt), Bolt (scorching ray), Boost Trait (Strength), Deflection (entropic shield), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Fear, Light (dancing lights), Lower Trait (curse), Intangibility (gaseous form), Mind Reading, Mind Reading (speak with dead), Obscure (fog), Obscure (darkness), Pummel (wind), Puppet, Quickness,

Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport, Puppet (undead)

Special Abilities

- Armour +5: Demonic flesh.
- Slams: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Fear −7: Anyone who sees this creature must make a Fear check at −7.
- Flight: Flying Pace of 12" and Climb 0.
- **Arcane Resistance:** +9 to resist opposed magic, and +9 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both cold iron and good.
- Size +8: Fifteen feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

*Pazuzu (Demon Prince Of Air)

Rank: Epic

Attributes: Agility d12+4, Smarts d12+3, Spirit d12+3, Strongth d12+5, Vigor d12+4

Strength d12+5, Vigor d12+4

Skills: Fighting d12+7, Intimidation d12+10, Knowledge (Arcana) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 17 (3) Gear: Anarchic keen greatsword (Str+d10; Parry -1), anarchic keen greatsword (Str+d10; Parry -1)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Trademark Weapon (talon)

Powers: Barrier (wind), Blast (ice storm), Bolt (lightning bolt), Bolt (magic missile), Bolt (scorching ray), Burst (prismatic spray), Confusion, Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Fear, Flight (wind walk), Light (dancing lights), Intangibility, Intangibility (gaseous form), Obscure (fog), Obscure (darkness), Obscure (fog cloud), Puppet, Quickness, Slumber, Speak Language, Stun (daze), Summon Ally, Telekinesis, Teleport

Special Abilities

- Armour +3: Demonic flesh.
- Darkvision: No vision penalties for darkness (range

- 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Flight: Flying Pace of 16" and Climb 3.
- Arcane Resistance: +7 to resist opposed magic, and
- +7 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: One hundred feet long; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Sonechard (General Of Orcus)**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3, Strength d12+6, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+6, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Nobility) d12+5, Knowledge (Planes) d12+5, Persuasion d12+6, Survival d12+5, Notice d12+8, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 19 (5) Gear: Unholy wounding heavy pick (Str+d8; Bleed) Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Trademark Weapon (heavy pick)

Powers: Barrier (fire), Blast (fireball), Detect Arcana (sense magic), Dispel, Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Telekinesis, Teleport

- Armour +5: Demonic flesh.
- Claws: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Flight: Flying Pace of 16" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures
- Immunities: Electricity and poison.

- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both cold iron and good.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +4: Fourteen feet tall: Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Tsathogga (The Frog God)**

Rank: Epic

Attributes: Agility d12, Smarts d12+2, Spirit d12+2,

Strength d12+7, Vigor d12+6

Skills: Fighting d12+8, Intimidation d12+10, Knowledge (Arcana) d12+10, Knowledge (History) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Swimming d12+10, Notice d12+10, Throwing d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 12; Toughness: 35 (7) Gear: Tongue (Throwing; range 3/6/12; Str+d6; Grab; +2 acid damage)

Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Trademark Weapon (bite) Powers: Blast (ice storm), Bolt (lightning bolt), Deflection (blur), Detect Arcana (sense magic), Dispel, Entangle, Environmental Protection (underwater), Fear, Lower Trait (curse), Mind Reading, Puppet (living humanoids only), Slumber, Speak Language, Stun (daze), Summon Ally, Telekinesis, Teleport

Special Abilities

- Armour +7: Demonic flesh.
- Bite: Str+d8; +2 acid damage.
- Claws: Str+d8; +2 acid damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a −2 penalty.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Amphibious: Swimming Pace of 22", and cannot

drown, but can also breathe air and survive indefinitely on land.

- Arcane Resistance: +8 to resist opposed magic, and
- +8 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Electricity, acid and poison.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both cold iron and good.
- **Size +17:** Sixty feet long; Toughness +17.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

***Vepar (Duke Of Dagon)**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strength d12+5. Vigor d12+5

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+4, Knowledge (Geography) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+5, Persuasion d12+5, Survival d12+4, Swimming d12+2, Notice d12+9, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 10; Toughness: 17 (3)

Gear: Trident (Str+d6; Reach 1"; Parry +1)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Trademark Weapon (claw)

Powers: Blast (ice storm), Dispel, Environmental Protection (underwater), Fear, Obscure (fog), Summon Ally, Teleport

- Armour +3: Demonic flesh.
- Claws: Str+d8; Hypothermic Touch.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity and poison.
- Energy Resistances: -2 damage from acid, cold and fire
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and good.
- **Hypothermic Touch:** Make a Vigor roll at -2 or suffer a level of Fatique.
- Size +4: Twelve feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2

Nascent demon lord

***Ripper Demon**

Rank: Epic

Attributes: Agility d12+4, Smarts d12, Spirit d12+2,

Strength d12+4, Vigor d12+6

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Nobility) d12+6, Notice d12+6, Stealth d12+8,

Spellcasting d12

Charisma: +4; Pace: 12; Parry: 10; Toughness: 15 (4)

Gear: Vorpal bastard sword (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes, Quick Draw, Sneak Attack, Improved Trademark Weapon (bastard sword)

Powers: Barrier (whirling blades), Dispel, Fear (phantasmal killer), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +4: Demonic flesh.

• Claw: Str+d6; Bleed.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Arcane Resistance:** +7 to resist opposed magic, and +7 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Slowing Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity, poison and death magic.
- Energy Resistances: -6 damage from acid, cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and good.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

*Demon, Stone

Rank: Epic

Attributes: Agility d10, Smarts d8, Spirit d12+2,

Strength d12+4, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+5, Climbing d12+4, Knowledge (Religion) d12+2, Knowledge (Planes) d12+4, Persuasion d12+3, Repair d12+3, Notice d12+5, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (6) Edges: Arcane Background (Magic), Combat Reflexes,

Sweep, Strong Willed

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Fear (phantasmal killer), Summon Ally, Teleport

Special Abilities

• Armour +6: Demonic flesh.

Bite: Str+d8.Horns: Str+d8.

- Darkvision: No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- Evil: Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- Immunities: Electricity and poison.
- Energy Resistances: -4 damage from acid, cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both adamantine and good.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Denizen Of Leng

Denizen Of Leng

Rank: Veteran

Attributes: Agility d12, Smarts d12, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d12, Intimidation d10, Persuasion d8, Repair d10, Lockpicking d12, Notice d12, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 10 (2) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Sneak Attack

Powers: Banish (plane shift self), Confusion (hypnotic pattern), Flight (levitate), Mind Reading, Speak Language

- Armour +2: Natural armour.
- Bite: Str+d6; Dexterity Drain.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil

creatures.

• Immunity: Poison.

• Energy Resistances: -6 damage from cold and

• Dexterity Drain: Make a Vigor roll or suffer a level of Fatique.

Derhii

Derhii

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d10, Tracking d12, Notice

d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) **Gear:** Masterwork falchion (Str+d8), javelin (Throwing;

range 3/6/12; Str+d6)

Edges: Combat Reflexes, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on

humanoids.

• Flight: Flying Pace of 12" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size +2: Nine feet tall; Toughness +2.

Derro Fetal Savant

Derro Fetal Savant

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4,

Vigor d4

Skills: Fighting d4-2, Notice d6, Stealth d8

Charisma: +4; Pace: 1; Parry: 2; Toughness: 2

Tactics: No melee attacks

Special Abilities

• Darkvision: No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on humanoids.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Destrachan

Destrachan

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d8, Climbing d12+1, Survival d12+1,

Notice d12+4, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Edges: Dodge, Improved Dodge, Level Headed, Quick **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 20").

• Hardv: A second Shaken result doesn't become a wound.

• Immunities: Gaze attacks and visual effects.

• Energy Resistance: -6 damage from sonic.

• Size +2: Eighty feet long; Toughness +2.

Devil

Amaimon Devil

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Knowledge (Planes) d12, Persuasion d10, Survival d12, Notice d12, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3) Edges: Alertness, Arcane Background (Magic), Frenzy, Level Headed, Trademark Weapon (claw)

Powers: Barrier (fire), Summon Ally, Teleport **Special Abilities**

• Armour +3: Scarlet flesh.

• Claws: Str+d6. • Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fear -1: Anyone who sees this creature must make a Fear check at −1.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.

• Size +3: Ten feet tall; Toughness +3.

Doll Devil (Arusities)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4, Stealth d10

Charisma: +2; Pace: 6; Parry: 4; Toughness: 5 (1)

Edges: Frenzy Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.

• Size -1: Reduces Toughness by -1.

Nihil

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12+1, Survival d12+1, Notice d12+1, Stealth

d12+1, Spellcasting d8

Charisma: +2; Pace: 8; Parry: 7; Toughness: 15 (4)

Gear: Unholy scythe (Str+d8)

Edges: Arcane Background (Magic), Trademark Weapon

(scythe)

Powers: Detect Arcana (sense magic), Dispel, Invisibility, Puppet (living humanoids only), Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

• Wings: Str+d6.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 12" and Climb 0.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- Size +3: Increases Toughness by +3.

Heresy Devil (Ayngavhaul)

Rank: Heroic

Attributes: Agility d4, Smarts d12+2, Spirit d12+1,

Strength d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (History) d12+1, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+3, Repair d12+2, Notice d12+2, Throwing d8,

Spellcasting d12

Charisma: +4; Pace: 2; Parry: 7; Toughness: 19 (4) **Gear:** Searing word (Throwing; range 3/6/12; Str+d6) Edges: Arcane Background (Magic), Frenzy, Hard to Kill, Level Headed

Powers: Dispel, Mind Reading (speak with dead), Obscure (darkness), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8. • Bite: Str+d8.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 3.
- Evil: Affected by powers and abilities that work on evil
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -2 damage from physical attacks, except those caused by good weapons.
- Endurance: +2 to Soak rolls.
- Size +6: Increases Toughness by +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bearded Devil (Barbazu)

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d8, Climbing d10, Notice

d10, Stealth d10, Spellcasting d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (2) **Gear:** Glaive (Str+d8; Reach 1"; Infernal Wound) Edges: Arcane Background (Magic), Level Headed, Trademark Weapon (glaive)

Powers: Summon Ally, Teleport

Special Abilities

- Armour +2: Natural armour.
- Claws: Str+d6.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -2 damage from physical attacks, except those caused by either good or silver weapons.

Belier Devil (Bdellavritra)

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+2, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+3, Persuasion d12+4, Repair d12+3, Notice d12+4, Stealth d12+2,

Spellcasting d12

Charisma: +4; Pace: 4; Parry: 8; Toughness: 16 (4)

Gear: Tongues (Str+d8; Constrict)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Strong Willed

Powers: Banish (plane shift self), Dispel, Obscure (illusion), Puppet, Puppet (living humanoids only), Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d6.

- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb 3.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.

• Size +3: Increases Toughness by +3.

Automata Devil

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d6, Knowledge (Planes) d12, Persuasion d6, Notice d12+2, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (3) Gear: Whip (Str+d4; Reach 1"; Entangle; Demented

Punishment)

Edges: Alertness, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (whip) Powers: Puppet, Puppet (living humanoids only), Summon Ally, Teleport

Special Abilities

- Armour +3: Natural armour.
- Bite: Str+d8.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.

- Immunities: Fire, poison and Gang Up bonuses.
- Energy Resistance: -2 damage from acid.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Chort Devil

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+1, Spirit d12+2,

Strenath d12+2, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+2, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+3, Persuasion d12+3, Repair d12+3, Tracking d12+4, Notice d12+4, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 12 (3)

Gear: Or flaming burst ranseur (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Trademark Weapon (ranseur) Powers: Bolt (scorching ray), Deflection (blur), Dispel, Puppet (living humanoids only), Quickness, Summon Ally, Teleport

Special Abilities

- Armour +3: Natural armour.
- Claws: Str+d6: Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.

Horned Devil (Cornugon)

Rank: Heroic

Attributes: Agility d12+3, Smarts d8, Spirit d12+2, Strength d12+4, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+3, Knowledge

(Planes) d12+1, Persuasion d12+2, Repair d12+1, Notice d12+3, Stealth d12+2, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 17 (4) **Gear:** Unholy spiked chain (Str+d8; Knockback)

Edges: Ambidextrous, Arcane Background (Magic), Strong Willed, Trademark Weapon (spiked chain) Powers: Blast (fireball), Bolt (lightning bolt), Obscure

(illusion), Summon Ally, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +4: Natural armour.

• **Bite:** Str+d8.

 Darkvision: No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 10" and Climb 0.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• **Energy Resistances:** –2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and silver.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Deathleech Horned Devil

Rank: Heroic

Attributes: Agility d12+4, Smarts d8, Spirit d12+2,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Planes) d12+1, Persuasion d12+2, Repair d12+1, Notice d12+3, Stealth d12+2, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 18 (4) Gear: Unholy spiked chain (Str+d8; Knockback) Edges: Ambidextrous, Arcane Background (Magic), Strong Willed, Trademark Weapon (spiked chain)

Powers: Blast (fireball), Bolt (lightning bolt), Obscure (illusion), Summon Ally, Teleport

Tactics: Two Weapons

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 10" and Climb 0.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• Physical Resistance: -3 damage from physical

attacks, except from those that are both good and silver.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Apostate Devil (Deimavigga)

Rank: Legendary

Attributes: Agility d12+4, Smarts d12+1, Spirit d12+2,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+6, Knowledge (History) d12+3, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Persuasion d12+6, Notice d12+4, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 12 (3) Gear: Full plate (+3), helmet (+3)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Strong Willed, Trademark Weapon (claw)

Powers: Disguise (shapechange), Entangle, Obscure (illusion), Puppet (living humanoids only), Summon Ally, Teleport, Voice on the Wind (dream message)

Special Abilities

• Claws: Str+d6; Wisdom Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 3.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and silver.

Drowning Devil (Sarglagon)

Rank: Veteran

Attributes: Agility d12+3, Smarts d10, Spirit d12+1, Strength d12+1, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Knowledge (Nature) d12, Knowledge (Planes) d12, Persuasion d12, Swimming d12+2, Notice d12+1, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 12 (1) Edges: Arcane Background (Magic), Combat Reflexes, Dodge

Powers: Detect Arcana (see invisibility), Environmental Protection (underwater), Summon Ally, Teleport

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• **Slams:** Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 6" and Climb 0.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.
- **Poison:** Slams inflict poison if foe is Shaken or wounded.
- Size +2: Increases Toughness by +2.

The Furies (Erinyes)

Rank: Veteran

Attributes: Agility d12+2, Smarts d8, Spirit d12,

Strength d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d12+1, Knowledge (Religion) d8, Knowledge (Planes) d8, Persuasion d12, Notice d12, Stealth d12, Shooting d8, Spellcasting d8 **Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

Gear: Longsword (Str+d8), flaming composite longbow (Shooting; range 15/30/60; 2d6; +2 fire damage) **Edges:** Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Marksman **Powers:** Fear, Summon Ally, Teleport

Special Abilities

• Armour +2: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fast Runner: Roll d8 when running instead of d6.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Faceless Devil

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d12, Climbing d12, Knowledge (Planes) d12, Notice d12, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 12 (3)

Gear: Kukri (Str+d8), kukri (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Two-

Fisted, Trademark Weapon (kukri)

Powers: Boost Trait (Strength), Invisibility, Puppet (living

humanoids only), Teleport

Tactics: Two Weapons Special Abilities

• **Armour +3:** Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• Size +2: Increases Toughness by +2.

Lesser Host Devil (Gaav)

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d10, Spellcasting

Charisma: -; Pace: 1; Parry: 6; Toughness: 6 (1) Gear: Masterwork spear (Str+d6; Reach 1"; Parry +1)

Edges: Arcane Background (Magic), Dodge

Powers: Detect Arcana (sense magic), Light (dancing lights), Summon Ally, Teleport

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 2.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

• Size -1: Reduces Toughness by -1.

Blood Reaver Devil (Garugin)

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d12, Persuasion d12, Survival d12, Notice d12, Stealth d12, Spellcasting d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (3)

Gear: Barbed dire flail (Str+d6; Knockback)

Edges: Arcane Background (Magic), Sweep, Improved Sweep, Trademark Weapon (barbed dire flail)

Powers: Barrier (fire), Bolt (lightning bolt), Invisibility,

Summon Ally, Teleport

Special Abilities

• Armour +3: Leathery flesh.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.

Ice Devil (Gelugon)

Attributes: Agility d12+1, Smarts d12+3, Spirit d12+2,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Planes) d12+3, Persuasion d12+2, Repair d12+2, Survival d12+2, Notice d12+4, Stealth d12+1, Spellcasting d12

Charisma: +4: Pace: 8: Parry: 9: Toughness: 16 (4) Gear: Frost spear (Str+d6; Reach 1"; Parry +1; +2 cold damage; Slow)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed, Trademark Weapon (spear)

Powers: Blast (ice storm), Obscure (illusion), Summon Ally, Teleport

Special Abilities

- Armour +4: Natural armour.
- Bite: Str+d6.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire, cold and poison.
- Energy Resistance: -2 damage from acid.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- Slow: Make a Vigor roll or suffer a level of Fatigue.
- Size +3: Twelve feet tall; Toughness +3.

Ghaddar Devil

Rank: Legendary

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Climbing d12+4, Knowledge (Planes) d12+1, Survival d12+2,

Notice d12+3, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 22 (5) **Edges:** Alertness, Arcane Background (Magic), Frenzy, Level Headed, Sweep, Improved Sweep, Trademark Weapon (claw)

Powers: Barrier (fire), Blast (fireball), Bolt (lightning bolt), Obscure (illusion), Summon Ally, Teleport

Special Abilities

- Armour +5: Natural armour.
- Claws: Str+d8: Grab.
- Bite: Str+d8; Vorpal Bite.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil
- creatures. • Fast Regeneration: May make a Vigor roll every round
- to heal damage.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except from those that are both good and silver.
- Size +8: Fifteen feet tall; Toughness +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gilded Devil

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d10, Knowledge (Planes) d12, Persuasion d12+1, Repair d12, Notice d12, Stealth d10, Spellcasting

Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2) **Gear:** Chainmail (+2), heavy flail (Str+d6; Wis)

Edges: Arcane Background (Magic), Trademark Weapon

(heavy flail)

Powers: Mind Reading, Puppet, Puppet (living humanoids only), Teleport

- Or Slam: Str+d6.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.

Domination Devil (Gladiatrix)

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d12, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Climbing d10,

Knowledge (Planes) d10, Notice d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (3)

Gear: Breastplate (+3), dire flail (Str+d6)

Edges: Combat Reflexes, Level Headed, Two-Fisted,

Trademark Weapon (dire flail)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• Size +2: Increases Toughness by +2.

Handmaiden Devil (Gylou)

Rank: Heroic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+1,

Strength d12+2, Vigor d12+3

Skills: Fighting d12, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+3, Persuasion d12+2, Repair d12+2, Notice d12+2, Stealth d12+3, Spellcasting d12 **Charisma:** +4; **Pace:** 8; **Parry:** 8; **Toughness:** 12 (3) **Edges:** Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Frenzy, Level Headed

Powers: Disguise (shapechange), Obscure (illusion),

Summon Ally, Teleport, Wall Walker

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb 0.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

Barbed Devil (Hamatula)

Rank: Heroic

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12, Persuasion d10, Repair d10, Survival d12, Notice d12+2, Stealth d10, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 12 (3) Edges: Alertness, Arcane Background (Magic), Combat

Reflexes, Frenzy, Sweep, Strong Willed

Powers: Bolt (scorching ray), Summon Ally, Teleport **Special Abilities**

• Armour +3: Natural armour.

• Claws: Str+d6; Fear; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Impale:** +4 damage if move 6" or more in straight line before attacking.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• Fear: Make a Spirit roll or suffer a level of Fatigue.

Imp

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Knowledge (Planes) d8, Repair d8, Notice d8, Spellcasting d6
Charisma: -; Pace: 4; Parry: 5; Toughness: 3
Edges: Arcane Background (Magic), Dodge

Powers: Detect Arcana (sense magic), Divination, Invisibility, Puppet

Special Abilities

• Sting: Str; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size -2: Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Ink Devil

Rank: Seasoned

Attributes: Agility d12+1, Smarts d12+1, Spirit d4,

Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Arcana) d12+1, Knowledge (History) d6, Knowledge (Local) d6, Knowledge (Religion) d6, Knowledge (Planes) d10, Persuasion d10, Repair d10, Lockpicking d8, Notice d6, Stealth d6, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 6; Toughness: 5 (1)

Edges: Arcane Background (Magic)

Powers: Detect Arcana (sense magic), Invisibility,

Summon Ally, Teleport **Special Abilities**

• Armour +1: Natural armour.

Bite: Str+d4.Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fear: Anyone who sees this creature must make a Fear check

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• Size -1: Reduces Toughness by -1.

Lemure

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1)

Edges: Frenzy
Special Abilities
• Armour +1: Flesh.
• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Immunities:** Fire, poison and mind-affecting effects.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

Warmonger Devil (Levaloch)

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d10, Climbing d12+1, Knowledge (Planes) d10, Knowledge (Engineering) d8, Repair d8, Notice d12, Stealth d10, Throwing d8,

Spellcasting d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 13 (3) Gear: Masterwork trident (Str+d6; Reach 1"; Parry +1), legs (Str+d8), masterwork trident (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet tall; Toughness +2.

Lilin

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d10, Vigor d12+1

Skills: Fighting d8, Intimidation d12+1, Healing d10, Knowledge (Planes) d10, Persuasion d12+1, Survival d10, Notice d12, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Longsword (Str+d8)

Edges: Alertness, Arcane Background (Magic), Quick,

Strong Willed

Powers: Puppet, Summon Ally, Summon Ally (skeletons and zombies), Teleport

• Armour +2: Crimson skin.

• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 0.

 Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.

Greater Host Devil (Magaav)

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth

d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2)

Gear: Masterwork ranseur (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge
Powers: Teleport
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Hellstoker Devil (Marnasoth)

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d8, Climbing d10, Survival d8, Notice d8, Throwing d4, Spellcasting d4 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2) **Gear:** Longspear (Str+d6; Reach 1"; Parry +1), ranged

(Throwing; range 3/6/12; Str+d6; Bellows)

Edges: Arcane Background (Magic), Strong Willed **Powers:** Burst (burning hands), Summon Ally, Teleport **Special Abilities**

• Armour +2: Rubbery flesh.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both good and silver.

Flayer Devil (Marzach)

Rank: Heroic

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+4, Vigor d12+4

Skills: Fighting d10, Intimidation d12+1, Climbing d12+3, Knowledge (Planes) d12+1, Survival d12+1,

Notice d12+2, Stealth d10, Spellcasting d8

Charisma: -; Pace: -; Parry: 7; Toughness: 18 (4) Edges: Alertness, Arcane Background (Magic), Frenzy,

Sweep, Trademark Weapon (bite)

Powers: Barrier (fire), Bolt (scorching ray), Teleport

Special Abilities

Armour +4: Crimson skin.
Claws: Str+d8.

• **Bite:** Str+d8.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and silver.

• Size +4: Thirteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Nupperibo

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 6 (1)

Gear: Spear (Str+d6; Reach 1"; Parry +1) **Special Abilities**

• Armour +1: Grayish-black flesh.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Evil: Affected by powers and abilities that work on evil
- **Immunities:** Fire, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -2 damage from physical attacks, except those caused by either good or silver weapons.

Bone Devil (Osyluth)

Attributes: Agility d12+1, Smarts d10, Spirit d8,

Strenath d12+1, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12, Persuasion d12+1, Repair d12, Notice

d12+1, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 7; Toughness: 13 (3) **Edges:** Alertness, Arcane Background (Magic), Combat

Reflexes, Level Headed, Strong Willed Powers: Invisibility, Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fear -1: Anyone who sees this creature must make a Fear check at -1.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.
- Size +2: Nine feet tall; Toughness +2.

Contract Devil (Phistophilus)

Rank: Heroic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2,

Strength d10, Vigor d12+1

Skills: Fighting d10, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Nobility) d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+3, Repair d12+1, Notice d12+3, Spellcasting d12 Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2)

Gear: Binding contract (Str+d8; Whip)

Edges: Alertness, Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Strong Willed

Powers: Banish (plane shift self), Blast (fireball), Bolt (scorching ray), Dispel, Lower Trait (curse), Mind Reading, Speak Language, Summon Ally, Teleport (dimension door) Special Abilities

- Armour +2: Rust-colored skin.
- Horns: Str+d6.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Gore: +4 damage if move 6" or more in straight line before attacking.
- Impale: +4 damage if move 6" or more in straight line before attacking.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -3 damage from physical attacks, except those caused by good weapons.

***Pit Fiend**

Rank: Epic

Attributes: Agility d12+4, Smarts d12+3, Spirit d12+4, Strength d12+6, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+5, Repair d12+5, Survival d12+2, Notice d12+5, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 19 (5) Edges: Ambidextrous, Arcane Background (Magic), Frenzy, Level Headed, Sweep, Improved Sweep, Strong

Powers: Barrier (fire), Blast (fireball), Bolt (scorching ray), Dispel, Entangle, Invisibility, Obscure (illusion), Summon Ally, Teleport

Tactics: Two Weapons **Special Abilities**

- Armour +5: Natural armour.
- Claws: Str+d8. • Wings: Str+d8.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 12" and Climb 0.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*Immolation Devil (Puragaus)

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+4, Persuasion d12+4, Repair d12+4, Lockpicking d12+3, Notice d12+4, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 18 (4) Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Strong Willed

Powers: Barrier (fire), Blast (fire storm), Blast (fireball), Deflection (forcefield), Obscure (illusion), Summon Ally, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8; Burn.Claw: Str+d8; Burn.

 Darkvision: No vision penalties for darkness (range 12").

- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 16" and Climb 2.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Salikotal

Rank: Veteran

Attributes: Agility d12+2, Smarts d8, Spirit d12,

Strength d12, Vigor d10

Skills: Fighting d8, Knowledge (Local) d10, Lockpicking

d12+1, Notice d6, Stealth d12+1, Throwing d6,

Spellcasting d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 9 (2) Gear: Dagger (Str+d4), dagger (Throwing; range 3/6/12; Str+d4)

Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Sneak Attack

Powers: Deflection (blur), Dispel, Obscure (darkness), Puppet, Summon Ally, Teleport (dimension door), Wall Walker

Special Abilities

- Armour +2: Natural armour.
- Tail: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 2.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Shadow Angel

Rank: Heroic

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+2, Strength d6, Vigor d12+3

Skills: Fighting d12, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+1, Notice d12+3, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: -; Parry: 8; Toughness: 11 Gear: Unholy ghost touch scythe (Str+d6; Good) Edges: Arcane Background (Magic), Dodge, War Cry, Trademark Weapon (scythe)

Powers: Obscure (darkness), Summon Ally

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 16" and Climb 3.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.
- Size +2: Increases Toughness by +2.

Tormentor Of Souls

(Tormentor Devil)

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Planes) d10, Persuasion d10, Survival d10, Tracking d12, Notice d12, Throwing d8, Spellcasting d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (3) Gear: Ghost touch battleaxe (Str+d8), soulcatcher net

(Throwing; range 3/6/12; Str+d6; Grapple)

Edges: Alertness, Arcane Background (Magic), Level

Headed

Powers: Bolt (scorching ray), Mind Reading, Teleport **Special Abilities**

• Armour +3: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

Whiptail Devil

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d6, Survival d6, Notice d6, Stealth d8 Charisma: -; Pace: 2; Parry: 5; Toughness: 4 Special Abilities

• Tail Slap: Str+d4; Knockback.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Knockback:** Opponent knocked back d4" on a raise, if they hit a solid object they suffer +d6 damage.

• Flight: Flying Pace of 10" and Climb 2.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

• Size -1: Reduces Toughness by -1.

Accuser Devil (Zebub)

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d6, Notice d8,

Stealth d12, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Invisibility, Summon Ally, Teleport

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; +2 acid damage; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

• Disease: Make a Vigor roll or become afflicted.

• Size -1: Two feet tall; Toughness -1.

Devil Dog

Devil Dog

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d8, Survival d4, Tracking d6, Notice d6,

Stealth d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (1) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +1: White fur.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• Immunity: Cold.

• Weakness: Fire (double damage).

Devilfish

Devilfish

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Swimming d12, Notice d6, Stealth d4 Charisma: -; Pace: 2; Parry: 6; Toughness: 11 (2)

Edges: Combat Reflexes, Sweep

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Energy Resistance: -2 damage from cold.

• Poison: Inflict poison if foe is Shaken or wounded.

• Size +2: Ten feet long; Toughness +2.

Devil lord

***Alastor**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+4,

Strength d12+7, Vigor d12+5

Skills: Fighting d12+7, Intimidation d12+10, Knowledge (Arcana) d12+10, Knowledge (Local) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 19 (5)

Gear: Unholy vorpal battleaxe (Str+d8)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Hard to Kill, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (battleaxe)

Powers: Barrier (fire), Blast (fireball), Dispel, Entangle, Invisibility, Mind Reading, Obscure (illusion), Summon Ally, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +5: Natural armour.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 12" and Climb 0.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.

• Size +4: Sixteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Amon**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+7, Climbing d12+8, Knowledge (Arcana) d12+6, Knowledge (Local) d12+7, Knowledge (Religion) d12+6, Knowledge (Planes) d12+7, Persuasion d12+7, Survival d12+6, Notice d12+8, Stealth d12+6, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 10; Toughness: 19 (5) Gear: Huge axiomatic thundering heavy mace (Str+d8; AP 2)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (heavy mace)

Powers: Blast (fireball), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Fear, Invisibility, Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

• Armour +5: Brownish-black fur.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +7 to resist opposed magic, and +7 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Hardy:** A second Shaken result doesn't become a wound.

• Fear Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.

• Size +4: Ten feet tall: Toughness +4.

• **Large:** –2 to attack medium–sized foes, they receive +2 to their attacks.

Baal ≉

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strength d12+6, Vigor d12+4

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+6, Survival d12+4, Notice d12+7, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 17 (3)

Gear: Unholy morningstar (Str+d8)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (morningstar)

Powers: Barrier (fire), Blast (fire storm), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (illusion), Dispel, Flight (wind walk), Invisibility, Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +3: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Fear –4:** Anyone who sees this creature must make a Fear check at –4.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.
- Size +4: Eight feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*Baaphel (Duke Of Hell)

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+5, Knowledge (Religion) d12+4, Knowledge (Planes) d12+5, Persuasion d12+4, Survival d12+4, Notice d12+6, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 12 (3)

Gear: Axiomatic keen scythe (Str+d8)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (scythe)

Powers: Deflection (forcefield), Detect Arcana (sense magic), Dispel, Invisibility, Puppet, Slumber, Speak Language, Summon Ally, Teleport

Special Abilities

- Armour +3: Natural armour.
- Fear Touch: Str+d6; Fear.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +6 to resist opposed magic, and
- +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round

to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** -4 damage from physical attacks, except from those that are both good and silver.

*Caasimolar (Former President Of Hell)

Rank: Epic

Attributes: Agility d12+3, Smarts d12+4, Spirit d12+4,

Strength d12+3, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Arcana) d12+6, Knowledge (History) d12+7, Knowledge (Local) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+7, Persuasion d12+7, Repair d12+6, Survival d12+6, Notice d12+8, Stealth d12+7, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 11; Toughness: 14 (4) Gear: Cold iron good outsider bane quarterstaff (Str+d4;

Reach 1"; Parry +1; Inflict Moderate Wounds)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Strong Willed, Trademark Weapon (quarterstaff)

Powers: Bolt (lightning bolt), Detect Arcana (sense magic), Dispel, Fear, Invisibility, Mind Reading, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +4: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.

*Demoriel (Twice-Exiled Seductress)

Rank: Epic

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+2, Strength d12+2, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+7, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+3, Knowledge (Planes) d12+4, Persuasion d12+9, Survival d12+3, Notice d12+5, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 12 (4)

Gear: Unholy short sword (Str+d6)

Edges: Alertness, Arcane Background (Magic), Level

Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (short sword)

Powers: Barrier (fire), Blast (fireball), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Invisibility, Puppet, Summon Ally, Teleport Special Abilities

• Armour +4: Amber skin.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.

** # Geryon**

Rank: Epic

Attributes: Agility d12+1, Smarts d12+3, Spirit d12+2,

Strength d12+6, Vigor d12+5

Skills: Fighting d12+6, Intimidation d12+10, Knowledge (Arcana) d12+9, Knowledge (Religion) d12+8, Knowledge (Planes) d12+9, Persuasion d12+10, Repair d12+9, Survival d12+8, Notice d12+10, Stealth d12+6, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 11; Toughness: 22 (4) Edges: Alertness, Arcane Background (Magic), Frenzy, Level Headed, Sweep, Strong Willed, Trademark Weapon

Powers: Barrier (stone), Blast (fireball), Blast (ice storm), Bolt (lightning bolt), Burst (burning hands), Confusion (hypnotic pattern), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Fear (phantasmal killer), Lower Trait (curse), Invisibility, Obscure (darkness), Puppet, Smite (shocking grasp), Speak Language, Stun (daze), Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

• Claws: Str+d8; Grab.

• Sting: Str+d8; Poison.

• Darkvision: No vision penalties for darkness (range

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +8 to resist opposed magic, and +8 armour against offensive magic.

- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Hardy: A second Shaken result doesn't become a wound.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -5 damage from physical attacks, except from those that are both good and silver.
- Poison: Sting inflicts poison if foe is Shaken or wounded.
- Size +8: Twenty feet tall; Toughness +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

***Gorson (The Blood** Duke)

Rank: Epic

Attributes: Agility d12+4, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+6, Knowledge (Local) d12+4, Knowledge (Nature) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+5, Persuasion d12+6, Survival d12+5, Notice d12+5, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 10; **Toughness:** 18 (4) Gear: Wounding battleaxe (Str+d8; Bleed), forepaws (Str+d8; Grab)

Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Trademark Weapon (battleaxe) Powers: Barrier (fire), Bolt (lightning bolt), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

- Armour +4: Fur.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause
- Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*** Hutijin**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+6, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+5, Persuasion d12+6, Repair d12+5, Survival d12+5, Notice d12+7, Stealth d12+4, Throwing d12+1, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 10; Toughness: 17 (4) Gear: Unholy flaming burst trident (Str+d6; Reach 1"; Parry +1; +2 fire damage), net of snaring (Throwing; range 3/6/12; Str+d6; Grapple)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (trident)

Powers: Barrier (fire), Blast (fireball), Bolt (scorching ray), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Greater Healing, Lower Trait (Strength), Invisibility, Puppet, Smite (shocking grasp), Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +4: Dark flesh.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 20" and Climb 0.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

** ∦ Lilith**

Rank: Legendary

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+1, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+6, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Persuasion

d12+5, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 10 (2)

Gear: Axiomatic unholy longsword (Str+d8)

Edges: Alertness, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (longsword) **Powers:** Barrier (fire), Blast (fireball), Bolt (lightning bolt), Detect Arcana (see invisibility), Dispel, Entangle, Puppet, Summon Ally,

Summon Ally (skeletons and zombies), Teleport **Special Abilities**

- **Armour +2:** Natural armour.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.

***Lorthact**

Rank: Epic

Attributes: Agility d12+5, Smarts d12+4, Spirit d12+3, Strength d12+2, Vigor d12+5

Skills: Fighting d12+5, Intimidation d12+9, Knowledge (Arcana) d12+9, Knowledge (Geography) d12+1, Knowledge (History) d12+4, Knowledge (Local) d12+4, Knowledge (Nobility) d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+9, Knowledge (Engineering) d12+1, Persuasion d12+10, Repair d12+4, Notice d12+8, Stealth d12+9, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 10; Toughness: 13 (3) Edges: Arcane Background (Magic), Dodge, Frenzy, Strong Willed, Trademark Weapon (claw)

Powers: Banish, Disguise (shapechange), Dispel, Invisibility, Puppet, Puppet (living humanoids only), Speak Language. Teleport

- Armour +3: Natural armour.
- Claws: Str+d6; Draining.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- Arcane Resistance: +7 to resist opposed magic, and +7 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.

• **Energy Resistances:** –6 damage from acid and cold.

• **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

***Lucifer, Prince Of Darkness**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3,

Strength d12+6, Vigor d12+5

Skills: Fighting d12+10, Intimidation d12+10, Knowledge

(Arcana) d12+10, Knowledge (Religion) d12+10,

Knowledge (Planes) d12+10, Persuasion d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting

d12

Charisma: +4; Pace: 10; Parry: 14; Toughness: 19 (5) Gear: Huge trident (Str+d8; Reach 1"; Parry +1) Edges: Alertness, Ambidextrous, Arcane Background

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Sweep, Strong Willed,

Trademark Weapon (trident)

Powers: Banish, Barrier (whirling blades), Barrier (fire), Blast (fire storm), Blast (fireball), Blast (ice storm), Blast (earthquake), Blast (lightning storm), Bolt (scorching ray), Bolt (ray of frost), Deflection (forcefield), Deflection (blink between dimensions), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Elemental Manipulation (water), Entangle, Fear, Greater Healing, Light (dancing lights), Lower Trait (Strength), Invisibility, Mind Reading, Obscure (darkness), Obscure (fog cloud), Puppet, Slumber, Speak Language, Stun (daze), Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; +2 acid damage.

- Darkvision: No vision penalties for darkness (range 12").
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Fear –7:** Anyone who sees this creature must make a Fear check at –7.
- Flight: Flying Pace of 16" and Climb 2.
- Arcane Resistance: +10 to resist opposed magic, and +10 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Hardy: A second Shaken result doesn't become a wound.
- Gaze Attack: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** -6 damage from physical attacks, except from those that are both good and silver.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*** Moloch**

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+6, Intimidation d12+10, Climbing d12+10, Knowledge (Arcana) d12+8, Knowledge (Religion) d12+8, Knowledge (Planes) d12+9, Persuasion d12+9, Repair d12+9, Survival d12+9, Notice d12+10, Stealth d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 18 (4) Gear: Unholy shocking six-tailed whip (Str+d4; Reach 1"; +2 electricity damage)

Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (whip)

Powers: Barrier (whirling blades), Barrier (wind), Barrier (fire), Boost Trait (Strength), Burst (burning hands), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Elemental Manipulation (water), Fear, Obscure (fog), Obscure (darkness), Puppet, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +4: Dark flesh.
- Bite: Str+d8.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +7 to resist opposed magic, and
- +7 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.
- Size +4: Fifteen feet long; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***The Desire**

Rank: Seasoned

Attributes: Agility d10, Smarts d10, Spirit d10, Strength

d6, Vigor d10

Skills: Fighting d6, Persuasion d12, Notice d12,

Spellcasting d10

Charisma: +4; Pace: 6; Parry: 5; Toughness: 7 Gear: Masterwork envenomed dagger (Str+d4; Giant Wasp Poison)

Edges: Alertness, Arcane Background (Magic), Command, Dodge, Strong Willed

Powers: Disguise (shapechange), Puppet, Puppet (living humanoids only)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Outsider (Native): This ability is only important for certain spells.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.

***Titivilus**

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+2, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+7, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Local) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+5, Persuasion d12+7, Survival d12+4, Notice d12+6, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 12 (3) Gear: Silver wounding longsword (Str+d8; Bleed) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Strong Willed Powers: Conceal Arcana, Confusion, Detect Arcana (sense magic), Dispel, Lower Trait (curse), Invisibility, Puppet, Puppet (living humanoids only), Slumber, Speak Language, Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +3: Natural armour.
- Fear Touch: Str+d6; Fear.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 0.
- Arcane Resistance: +6 to resist opposed magic, and
- +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

*Xaphan

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3,

Strenath d12+6, Vigor d12+6

Skills: Fighting d12+6, Intimidation d12+10, Healing d12+10, Knowledge (Arcana) d12+10, Knowledge (Local) d12+9, Knowledge (Religion) d12+9, Knowledge (Planes) d12+10, Persuasion d12+9, Repair d12+9, Survival d12+9, Notice d12+10, Stealth d12+8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 19 (4) Gear: Unholy flaming burst falchion (Str+d8; +2 fire damage)

Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (falchion)

Powers: Barrier (fire), Blast (fireball), Bolt (scorching ray), Bolt (ray of frost), Conceal Arcana, Detect Arcana (sense magic), Disguise (illusion), Dispel, Fear (phantasmal killer), Light (dancing lights), Lower Trait (Strength), Invisibility, Mind Reading, Pummel (wind), Puppet, Puppet (living humanoids only), Quickness, Slumber, Stun (daze), Summon Ally, Summon Ally (skeletons and zombies), Teleport, Wall Walker

Special Abilities

- Armour +4: Blackish-brown flesh.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 0.
- Arcane Resistance: +7 to resist opposed magic, and
- +7 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Fiery Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and cold.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and silver.
- Size +4: Thirteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Devourer

Devourer

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+1, Persuasion d12, Repair d12+2, Notice d12+1, Stealth d6, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 17 (3) Edges: Arcane Background (Magic), Frenzy, Level Headed, Sweep

Powers: Confusion, Lower Trait (curse), Puppet, Summon Ally (skeletons and zombies)

- Armour +3: Natural armour.
- Claws: Str+d8; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra

damage from called shots.

• Flight: Flying Pace of 4" and Climb 3.

• Energy Drain: Make a Vigor roll or suffer a level of

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Knight Of The Gate

Rank: Heroic

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+1, Persuasion d12+2, Repair d12+2, Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 19 (4) Edges: Arcane Background (Magic), Frenzy, Level

Headed, Sweep

Powers: Confusion, Lower Trait (curse), Puppet, Summon Ally (skeletons and zombies)

Special Abilities

• Armour +4: Natural armour.

• Claws: Str+d8: +2 energy damage Drain.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 4" and Climb 3.

• Energy Drain: Make a Vigor roll or suffer a level of

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Diger

Diger

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d12+2

Skills: Fighting d6, Swimming d10, Stealth d6 Charisma: -; Pace: 1; Parry: 5; Toughness: 13 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 acid damage; Paralysis.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Engulf: This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb 0.

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +2: Increases Toughness by +2.

Digester

Digester

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d10 Charisma: -; Pace: 12; Parry: 6; Toughness: 9 (2)

Edges: Alertness, Dodge, Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

• Immunity: Acid.

Dimensional Shambler

Dimensional Shambler

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12+1, Vigor d12+1

Skills: Fighting d8, Knowledge (Planes) d12+1, Notice

d12, Stealth d12, Spellcasting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Edges: Arcane Background (Magic), Frenzy, Level

Headed, Quick, Strong Willed

Powers: Deflection (blink between dimensions), Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

• Darkvision: No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Evil: Affected by powers and abilities that work on evil creatures.

• Physical Resistance: -2 damage from physical attacks, except those caused by lawful weapons.

Dinosaur

Allosaurus

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d8, Tracking d12+4, Notice d12+4 Charisma: -; Pace: 10; Parry: 6; Toughness: 18 (3) Edges: Alertness, Level Headed, Strong Willed

Special Abilities

• Armour +3: Thick hide.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Size +7:** Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ankylosaurus

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d8, Tracking d12, Notice d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 17 (3)

Edges: Trademark Weapon (tail)

Special Abilities

Armour +3: Thick hide.Tail: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Size +7:** Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brachiosaurus

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+6, Vigor d12+1

Skills: Fighting d10, Tracking d12+4, Notice d12+4
Charisma: -; Pace: 6; Parry: 7; Toughness: 21 (3)
Edges: Sweep, Improved Sweep, Strong Willed,

Trademark Weapon (tail)

Special Abilities

• Armour +3: Thick hide.

• Tail: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +10: Eighty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brontosaurus

Rank: Epic

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+1, Notice d12+5

Charisma: -; Pace: 4; Parry: 8; Toughness: 22 (3) Edges: Level Headed, Trademark Weapon (stomp) Special Abilities

• Armour +3: Thick hide.

• Stomp: Str+d8. • Tail: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Compsognathus

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d8

Skills: Fighting d4-2, Tracking d6, Swimming d10, Notice

d6

Charisma: -; Pace: 8; Parry: 2; Toughness: 4

Edges: Level Headed Special Abilities • Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Three feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Deinonychus

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d12

Skills: Fighting d6, Tracking d12, Notice d12, Stealth d12 **Charisma:** -; **Pace:** 12; **Parry:** 5; **Toughness:** 9 (1)

Edges: Frenzy, Level Headed **Special Abilities**

• Armour +1: Thick hide.

Talons: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

Dimetrodon

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Tracking d6, Notice d6, Stealth d4
Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (1)
Edges: Level Headed, Trademark Weapon (bite)
Special Abilities

• Armour +1: Thick hide.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size +2: Increases Toughness by +2.

Elasmosarus

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d8, Tracking d12, Swimming d12, Notice

Charisma: -; Pace: 4; Parry: 6; Toughness: 17 (2) Edges: Dodge, Improved Dodge, Strong Willed Special Abilities

• Armour +2: Thick hide.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size +7: Forty-five feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Iguanodon

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d6 Charisma: -; Pace: 6; Parry: 6; Toughness: 17 (2)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +2: Thick hide.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Size +7:** Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Kronosaurus

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Swimming d12+3,

Notice d12+1

Charisma: -; Pace: -; Parry: 6; Toughness: 23 (4)

Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +4: Thick hide.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Leaellynasaura

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Thick hide.

• Bite: Str+d6; Treat As Secondary Attack.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

Megaraptor

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d10,

Strength d12+2, Vigor d12+3

Skills: Fighting d6, Tracking d12, Notice d12, Stealth d12 **Charisma:** +4; **Pace:** 12; **Parry:** 5; **Toughness:** 14 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Thick hide.

Talons: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +3: Increases Toughness by +3.

Nothosaur

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d6, Swimming d12, Notice d10
Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (2)
Edges: Ambidextrous, Trademark Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +2: Thick hide.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• **Size +3:** Twelve feet long; Toughness +3.

Pachycephalosaurus

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Tracking d8, Notice d8, Stealth d4 Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (2) Special Abilities

• Armour +2: Thick hide.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Size +3: Increases Toughness by +3.

Parasaurolophus

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 15 (2)

Special Abilities

• Armour +2: Thick hide.

• Tail: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size +6: Thirty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Spinosaurus

Rank: Epic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12

Skills: Fighting d12, Tracking d12+3, Swimming d12+4,

Notice d12+3

Charisma: -; Pace: 8; Parry: 8; Toughness: 22 (4) Edges: Hard to Kill, Improved Level Headed, Strong

Willed

Special Abilities

• Armour +4: Thick hide.

Bite: Str+d8; Grab.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Size +10:** Sixty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Stegosaurus

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d8, Tracking d12, Notice d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 17 (3) Edges: Level Headed, Sweep, Trademark Weapon (tail)

Special Abilities

• Armour +3: Thick hide.

• Tail: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• Hardy: A second Shaken result doesn't become a wound

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Triceratops

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Tracking d12+3, Notice d12+3 Charisma: -; Pace: 6; Parry: 7; Toughness: 18 (3)

Edges: Trademark Weapon (gore)

Special Abilities

• Armour +3: Thick hide.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tylosaurus

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d8, Swimming d12+1, Notice d12 Charisma: -; Pace: 4; Parry: 6; Toughness: 22 (3)

Edges: Dodge, Improved Dodge, Sweep

Special Abilities

• Armour +3: Thick hide.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• Size +10: Fifty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Tyrannosaurus Rex

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+4, Vigor d12

Skills: Fighting d10, Tracking d12+7, Notice d12+7 Charisma: -; Pace: 8; Parry: 7; Toughness: 21 (3) Edges: Hard to Kill, Level Headed, Strong Willed

Special Abilities

• Armour +3: Thick hide.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Size +10:** Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Tyrannosaurus Rex, Horrid

Rank: Legendary

Attributes: Agility d10, Smarts d6 (A), Spirit d12,

Strength d12+5, Vigor d12+2

Skills: Fighting d10, Tracking d12+7, Notice d12+7 Charisma: -; Pace: 8; Parry: 7; Toughness: 23 (4) Edges: Hard to Kill, Level Headed, Strong Willed

Special Abilities

• Armour +4: Thick hide.

• Bite: Str+d8; +2 acid damage; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite

attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Immunity: Acid.

• **Size +10:** Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Velociraptor

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d6, Tracking d12, Notice d12, Stealth

d12+1

Charisma: -; Pace: 12; Parry: 5; Toughness: 5

Edges: Frenzy, Level Headed

Special Abilities • Talons: Str+d4. • Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size -1: Reduces Toughness by -1.

Disenchanter

Disenchanter

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Notice d8, Spellcasting d4 Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (1) Edges: Arcane Background (Magic), Strong Willed Powers: Detect Arcana (sense magic), Teleport

(dimension door) Special Abilities

• Armour +1: Natural armour.

• Trunk Touch: Str+d6; Disenchant.

• Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Eight feet long; Toughness +2.

Div

Aghash

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d8, Knowledge (Planes) d8, Repair d8, Notice d10, Stealth d10, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 9 (2) Edges: Alertness, Arcane Background (Magic), Frenzy,

Strong Willed, Trademark Weapon (claw)

Powers: Detect Arcana (sense magic), Lower Trait (curse), Puppet, Summon Ally, Teleport (dimension door) **Special Abilities**

• Armour +2: Natural armour.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

creatures. • Cursed Gaze: All creatures within 12" must make a

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either cold iron or good weapons.

***Akvan**

Spirit roll to resist.

Rank: Epic

Attributes: Agility d12+3, Smarts d12, Spirit d12+2,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (Religion) d12+1, Knowledge (Planes) d12+5, Persuasion d12+5, Repair d12+2, Notice d12+6, Spellcasting d12

Charisma: +4; **Pace:** 10; **Parry:** 9; **Toughness:** 24 (4) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Improved Sweep Powers: Banish (plane shift self), Detect Arcana (sense magic), Dispel, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +4: Natural armour.

• Bite: Str+d8.

• Claws: Str+d8.

- Darkvision: No vision penalties for darkness (range
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Flight: Flying Pace of 24" and Climb 2.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and electricity.
- Physical Resistance: -4 damage from physical attacks, except from those that are both cold iron and
- Size +10: Forty feet tall; Toughness +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Doru

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d6, Knowledge (Planes) d6, Repair d6, Notice d8, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4 (1) Edges: Arcane Background (Magic), Trademark Weapon

Powers: Detect Arcana (sense magic), Divination, Invisibility, Puppet, Puppet (living humanoids only)

Special Abilities

- Armour +1: Natural armour.
- Bite: Str; Poison.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 3.
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and
- Physical Resistance: -3 damage from physical attacks, except those caused by either cold iron or good weapons.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.

- Size -2: Reduces Toughness by -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Ghawwas

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+2

Skills: Fighting d12, Survival d12+1, Swimming d12+5, Notice d12+1, Stealth d12, Throwing d10, Spellcasting d6 Charisma: -; Pace: 6; Parry: 8; Toughness: 16 (4) **Gear:** Spear (Throwing; range 3/6/12; Str+d6; Poison) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Improved Trademark Weapon (bite)

Powers: Detect Arcana (sense magic), Obscure (illusionary terrain), Obscure (darkness), Summon Ally, Teleport (dimension door)

Special Abilities

- Armour +4: Natural armour.
- Bite: Str+d6.
- Claws: Str+d6.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Amphibious: Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and
- Physical Resistance: -3 damage from physical attacks, except from those that are both cold iron and
- Poison: Spear inflicts poison if foe is Shaken or wounded.
- Size +3: Twelve feet tall; Toughness +3.

Pairaka

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d10, Knowledge (Planes) d10, Persuasion d12+1, Notice d12, Stealth d12+1, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 9 (2) Edges: Arcane Background (Magic), Frenzy, Level Headed Powers: Detect Arcana (sense magic), Summon Ally, Teleport (dimension door)

- Armour +2: Natural armour.
- Claws: Str+d6; Disease.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Fire, disease and poison.
- Energy Resistances: -2 damage from acid and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.
- Disease: Make a Vigor roll or become afflicted.

Sepid

Rank: Heroic

Attributes: Agility d12+1, Smarts d12, Spirit d12, Strength d12+3, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Religion) d12, Knowledge (Planes) d12+2, Repair d12+2, Notice d12+2, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 17 (4) Gear: Falchion (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Sweep, Strong Willed, Trademark Weapon (falchion)

Powers: Blast (fireball), Blast (ice storm), Bolt (scorching ray), Conceal Arcana, Dispel, Entangle, Lower Trait (curse), Invisibility, Mind Reading (speak with dead), Obscure (darkness), Summon Ally, Summon Ally (skeletons and zombies), Teleport

Special Abilities

• Armour +4: Natural armour.

• Claws: Str+d8.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Thirteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Shira

Rank: Heroic

Attributes: Agility d12+3, Smarts d6, Spirit d12+2, Strength d12+3, Vigor d12+3

Skills: Fighting d12, Intimidation d12+1, Climbing d12+3, Survival d12+2, Notice d12+2, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 10; Parry: 8; Toughness: 16 (3) Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (claw)

Powers: Summon Ally, Teleport

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Claws: Str+d8; Grab.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fast Runner: Roll d8 when running instead of d6.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Fire and poison.
- Energy Resistances: -2 damage from acid and electricity.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and good.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Divine herald

* Arcanotheign

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+4, Spirit d12+1, Strength d6, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+2, Knowledge (Arcana) d12+5, Knowledge (History) d12+4, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+3, Repair d12+5, Notice d12+3, Stealth d12+4, Throwing d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 9 Gear: Incorporeal touches (Str+d6; +2 energy damage Channel), eldritch blasts (Throwing; range 3/6/12; Str+d6; Special)

Edges: Arcane Background (Magic), Dodge, Frenzy, Level Headed, Strong Willed

Powers: Banish (plane shift self), Blast (fireball), Bolt (lightning bolt), Greater Healing, Healing (cure wounds), Telekinesis, Teleport, Puppet (undead)

- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- Ethereal: Intangible and can only be hurt by magical

attacks.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 3.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Poison.
- Energy Resistances: -6 damage from acid, cold, electricity, fire and sonic.

* Emperor Of Scales

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d12,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+2, Climbing d12, Knowledge (History) d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Repair d12+1, Tracking d12+3, Notice d12+3, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 9; Toughness: 20 (4)

Gear: Snakebites (Str+d8; Poison)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Level Headed

Powers: Deflection (blur), Puppet, Puppet (living humanoids only), Teleport, Voice on the Wind (dream message)

Tactics: Two Weapons **Special Abilities**

• Armour +4: Torn flesh. • Bite: Str+d8; Poison; Grab.

- Darkvision: No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Outsider (Native): This ability is only important for certain spells.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 12" and Climb 2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round

to heal damage.

- Hardy: A second Shaken result doesn't become a
- Immunities: Acid, fire, poison, paralysis, Gang Up bonuses and mind-affecting effects.
- Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.
- **Poison:** Bite and snakebites inflict poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.
- Size +7: Twenty feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***First Blade**

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+2, Climbing

d12+5, Knowledge (History) d12+2, Notice d12+2, Spellcasting d6

Charisma: -; Pace: 6; Parry: 8; Toughness: 13 Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Sweep, Improved Sweep,

Trademark Weapon (slam)

Powers: Barrier (whirling blades)

Special Abilities

• Slams: Str+d8; Bleed.

- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Poison and magic.
- **Energy Resistances:** –2 damage from cold and sonic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both adamantine and
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +4: Fifteen feet tall: Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Grand Defender**

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Knowledge (History) d10, Knowledge (Local) d10, Knowledge (Nature) d10, Knowledge (Religion) d10, Knowledge (Engineering) d10, Notice d12+1

Charisma: -; Pace: 6; Parry: 9; Toughness: 22 (5) Gear: Warhammer (Str+d6; AP 2), medium shield (+1 Parry)

Edges: Combat Reflexes, Level Headed, Sweep, Improved Sweep

Special Abilities

- Armour +5: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Adaptation:** Gain any one Edge as a free action, ignoring requirements (except other Edges). The Edge lasts until the beginning of the creature's next turn.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunity: Magic.
- **Physical Resistance:** -4 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***The Grim White Stag**

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+6, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Nature) d10, Survival d10, Swimming d12+3, Notice d12+2, Stealth d8, Spellcasting d6

Charisma: -; Pace: 8; Parry: 8; Toughness: 29 (4) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Trademark Weapon (gore)

Powers: Healing (cure wounds)

Special Abilities

- Armour +4: Natural armour.
- Antlers: Str+d8; Push.
- Hooves: Str+d4.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fast Runner: Roll d8 when running instead of d6.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Electricity and petrification.
- Energy Resistances: -2 damage from cold and sonic.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both evil and silver.
- Size +16: Thirty feet tall; Toughness +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

*** Hand Of The Inheritor**

Rank: Legendary

Attributes: Agility d12+1, Smarts d12+2, Spirit d12+2, Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Healing d12, Knowledge (Arcana) d12, Knowledge (History) d12+4, Knowledge (Nobility) d12, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12, Repair d12+4, Swimming d12+3, Notice d12+4, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 9; **Toughness:** 17 (4)

Gear: Longsword (Str+d8), axiomatic holy spiked heavy steel shield (Str+d8), medium shield (+1 Parry) **Edges:** Arcane Background (Magic), Level Headed,

Sweep, Two-Fisted, Trademark Weapon (longsword) **Powers:** Banish (plane shift self), Barrier (whirling blades), Boost Trait (Strength), Detect Arcana (see invisibility), Dispel, Fear, Greater Healing, Healing (cure wounds)

Tactics: Two Weapons Special Abilities

- Armour +4: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- Flight: Flying Pace of 30" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Acid, cold, fear and petrification.
- **Energy Resistances:** –2 damage from electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by evil weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Herald Of Armageddon**

Rank: Legendary

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Geography) d12+1, Knowledge (History) d12+2, Knowledge (Religion) d12+2, Repair d12+1, Lockpicking d12+1, Notice d12+2, Stealth d12+1, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 15 (4) Gear: Shock heavy flail (Str+d6; +2 electricity damage; Maddening Strike)

Edges: Arcane Background (Magic), Dodge, Level

Headed, Strong Willed, Trademark Weapon (heavy flail) **Powers:** Bolt (magic missile), Confusion, Dispel, Fear (phantasmal killer), Invisibility, Teleport

Special Abilities

• Armour +4: Natural armour.

- Darkvision: No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Madness:** Anyone attempting to read, control or contact the mind of this creature suffers an automatic level of Fatigue.
- Flight: Flying Pace of 8" and Climb 0.
- No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Energy Resistances:** –6 damage from acid, cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both law and magical.
- **Maddening Strike:** Make a Spirit roll at −1 or suffer a level of Fatigue.
- Size +2: Increases Toughness by +2.

***Herald Of Dreams**

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+1, Spirit d12,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+2, Healing d12, Knowledge (Geography) d12+2, Knowledge (Nature) d12+2, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Persuasion d12+4, Survival d12+2, Notice d12+4, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 20 (4) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Frenzy, Level Headed, Quick

Powers: Banish (plane shift self), Confusion (hypnotic pattern), Dispel, Fear, Healing (cure wounds), Voice on the Wind (dream message)

Tactics: Two Weapons
Special Abilities

• Armour +4: Peacock feathers.

Wings: Str+d8.Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range 24")

- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 24" and Climb 0.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.

- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Electricity, cold and sleep.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by evil weapons.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Herald Of Freedom**

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+1, Spirit d12,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+2, Intimidation d8, Healing d12, Knowledge (Local) d12, Knowledge (Religion) d12, Knowledge (Planes) d12, Persuasion d12+3, Notice d12+2, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 14 (2)

Gear: The halbred (Str+d8)

Edges: Arcane Background (Magic), Brave, Dodge, Improved Dodge, Level Headed, Quick, Trademark Weapon (halberd)

Powers: Banish (plane shift self), Deflection (displacement), Dispel

Special Abilities

- Armour +2: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 16" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity, fear and petrification.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by lawful weapons.
- Endurance: +2 to Soak rolls.
- Size +3: Increases Toughness by +3.

***Herald Of Hell**

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+3, Spirit d12,

Strength d12+3, Vigor d12+3

Skills: Fighting d12, Intimidation d12+7, Knowledge (Arcana) d12+3, Knowledge (Planes) d12+4, Persuasion d12+7, Repair d12+4, Notice d12+2, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 12 (3) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Ouick, Strong Willed

Powers: Bolt (scorching ray), Dispel, Fear (phantasmal killer), Invisibility, Intangibility, Obscure (illusion), Speak Language, Summon Ally, Teleport

• Armour +3: Natural armour.

• Touch: Str+d6.

• Slams: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

***Herald Of Law**

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Knowledge (Architecture) d8, Knowledge (Local) d8, Knowledge (Religion) d12+3,

Notice d12+5

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6)

Gear: Gavel (Str+d8)

Edges: Alertness, Sweep, Improved Sweep

Special Abilities

• Armour +6: Natural armour.

• Slams: Str+d8.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Electricity, acid and Gang Up bonuses.

• **Energy Resistances:** –2 damage from cold and fire.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by chaos weapons.

• **Size +10:** Twenty-five feet tall; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***Herald Of Passion**

Rank: Heroic

Attributes: Agility d12+1, Smarts d12, Spirit d12,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+1, Climbing d12+1, Healing d12, Knowledge (History) d8, Knowledge (Nature) d12+1, Knowledge (Planes) d12, Persuasion d12+2, Repair d12, Tracking d12+2, Notice d12+2, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 17 (4)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Level Headed, Quick

Powers: Barrier (thorns), Boost Trait (Agility), Dispel, Greater Healing, Healing (cure wounds), Puppet, Summon

Ally, Telekinesis, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

• Sting: Str+d8; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Hardy: A second Shaken result doesn't become a wound

• Immunities: Disease and poison.

• **Energy Resistances:** –2 damage from electricity and fire.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by lawful weapons.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Herald Of Runes**

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+4, Spirit d12+1, Strongth d12+1, Vigor d12+3

Strength d12+1, Vigor d12+3

Skills: Fighting d12+1 Intimid

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+2, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12+3, Repair d12+4, Tracking d12+3, Swimming d12+2, Notice d12+3, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 14 (3) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Strong Willed

Powers: Banish (plane shift self), Blast (fireball), Bolt (lightning bolt), Bolt (magic missile), Deflection (displacement), Detect Arcana (sense magic), Dispel, Healing (cure wounds), Slow, Speak Language, Teleport

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Intelligence Drain.

• Tail Slap: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Blindsense: Can sense and approximately pinpoint

things within 12", attacks using blindsense are made at -2.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- Energy Resistances: -6 damage from cold, electricity, fire and sonic.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and magical.
- Size +2: Increases Toughness by +2.

*Herald Of Tsathogga

Rank: Epic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d12+2, Vigor d12+1

diz+z, vigor diz+i

Skills: Fighting d12, Intimidation d12, Swimming d12+1, Notice d12+6, Stealth d12

Charisma: -; Pace: 6; Parry: 8; Toughness: 18 (4) Edges: Ambidextrous, Quick, Sweep, Strong Willed

Tactics: Two Weapons
Special Abilities

- Armour +4: Natural armour.
- Bite: Str+d8; Grab.
- Tentacles: Str+d8; Reach 1"; Paralysis.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Evil: Affected by powers and abilities that work on evil creatures.

- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Energy Resistance: -3 damage from sonic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.
- **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Endurance: +2 to Soak rolls.
- **Size +6:** Increases Toughness by +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Mother'S Maw**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+3, Tracking d12+4, Notice d12+4, Stealth d12+3, Spellcasting d12 **Charisma:** +4; **Pace:** 2; **Parry:** 8; **Toughness:** 18 (3) **Edges:** Arcane Background (Magic), Level Headed, Quick,

Sweep, Strong Willed

Powers: Banish (plane shift self), Summon Ally (skeletons and zombies), Teleport (dimension door), Puppet (undead)

- Armour +3: Natural armour.
- Bite: Str+d8; Bleed; Draining; Grab; Mummy Rot.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 0.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.
- **Immunities:** Electricity, cold, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

- Energy Resistance: -6 damage from fire.
- Draining: Make a Vigor roll or suffer a level of Fatigue.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Endurance: +2 to Soak rolls.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***The Old Man**

Rank: Legendary

Attributes: Agility d12+4, Smarts d12+1, Spirit d12+4,

Strength d12+1, Vigor d12+1

Skills: Fighting d12+2, Climbing d10, Healing d12, Knowledge (History) d12+2, Knowledge (Religion) d12, Persuasion d12+2, Riding d12+4, Swimming d12+4, Notice d12+4, Stealth d12+4, Throwing d12+1, Faith d12 Charisma: +4; Pace: 16; Parry: 9; Toughness: 9 (1) Gear: Flurry (Str+d8), pebble (Throwing; range 3/6/12; Str+d6)

Edges: Adept, Arcane Background (Miracles), Dodge, Improved Dodge

Powers: Divination, Greater Healing, Healing (cure wounds), Invisibility, Quickness, Teleport (dimension door)

Special Abilities

- Armour +1: Natural armour.
- Unarmed Strike: Str+d4.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease and poison.
- **Energy Resistances:** –6 damage from acid, cold, electricity, fire and sonic.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by chaotic weapons.

*Personification Of Fury

Rank: Legendary

Attributes: Agility d12+5, Smarts d8, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+2, Knowledge (Nature) d12+2, Knowledge (Religion) d12+3, Knowledge (Planes) d12, Survival d10, Swimming d12+1, Notice d12+3, Stealth d12+3, Throwing d12+1, Spellcasting d8

Charisma: +4; Pace: -; Parry: 9; Toughness: 19 (2) Gear: Energy arcs (Throwing; range 3/6/12; Str+d6; +2 cold damage or)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Sweep, Strong Willed

Powers: Dispel (fire effects), Elemental Manipulation (water), Environmental Protection (underwater), Invisibility, Obscure (fog), Summon Ally

Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d8; +2 cold damage or Electricity.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 20" and Climb 3.
- **Natural Swimmer:** Swimming Pace of 12", and +2 to resist drowning.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity and cold.
- Size +8: Forty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***The Prince In Chains**

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+3, Vigor d12+3

Skills: Fighting d12, Climbing d12, Knowledge (Religion) d10, Knowledge (Planes) d10, Survival d12+2, Tracking d12+2, Notice d12+2, Stealth d10, Spellcasting d6 **Charisma:** +4; **Pace:** 8; **Parry:** 8; **Toughness:** 21 (5) **Edges:** Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Strong Willed, War Cry **Powers:** Lower Trait (curse), Invisibility, Obscure

(darkness)

Tactics: Two Weapons Special Abilities

- Armour +5: Natural armour.
- Bite: Str+d8; Go for the Throat; Vicious.
- Tendrils: Str+d8; Reach 1"; Vicious.
- Low Light Vision: No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

- Go for the Throat: Target least armoured location on a raise.
- Flight: Flying Pace of 10" and Climb 2.
- **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by good weapons.
- Endurance: +2 to Soak rolls.
- **Size +7:** Eighteen feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Spirit Of Adoration**

Rank: Legendary

Attributes: Agility d12, Smarts d12, Spirit d12+2,

Strength d12, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+1, Healing d12, Knowledge (Religion) d10, Persuasion d12+1, Repair d12+2, Notice d12+5, Stealth d12+2, Shooting d12 **Charisma:** +4; **Pace:** 8; **Parry:** 8; **Toughness:** 12 (2)

Gear: Dancing glaive (Str+d8; Reach 1") **Edges:** Dodge, Improved Dodge, Strong Willed,

Trademark Weapon (glaive)

Special Abilities

• Armour +2: Natural armour.

- **Stunning Bolt:** Shooting; range 12/24/48; 2d6; Knockback.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Fire and sonic.
- Energy Resistances: -6 damage from acid and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.
- Size +2: Ten feet tall; Toughness +2.

*The Stabbing Beast (Humanoid Form)

Rank: Legendary

Attributes: Agility d12+5, Smarts d6, Spirit d8, Strength

d10, Vigor d12+2

Skills: Fighting d12+1, Climbing d10, Knowledge (Arcana) d10, Knowledge (Local) d10, Knowledge

(Nature) d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Repair d10, Notice d12+4, Stealth d12+7, Throwing d12, Spellcasting d6

Charisma: -; Pace: 10; Parry: 8; Toughness: 12 (3) Gear: Short sword (Str+d6; Bleed), short sword (Str+d6; Bleed), poison stream (Throwing; range 3/6/12; Str+d6; Blindness)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Sneak Attack, Strong Willed, Two-Fisted

Powers: Detect Arcana (see invisibility), Invisibility, Puppet, Puppet (living humanoids only), Summon Ally, Teleport

Tactics: Two Weapons

Special Abilities

- Armour +3: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Poison.
- Energy Resistances: -6 damage from acid, cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and magical.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

The Stabbing Beast (Scorpion Form)

The Stabbing Beast (Scorpion Form)

Rank: Legendary

Attributes: Agility d12+4, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Climbing d12+1, Knowledge (Arcana) d10, Knowledge (Local) d10, Knowledge (Nature) d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Repair d10, Notice d12+4, Stealth d12+7, Throwing d12

Charisma: -; Pace: 10; Parry: 8; Toughness: 20 (3) Gear: Poison stream (Throwing; range 3/6/12; Str+d6; Blindness)

Edges: Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Strong Willed, Two-Fisted

Tactics: Two Weapons Special Abilities

• Armour +3: Natural armour.

- Claws: Str+d8; Bleed; Constrict.
- **Sting:** Str+d8; Bleed; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Poison.
- Energy Resistances: -6 damage from acid, cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and magical.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Divine herald

***Steward Of The Skein**

Rank: Legendary

Attributes: Agility d10, Smarts d12, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+3, Knowledge (History) d12+3, Knowledge (Nature) d10, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Persuasion d12, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 10 (2) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Level Headed, Quick, Strong Willed Powers: Banish (plane shift self), Burst (prismatic spray), Disguise (illusion), Dispel, Entangle, Greater Healing, Healing (cure wounds), Light (dancing lights), Invisibility, Mind Reading, Teleport

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d6; Gaze.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- Blindsight: Ignore sight-based penalties and gaze

attacks (range 6").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 30" and Climb 0.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Gaze Attack:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Electricity, petrification and death magic.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

***Sunlord Thalachos**

Rank: Heroic

Attributes: Agility d12+2, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+3

(Shooting: range 15/30/60: 2d6: Str)

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+2, Persuasion d12+3, Repair d12+2, Notice d12+4, Stealth d12+3, Shooting d12, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 13 (4) Gear: Flaming holy scimitar (Str+d8; +2 fire damage; Knockback), flaming holy scimitar (Str+d8; +2 fire damage; Knockback), flaming holy composite longbow

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed, Two-Fisted, Trademark Weapon (scimitar)

Powers: Banish (plane shift self), Barrier (whirling blades), Deflection (forcefield), Detect Arcana (see invisibility), Dispel, Fear, Greater Healing, Healing (cure wounds), Invisibility

Tactics: Two Weapons
Special Abilities

- Armour +4: Metallic skin.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Holy Aura:** Attacks, damage, spells and opposed rolls from Evil creatures suffer a -2 penalty.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- Flight: Flying Pace of 20" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Change Form:** Can assume an alternate form as a normal action.
- Immunities: Acid, fire, cold and petrification.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by evil weapons.

*Yethazmari

Rank: Legendary

Attributes: Agility d12+1, Smarts d10, Spirit d12+2,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Religion) d10, Knowledge (Planes) d12, Repair d12, Survival d12+4, Notice d12+5, Stealth d12+4, Throwing d12, Spellcasting d10

Charisma: +4; Pace: 10; Parry: 8; Toughness: 16 (4) Gear: Poison gout (Throwing; range 3/6/12; Str+d6; +2 acid damage; Poison)

Edges: Arcane Background (Magic), Level Headed, Quick **Powers:** Banish (plane shift self), Disguise (illusion), Dispel, Fear, Obscure (fog), Summon Ally

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d6.

• Tail: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 20" and Climb 2.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunity: Fire.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by good weapons.

• **Poison:** Tail and poison gout inflict poison if foe is Shaken or wounded.

• Size +3: Fourteen feet tall; Toughness +3.

Dlurgraven

Dlurgraven

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d8, Intimidation d8, Knowledge (Planes)

d8, Notice d10, Stealth d8, Spellcasting d6

Charisma: -; Pace: 2; Parry: 6; Toughness: 9 (2) Edges: Arcane Background (Magic), Dodge, Frenzy

Powers: Banish (plane shift self)

Special Abilities

• Armour +2: Natural armour.

Talons: Str+d6.Bite: Str+d6; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 16" and Climb 0.

• Arcane Resistance: +1 to resist opposed magic, and

+1 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Energy Resistances:** –2 damage from cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet tall; Toughness +2.

Dog

Dog

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 4; Toughness: 5 Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• Size -1: Reduces Toughness by -1.

Badgerhound

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Bear Dog

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Special Abilities
• Armour +1: Thick fur.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Bulldog

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 5 Special Abilities

• **Bite:** Str+d4; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Size -1: Reduces Toughness by -1.

Cooshee

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Survival d6, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (1)

Edges: Alertness Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6: Grab or Go for the Throat.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Sprint:** Roll d12 when running instead of d6.

• Bear Hug: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Go for the Throat: Target least armoured location on a raise.

Goblin Dog

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Tracking d4, Notice d4, Stealth d6 Charisma: -; Pace: 10; Parry: 4; Toughness: 6 **Special Abilities**

• Bite: Str+d6; Allergic Reaction.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Immunity: Disease.

• Allergic Reaction: Make a Vigor roll or suffer a level of

• Endurance: +2 to Soak rolls.

Jackal

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6

Charisma: -; Pace: 8; Parry: 4; Toughness: 5 **Special Abilities**

• Bite: Str+d4; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Mastiff

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 6 Special Abilities

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

Giant Fiendish Mastiff

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Innate Powers d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (1)

Edges: Arcane Background (Super Powers)

Powers: Smite (Good) **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

• Energy Resistances: -1 damage from cold and fire.

• Size +2: Increases Toughness by +2.

Riding Dog

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 6

Special Abilities

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Go for the Throat: Target least armoured location on a raise.

Toy Dog

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4-2, Survival d4, Tracking d8, Notice d8

Charisma: -; Pace: 6; Parry: 2; Toughness: 2 Hindrances: Small (M)

Special Abilities • Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

War Dog

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 6 **Special Abilities**

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

Dogmole

Dogmole

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d4, Swimming

d4, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Berserk, Level Headed

Special Abilities

• Armour +1: Thick fur.

• Bite: Str+d6. • Claws: Str+d6.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Natural Swimmer: Swimming Pace of 4", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

Dogmole Juggernaut

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d8, Climbing d8, Survival d6, Tracking d6, Swimming d4, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (2)

Edges: Berserk, Level Headed

Special Abilities

• Armour +2: Thick fur.

• Bite: Str+d8. • Claws: Str+d8.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Natural Swimmer: Swimming Pace of 4", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dolgaunt

Dolgaunt

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d8, Stealth d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Combat Reflexes, Frenzy

Special Abilities

• Armour +1: Tough flesh.

• Tentacles: Str+d6; Reach 1"; Grab.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 72").

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Physical Resistance: -2 damage from physical

attacks, except those caused by either byeshk or magical weapons.

Dolghast

Dolghast

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Survival d8, Tracking d10, Notice d10 Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2)

Edges: Alertness, Frenzy, Quick

Special Abilities

• Armour +2: Tough flesh.

• Claws: Str+d6. • Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Endurance: +2 to Soak rolls.

Dolgrim

Dolgrim

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d4, Climbing d10, Shooting d4 **Charisma:** -; **Pace:** 4; **Parry:** 6; **Toughness:** 5 (1) **Gear:** Leather armour (+1), morningstar (Str+d8), short spear (Str+d6; Reach 1"; Parry +1), medium shield (+1)

Parry), light crossbow (Shooting; range 12/24/48; 2d6;

AP 1)

Edges: Ambidextrous, Dodge, Two-Fisted

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• **Physical Resistance:** –2 damage from physical attacks, except those caused by byeshk weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Dolphin

Dolphin

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Swimming d12, Notice d8
Charisma: -; Pace: -; Parry: 6; Toughness: 5

Special Abilities• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze

attacks (range 24").

• Natural Swimmer: Swimming Pace of 11", and +2 to

resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

Orca

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d8, Swimming d12+4, Notice d12+1 Charisma: -; Pace: -; Parry: 6; Toughness: 16 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Thick hide.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Doppelganger

Doppelganger

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d6, Persuasion d6, Notice d8, Stealth d6,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Edges: Arcane Background (Magic), Dodge, Frenzy

Powers: Mind Reading
Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• **Change Form:** Can assume the appearance of other humanoid creatures as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Sleep.

Dracolisk

Dracolisk

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Climbing d12, Persuasion d8, Survival d8, Swimming d10, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3)

Edges: Alertness, Sweep

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 12" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunities: Sleep and paralysis.

• Size +3: Fifteen feet long; Toughness +3.

Draconid

Draconid

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12+1, Notice d12+2 **Charisma:** –; **Pace:** 8; **Parry:** 7; **Toughness:** 17 (3) **Edges:** Alertness, Frenzy, Level Headed, Trademark Weapon (bite)

Special Abilities

Armour +3: Coarse fur.Bites: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Energy Resistance: -1 damage from fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Poison:** Bites inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Draghul

Draghul

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Swimming d12+5, Notice

d12+2, Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 18 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Light (dancing lights),

Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +4: Scaly hide.

• **Bite:** Str+d8; Paralysis.

• Claws: Str+d8; Paralysis.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Aeetes Dragon

Aeetes Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Climbing d12+1, Tracking d12+1,

Notice d12+1, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 12

Edges: Alertness, Combat Reflexes, Level Headed, Strong Willed

Special Abilities

• Bite: Str+d8; Grab; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Immortality: Reforms after a period of time if killed.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains

pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Flight: Flying Pace of 8" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Chromatic black dragon

Wyrmling Black Dragon

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Swimming d12,

Notice d8, Stealth d12+2

Charisma: -; Pace: 12; Parry: 5; Toughness: 4 (1)

Edges: Alertness Special Abilities

• Armour +1: Scalv hide.

Bite: Str.Claws: Str.

• Flight: Flying Pace of 20" and Climb 0.

• **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Very Young Black Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d8, Swimming d12+1,

Notice d10, Stealth d12+1

Charisma: -; Pace: 12; Parry: 5; Toughness: 7 (2)

Edges: Alertness, Level Headed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Young Black Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Swimming d12+2,

Notice d12, Stealth d12

Charisma: -; Pace: 12; Parry: 6; Toughness: 9 (2) Edges: Alertness, Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• Amphibious: Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Juvenile Black Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12, Swimming d12+3, Notice d12+1, Stealth

d12+2, Spellcasting d6

Charisma: -; Pace: 12; Parry: 7; Toughness: 11 (3) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite) **Powers:** Obscure (darkness)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Young Adult Black Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12, Swimming d12+4, Notice d12+2, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 12; Parry: 7; Toughness: 15 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Detect Arcana (sense magic), Obscure

(darkness)

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Swamp Stride: Swamps and marshy terrain are not

treated as difficult ground.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Adult Black Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Swimming d12+5, Notice d12+3, Stealth d12+1, Spellcasting d8

Charisma: -; Pace: 12; Parry: 8; Toughness: 16 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Detect Arcana (sense magic), Light

(dancing lights), Obscure (darkness)

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.
 Claws: Str+d8.

- **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.
- **Fear –2:** Anyone who sees this creature must make a Fear check at –2.
- Flight: Flying Pace of 40" and Climb -1.
- **Amphibious:** Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Black Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d12+2, Repair d12+2, Swimming d12+6, Notice

d12+3, Stealth d12+2, Spellcasting d8

Charisma: -; Pace: 12; Parry: 8; Toughness: 17 (5) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Light (dancing lights),

Obscure (darkness), Summon Ally

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb -1.
- **Amphibious:** Swimming Pace of 18", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Old Black Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+3, Knowledge (History) d12+3, Repair d12+3, Swimming d12+7, Notice d12+4, Stealth d12+1, Spellcasting d10

Charisma: +1; Pace: 12; Parry: 8; Toughness: 22 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Trademark Weapon (bite) Powers: Armor, Blind (glitterdust), Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Dispel,

Entangle (plant growth), Light (dancing lights), Obscure (darkness), Summon Ally

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8; +2 acid damage.

• Claws: Str+d8.

- **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb -1.
- **Amphibious:** Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Black Dragon

Rank: Epic

Attributes: Agility d6, Smarts d10, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+3, Knowledge (History) d12+3, Repair d12+3, Swimming d12+8, Notice d12+5, Stealth d12+2, Spellcasting d10

Charisma: +1; Pace: 12; Parry: 8; Toughness: 23 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Trademark Weapon (bite) Powers: Armor, Blind (glitterdust), Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Dispel, Entangle (plant growth), Light (dancing lights), Invisibility, Obscure (darkness), Summon Ally, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8; +2 acid damage.

• Claws: Str+d8.

(dimension door)

- **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- **Amphibious:** Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Black Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Geography) d12+4, Knowledge (History) d12+4, Repair d12+4, Swimming d12+9, Notice d12+6, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Trademark Weapon (bite)

Powers: Armor, Blind (glitterdust), Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Dispel, Entangle (plant growth), Light (dancing lights), Invisibility, Obscure (darkness), Slow, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 acid damage.

• Claws: Str+d8.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- **Amphibious:** Swimming Pace of 21", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Black Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (Geography) d12+5, Knowledge (History) d12+5, Repair d12+5, Swimming d12+10, Notice d12+6, Stealth d12+3, Spellcasting d12 **Charisma:** +4; **Pace:** 12; **Parry:** 9; **Toughness:** 24 (7)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Trademark Weapon (bite) **Powers:** Armor, Blind (glitterdust), Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Dispel,

Entangle (plant growth), Light (dancing lights), Invisibility, Obscure (darkness), Puppet (living humanoids only), Slow, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d10; +2 acid damage.

• Claws: Str+d10.

- **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- Amphibious: Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Black Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+6, Knowledge (History) d12+6, Repair d12+6, Survival

d12+6, Swimming d12+10, Notice d12+7, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 27 (8) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Trademark Weapon (bite) **Powers:** Armor, Blind (glitterdust), Bolt (magic missile),

Deflection (blur), Detect Arcana (sense magic), Dispel, Entangle (plant growth), Light (dancing lights),

Invisibility, Obscure (darkness), Puppet (living humanoids only), Slow, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d10; +2 acid damage.

• **Claws:** Str+d10.

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Chromatic blue dragon

Wyrmling Blue Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Knowledge (Local) d8, Notice d8, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

Flight: Flying Pace of 30" and Climb 0.
Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Very Young Blue Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Local)

d10, Survival d10, Notice d10, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 8 (2)

Edges: Ambidextrous, Level Headed, Trademark Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 lightning damage.

• Immunities: Electricity, sleep and paralysis.

Young Blue Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Local)

d12, Survival d12, Notice d12, Stealth d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Ambidextrous, Level Headed, Trademark Weapon (bite)

Tactics: Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Juvenile Blue Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Local) d12+1, Repair d12+1, Survival d12+1, Notice d12+1, Stealth d10, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Trademark Weapon (bite)

Powers: Armor, Detect Arcana (sense magic)

Tactics: Two Weapons Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Size +3:** Increases Toughness by +3.

Young Adult Blue Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Knowledge (Local) d12+1, Repair d12+1, Survival d12+1, Notice

d12+1, Stealth d8, Spellcasting d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Deflection (forcefield), Detect Arcana

(sense magic)

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Blue Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Geography) d12+2, Knowledge (Local) d12+2, Repair d12+2, Survival d12+2, Notice d12+2, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Deflection (forcefield), Detect Arcana (sense magic), Invisibility

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Blue Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Geography) d12+3, Knowledge (Local) d12+3, Repair d12+3, Survival d12+3, Notice d12+3, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Deflection (forcefield), Detect Arcana (sense magic), Dispel, Invisibility, Obscure (darkness)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scalv hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Blue Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge

(Arcana) d12+4, Knowledge (Geography) d12+4, Knowledge (Local) d12+4, Repair d12+4, Survival d12+4,

Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Berserk, Level Headed, Trademark Weapon (bite) Powers: Armor, Deflection (forcefield), Detect Arcana (sense magic), Dispel, Invisibility, Obscure (illusionary terrain), Obscure (darkness), Quickness, Teleport

(dimension door) **Tactics:** Two Weapons **Special Abilities**

• Armour +6: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• **Fear -3:** Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -3 damage from physical

attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Blue Dragon

Attributes: Agility d4, Smarts d12, Spirit d12, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Geography) d12+4, Knowledge (Local) d12+4, Repair d12+4, Survival d12+4, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Berserk, Level Headed, Trademark Weapon (bite) **Powers:** Armor, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Obscure (illusionary terrain), Obscure (illusion), Obscure (darkness), Quickness, Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Blue Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1, Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (Geography) d12+5, Knowledge (History) d12+5, Knowledge (Local) d12+5, Repair d12+5, Survival d12+5, Notice d12+5, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Berserk, Level Headed, Trademark Weapon (bite) Powers: Armor, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Disguise (illusion), Dispel, Entangle, Invisibility, Obscure (illusionary terrain), Obscure (illusion), Obscure (darkness), Quickness, Teleport (dimension door), Voice on the Wind (dream message)

Tactics: Two Weapons **Special Abilities**

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• **Size +10**: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Blue Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+6, Knowledge (History) d12+6, Knowledge (Local) d12+6, Repair d12+6, Survival d12+6, Notice d12+6, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 27 (8) **Edges:** Ambidextrous, Arcane Background (Magic), Berserk, Level Headed, Trademark Weapon (bite) Powers: Armor, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Disquise (illusion), Dispel, Entangle, Invisibility, Obscure (illusionary terrain), Obscure (illusion), Obscure (darkness), Quickness, Teleport (dimension door), Voice on the Wind (dream message)

Tactics: Two Weapons **Special Abilities**

• Armour +8: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Blue Dragon

Attributes: Agility d4, Smarts d12+2, Spirit d12+2, Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Arcana) d12+7, Knowledge (Geography) d12+7, Knowledge (History) d12+7, Knowledge (Local) d12+7, Persuasion d12+7, Repair d12+7, Survival d12+7, Notice d12+7, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8) Edges: Ambidextrous, Arcane Background (Magic), Berserk, Level Headed, Trademark Weapon (bite) Powers: Armor, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Disguise (illusion), Dispel, Entangle, Invisibility, Obscure (illusionary terrain), Obscure (illusion), Obscure (darkness), Quickness, Teleport (dimension door), Voice on the Wind (dream message)

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -4: Anyone who sees this creature must make a

Fear check at -4.

• **Flight:** Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Chromatic green dragon

Wyrmling Green Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Nature) d8, Survival d8,

Swimming d12+1, Notice d10, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 5 (1)

Edges: Alertness, Strong Willed

Special Abilities

• Armour +1: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Very Young Green Dragon

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Knowledge (Nature) d10, Repair d10, Survival d10, Swimming d12+2, Notice d10, Stealth d10 **Charisma:** -; **Pace:** 8; **Parry:** 6; **Toughness:** 8 (2)

Edges: Alertness, Sweep, Strong Willed

Special Abilities

Armour +2: Scaly hide.

Bite: Str+d6.
 Claws: Str+d6.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Young Green Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Knowledge (Nature) d10, Repair d10, Survival d10, Swimming d12+3, Notice d12, Stealth d8, Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (3) Edges: Alertness, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed

Powers: Entangle Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Flight: Flying Pace of 40" and Climb −1.

• **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 acid damage.

Immunities: Acid, sleep and paralysis.
Size +2: Increases Toughness by +2.

Juvenile Green Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Knowledge (Nature) d12, Repair d12, Survival d12, Swimming d12+4, Notice d12+1, Stealth d10, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3) Edges: Alertness, Arcane Background (Magic), Sweep,

Improved Sweep, Strong Willed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Entangle, Light (dancing lights), Puppet (living humanoids only), Summon Ally

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 16", and cannot

drown, but can also breathe air and survive indefinitely on land.

- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 acid damage.
- Immunities: Acid, sleep and paralysis.
- **Size +3:** Increases Toughness by +3.

Young Adult Green Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Knowledge (Nature) d12+1, Repair d12+1, Survival d12+1, Swimming d12+5, Notice d12+2, Stealth d8, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 19 (4) Edges: Alertness, Arcane Background (Magic), Sweep,

Improved Sweep, Strong Willed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Entangle, Light (dancing lights), Puppet (living humanoids only), Summon Ally

Special Abilities

• Armour +4: Scalv hide.

• Bite: Str+d8. • Claws: Str+d8.

- Woodland Stride: Forests and woodland terrain are never treated as difficult ground.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb -1.
- Amphibious: Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 acid damage.
- Immunities: Acid, sleep and paralysis.
- Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.
- **Size +7:** Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Green Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Swimming d8, Notice d12+3,

Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Alertness, Arcane Background (Magic), Sweep,

Improved Sweep, Strong Willed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Disguise (shapechange), Entangle, Light (dancing lights), Puppet, Puppet (living humanoids only), Summon Ally

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a

Fear check at -2.

- Flight: Flying Pace of 40" and Climb -1.
- Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 acid damage.
- Immunities: Acid, sleep and paralysis.
- Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.
- **Size +7:** Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Green Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Knowledge (Nature) d12+2, Repair d12+2, Survival d12+2, Tracking d12+4, Swimming d12+7, Notice d12+4, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed Powers: Blast (fireball), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Disquise (shapechange), Entangle, Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Summon Ally

Tactics: Two Weapons

Special Abilities

- Armour +5: Scaly hide.
- Bite: Str+d8.
- Claws: Str+d8.
- Woodland Stride: Forests and woodland terrain are never treated as difficult ground.
- Trackless: Leaves no tracks in its natural environment.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb -1.
- Amphibious: Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.
- Immunities: Acid, sleep and paralysis.
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Green Dragon

Rank: Legendary

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Knowledge (Local) d12+3, Knowledge (Nature) d12+3, Repair d12+3, Survival d12+3, Tracking d12+4, Swimming d12+7, Notice d12+4, Stealth d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed Powers: Blast (fireball), Blast (ice storm), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Entangle (plant growth), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• **Trackless:** Leaves no tracks in its natural environment.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Green Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Knowledge (Local) d12+4, Knowledge (Nature) d12+4, Repair d12+4, Survival d12+4, Tracking d12+5, Swimming d12+8, Notice d12+5,

Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed Powers: Blast (fireball), Blast (ice storm), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Entangle (plant growth), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Trackless: Leaves no tracks in its natural environment.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Green Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Knowledge (Local) d12+5, Knowledge (Nature) d12+5, Knowledge (Planes) d12+5, Repair d12+5, Survival d12+5, Swimming d12+9, Notice d12+6, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed Powers: Blast (fireball), Blast (ice storm), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Entangle (plant growth), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Green Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1, Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Knowledge (Local) d12+5, Knowledge (Nature) d12+5, Knowledge (Planes) d12+5, Repair d12+5, Survival d12+5, Tracking d12+7,

Swimming d12+10, Notice d12+7, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Banish (plane shift self), Blast (fireball), Blast (ice storm), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Entangle (plant growth), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Trackless: Leaves no tracks in its natural environment.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Great Wyrm Green Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+6, Knowledge (Local) d12+6, Knowledge (Nature) d12+6, Knowledge (Planes) d12+6, Repair d12+6, Survival d12+6, Tracking d12+7, Swimming d12+10, Notice d12+7, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Banish (plane shift self), Blast (fireball), Blast (ice storm), Bolt (magic missile), Burst (prismatic spray), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Entangle (plant growth), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Puppet (plants only), Quickness, Summon Ally, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Trackless: Leaves no tracks in its natural environment.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Chromatic red dragon

Wyrmling Red Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Very Young Red Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth

d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2)

Edges: Level Headed, Sweep, Strong Willed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Young Red Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d12, Stealth

d10, Spellcasting d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 15 (3) Edges: Arcane Background (Magic), Level Headed,

Sweep, Strong Willed

Powers: Deflection (forcefield), Detect Arcana (sense

magic)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

Immunities: Fire, sleep and paralysis.
Weakness: Cold (double damage).
Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Juvenile Red Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Repair d12+1,

Notice d12+1, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (4) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Armor, Detect Arcana (sense magic), Lower

Trait (Strength)

Tactics: Two Weapons

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at **–2**.

• Flight: Flying Pace of 40" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Young Adult Red Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+1, Notice d12+1, Stealth d10, Spellcasting

d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 20 (4)

Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Sweep, Strong Willed

Powers: Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility)

Tactics: Two Weapons

Special AbilitiesArmour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Adult Red Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Arcana) d12+2, Repair d12+2, Notice d12+2, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 22 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Sweep, Strong Willed

Powers: Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Invisibility, Puppet, Quickness

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mature Adult Red Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+3, Repair d12+3, Notice d12+3, Stealth d12, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 22 (5) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Invisibility, Puppet, Ouickness

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Red Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Persuasion d12+4, Repair d12+4, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Barrier (fire), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Invisibility, Mind Reading, Puppet, Quickness, Speak Language, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Red Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength

d12+6, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Persuasion d12+4, Repair d12+4, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Barrier (fire), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Fear, Invisibility, Mind Reading, Puppet, Quickness, Speak Language, Teleport

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -2.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• **Immunities:** Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Red Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1, Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (History) d12+5, Persuasion d12+5, Repair d12+5, Notice d12+5, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Barrier (fire), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Fear, Invisibility, Mind Reading, Puppet, Quickness, Speak Language, Telekinesis, Teleport

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- **Size +10:** Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Red Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+7, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (History) d12+6, Persuasion d12+6, Repair d12+6, Notice d12+6, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Sweep, Strong Willed

Powers: Barrier (fire), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Fear, Invisibility, Mind Reading, Puppet, Quickness, Speak Language, Telekinesis, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +8: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Red Dragon

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Arcana) d12+7, Knowledge (History) d12+7, Persuasion d12+7, Repair d12+7, Notice d12+7, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 35 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Barrier (fire), Bolt (magic missile), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Fear, Invisibility, Mind Reading, Puppet, Quickness, Speak Language, Telekinesis, Teleport

Tactics: Two Weapons

Special Abilities

- Armour +8: Scalv hide.
- Bite: Str+d8. • Claws: Str+d8.
- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.
- Size +17: Increases Toughness by +17.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Chromatic white dragon

Wyrmling White Dragon

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Swimming d12, Notice d8, Stealth

Charisma: -; Pace: 12; Parry: 4; Toughness: 4 (1)

Edges: Alertness, Level Headed

Special Abilities

- Armour +1: Scaly hide.
- Bite: Str. • Claws: Str.
- Flight: Flying Pace of 20" and Climb 0.
- Burrow: Can burrow and reappear within 6".
- Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 cold damage.
- Immunities: Cold, sleep and paralysis.
- Weakness: Fire (double damage).
- Size -2: Reduces Toughness by -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Very Young White Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Skills: Fighting d8, Intimidation d8, Swimming d12+1, Notice d10, Stealth d12

Charisma: -; Pace: 12; Parry: 6; Toughness: 7 (2)

Edges: Alertness, Level Headed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 cold damage.

Immunities: Cold, sleep and paralysis.
Weakness: Fire (double damage).

• Size -1: Reduces Toughness by -1.

Young White Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Swimming d12+2,

Notice d10, Stealth d10

Charisma: -; Pace: 12; Parry: 6; Toughness: 9 (2)

Edges: Alertness, Level Headed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 cold damage.

Immunities: Cold, sleep and paralysis.
Weakness: Fire (double damage).

Juvenile White Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Intimidation d10, Repair d10, Swimming d12+3, Notice d12, Stealth d12, Spellcasting d6

Charisma: -; Pace: 12; Parry: 6; Toughness: 11 (3) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite) **Powers:** Obscure (fog cloud)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

Young Adult White **Dragon**

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Repair d12, Swimming d12+4, Notice d12+1, Stealth d10,

Spellcasting d6

Charisma: -; Pace: 12; Parry: 7; Toughness: 14 (3) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Adult White Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Intimidation d12+1, Repair d12+1, Swimming d12+5, Notice d12+2, Stealth d10,

Spellcasting d6

Charisma: -; Pace: 12; Parry: 5; Toughness: 16 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Trademark Weapon (bite)

Powers: Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Light (dancing lights), Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb −1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical

attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult White Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Swimming d12+6, Notice

d12+3, Stealth d12, Spellcasting d6

Charisma: -; Pace: 12; Parry: 8; Toughness: 17 (5)

Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Light (dancing lights), Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Old White Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Arcana) d12+2, Repair d12+2, Swimming d12+7, Notice d12+4, Stealth d10, Spellcasting d8

Charisma: -; Pace: 12; Parry: 8; Toughness: 22 (5) Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old White Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+3, Repair d12+3, Swimming d12+7, Notice d12+4. Stealth d12. Spellcasting d8

Charisma: -; Pace: 12; Parry: 8; Toughness: 23 (6) Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick, Trademark Weapon (bite) **Powers:** Bolt (lightning bolt), Bolt (ray of frost),

Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind)

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient White Dragon

Rank: Epic

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (History) d12+4, Repair d12+4, Swimming d12+8, Notice d12+5, Stealth d12, Spellcasting d10

Charisma: +1; Pace: 6; Parry: 9; Toughness: 23 (6)

Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Bolt (ray of frost), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind), Teleport (dimension door)

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.
 Claws: Str+d8.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm White Dragon

Rank: Epic

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Repair d12+4, Swimming d12+9, Notice d12+6, Stealth d12+1, Spellcasting d10

Charisma: +1; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Bolt (ray of frost), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind), Slow, Teleport (dimension door)

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm White Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (History) d12+5, Repair d12+5, Survival d12+5, Swimming d12+8, Notice d12+7, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 27 (8) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Bolt (ray of frost), Deflection (forcefield), Deflection (blink between dimensions), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Light (dancing lights), Invisibility, Obscure (fog), Obscure (fog cloud), Pummel (wind), Slow, Teleport (dimension door)

Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cloud dragon

Wyrmling Cloud Dragon

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Knowledge (Nature) d8, Persuasion d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 5 (1)

Edges: Level Headed Special Abilities

• Armour +1: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 cold damage.

• Immunities: Sleep and paralysis. • Size -1: Reduces Toughness by -1.

Very Young Cloud Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10. Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge (Arcana) d10, Knowledge (Nature) d10, Persuasion d10, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (2)

Edges: Level Headed Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 cold damage.

• Immunities: Electricity, sleep and paralysis.

Young Cloud Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d10, Knowledge (Nature) d10, Persuasion d10, Notice d10. Spellcasting d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (3) Edges: Arcane Background (Magic), Level Headed

Powers: Elemental Manipulation (water)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Juvenile Cloud Dragon

Rank: Heroic

Attributes: Agility d8, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12, Knowledge (Nature) d12, Persuasion d12,

Repair d12, Notice d12, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 14 (3) **Edges:** Arcane Background (Magic), Level Headed Powers: Detect Arcana (sense magic), Elemental Manipulation (water), Flight (feather fall), Smite (shocking

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6.

• Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Increases Toughness by +3.

Young Adult Cloud Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Persuasion d12+1, Repair d12+1, Notice d12+1, Spellcasting d10 Charisma: +1; Pace: 8; Parry: 7; Toughness: 19 (4) Edges: Arcane Background (Magic), Level Headed **Powers:** Detect Arcana (sense magic), Elemental Manipulation (water), Flight (feather fall), Smite (shocking grasp), Stun (daze)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Cloud Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Persuasion d12+2, Repair d12+1, Notice d12+3, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Alertness, Arcane Background (Magic), Level Headed

Powers: Bolt (ray of frost), Detect Arcana (sense magic), Elemental Manipulation (water), Flight (feather fall), Invisibility, Smite (shocking grasp), Stun (daze)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Cloud Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d12+2, Knowledge (History) d12+2, Knowledge (Nature) d12+2, Persuasion d12+2, Repair d12+2, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Bolt (lightning bolt), Bolt (ray of frost), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Flight (feather fall), Invisibility, Smite (shocking grasp), Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Cloud Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+3, Knowledge (History) d12+3, Knowledge (Nature) d12+3, Persuasion d12+3, Repair d12+3, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Sweep

Powers: Barrier (wind), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Boost Trait (Agility), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Flight (feather fall), Invisibility, Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 50" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Cloud Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Nature) d12+4, Persuasion d12+4, Repair d12+4, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Boost Trait (Agility), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle (sleet storm), Flight (levitate), Invisibility, Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Cloud Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (Geography) d12+5, Knowledge (History) d12+5, Knowledge (Nature) d12+5, Persuasion d12+5, Repair d12+5, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Boost Trait (Agility), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle (sleet

storm), Flight (levitate), Invisibility, Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Cloud Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strenath d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Arcana) d12+5, Knowledge (Geography) d12+5, Knowledge (History) d12+5, Knowledge (Nature) d12+5, Persuasion d12+5, Repair d12+5, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Boost Trait (Agility), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle (sleet storm), Flight (levitate), Invisibility, Obscure (fog), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons **Special Abilities**

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Cloud Dragon

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+6,

Knowledge (History) d12+6, Knowledge (Nature) d12+6, Knowledge (Planes) d12+6, Persuasion d12+6, Repair d12+6, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 33 (8) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Boost Trait (Agility), Burst (prismatic spray), Deflection (blur), Detect Arcana (sense magic), Dispel, Elemental Manipulation (water), Entangle (sleet storm), Flight (levitate), Invisibility, Obscure (fog), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +16: Increases Toughness by +16.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Dungeon dragon

Young Dungeon Dragon

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Knowledge (Engineering) d10, Persuasion d6, Repair d10, Lockpicking d4, Notice d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2) Edges: Arcane Background (Magic), Mr Fix It

Powers: Puppet (living humanoids only)

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 damage.

• Immunities: Sleep and paralysis.

Adult Dungeon Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d10, Knowledge (Arcana) d12+1, Knowledge (Engineering) d12+2, Persuasion d10, Repair d12, Lockpicking d8, Notice d12+3, Spellcasting d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (4) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Mr Fix It, Strong Willed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Mind Reading, Puppet, Puppet (living humanoids only), Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ancient Dungeon Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+1

Skills: Fighting d12+1, Intimidation d6, Knowledge (Arcana) d12+4, Knowledge (Engineering) d12+5, Persuasion d12+2, Repair d12+3, Lockpicking d12, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 22 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Mr Fix It, Strong Willed Powers: Deflection (forcefield), Detect Arcana (sense

magic), Detect Arcana (see invisibility), Dispel, Light (dancing lights), Mind Reading, Obscure (illusion), Puppet, Puppet (living humanoids only), Slumber, Stun (daze), Teleport

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Dungeon Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+6, Knowledge (Arcana) d12+5, Knowledge (Engineering) d12+7, Persuasion d12+3, Repair d12+4, Lockpicking d12+1, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Mr Fix It, Quick, Strong Willed Powers: Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Light (dancing lights), Mind Reading, Obscure (illusion), Puppet, Puppet (living humanoids only), Slumber, Stun (daze), Teleport

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Faerie Dragon

Faerie Dragon

Rank: Novice

Attributes: Agility d10, Smarts d10, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4, Persuasion d8, Swimming d10, Notice d8, Stealth d12+1, Spellcasting d10

Charisma: +1; Pace: 2; Parry: 4; Toughness: 4 (1)

Edges: Arcane Background (Magic), Dodge **Powers:** Light (dancing lights), Invisibility, Slumber

Special Abilities

• Armour +1: Scaly hide.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 12" and Climb 3.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 damage.
- Immunities: Sleep and paralysis.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dragon Horse

Dragon Horse

Rank: Veteran

Attributes: Agility d10, Smarts d10, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Knowledge (Planes) d10, Survival

d12, Notice d12+1

Charisma: +4; Pace: 12; Parry: 7; Toughness: 14 (3) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Hooves: Str+d4; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Flight: Flying Pace of 24" and Climb 2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.

• Size +3: Increases Toughness by +3.

Imperial forest dragon

Wyrmling Forest Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Knowledge (Nature) d8, Survival d6, Notice d10, Stealth

Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (2) Edges: Level Headed, Trademark Weapon (bite) Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.
 Claws: Str+d4.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep, poison and paralysis.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Very Young Forest Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12+3, Knowledge (Arcana) d10, Knowledge (Nature) d10, Survival d10, Notice d10, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep, poison and paralysis.

• Endurance: +2 to Soak rolls.

Young Forest Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+4, Survival d10, Notice d12, Stealth d12+1, Faith d6
Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3)
Edges: Ambidextrous, Arcane Background (Miracles),

Level Headed, Trademark Weapon (bite)

Powers: Deflection (forcefield)

Tactics: Two Weapons Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep, poison and paralysis.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Juvenile Forest Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Climbing d12+5, Knowledge (Arcana) d10, Knowledge (Nature) d10, Repair d10, Survival d10, Notice d12+1, Stealth d12+1, Faith d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (4) Edges: Ambidextrous, Arcane Background (Miracles),

Level Headed, Trademark Weapon (bite)

Powers: Bolt (magic missile), Deflection (forcefield),

Detect Arcana (sense magic), Entangle

Tactics: Two Weapons Special Abilities • Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

 Woodland Stride: Forests and woodland terrain are never treated as difficult ground.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep, poison and paralysis.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Young Adult Forest Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Climbing d12+6, Knowledge (Arcana) d10, Knowledge (Nature) d10, Repair d10, Survival d10, Notice d12+2, Stealth d12, Faith d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Entangle, Lower Trait (Strength), Obscure (fog cloud)

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Flight: Flying Pace of 40" and Climb −1.

• Burrow: Can burrow and reappear within 4".

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep, poison and paralysis.

• **Physical Resistance:** –1 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Forest Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Climbing d12+7, Repair d12+2, Survival d12, Notice d12+2, Stealth d12+2, Faith d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 22 (5) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Entangle, Lower Trait (Strength), Obscure (fog cloud), Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage damage.

• Immunities: Sleep, poison and paralysis.

• **Physical Resistance:** -1 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mature Adult Forest Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+7, Knowledge (Arcana) d12, Knowledge (Nature) d12, Repair d12+3, Survival d12+3, Notice d12+3, Stealth d12+1, Faith d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 23 (6) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Bolt (lightning bolt), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Entangle, Lower Trait (Strength), Invisibility, Obscure (fog cloud), Stun (daze)

Tactics: Two Weapons Special Abilities

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 40" and Climb -1.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Forest Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Climbing d12+8, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Repair d12+4, Survival d12+4, Notice d12+4, Stealth d12+1, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (earth), Entangle, Light (dancing lights), Lower Trait (Strength), Invisibility, Obscure (fog cloud), Slow, Stun (daze)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.
- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Change Form:** Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Forest Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Climbing d12+9, Knowledge (Arcana) d12+1, Knowledge (Nature) d12+1, Repair d12+4, Survival d12+4, Notice d12+4, Stealth d12+1, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (earth), Entangle, Light (dancing lights), Lower Trait (curse), Invisibility, Obscure (fog cloud), Slow, Stun (daze)

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Forest Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1, Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Climbing d12+10, Repair d12+5, Survival d12+4, Notice d12+5, Stealth d12+3, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Improved Trademark Weapon (bite)

Powers: Barrier (wind), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (earth), Entangle, Light (dancing lights), Lower Trait (curse), Invisibility, Obscure (fog cloud), Slow, Stun (daze)

Tactics: Two Weapons Special Abilities

- Armour +7: Scaly hide.
- Bite: Str+d8.Claws: Str+d8.
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Woodland Stride: Forests and woodland terrain are

never treated as difficult ground.

- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Forest Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+6, Climbing d12+10, Repair d12+6, Survival d12+6, Notice d12+6, Stealth d12+2, Faith d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Improved Trademark Weapon (bite)

Powers: Barrier (wind), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (earth), Entangle, Light (dancing lights), Lower Trait (curse), Invisibility, Obscure (fog cloud), Slow, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.
- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- **Size +10:** Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Forest Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+7, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Climbing d12+10, Repair d12+7, Survival d12+7, Notice d12+7, Stealth d12+1, Faith d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 35 (9) Edges: Ambidextrous, Arcane Background (Miracles), Level Headed, Strong Willed, Improved Trademark Weapon (bite)

Powers: Barrier (wind), Blast (earthquake), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (earth), Entangle, Light (dancing lights), Lower Trait (curse), Invisibility, Obscure (fog cloud), Slow, Stun (daze)

Tactics: Two Weapons

Special Abilities

- Armour +9: Scaly hide.
- Bite: Str+d8.Claws: Str+d8.
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.
- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 4".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, poison and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +17: Increases Toughness by +17.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Imperial sea dragon

Wyrmling Sea Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Knowledge (Nature) d10, Persuasion d10, Survival d10, Swimming d12+1, Notice d6, Stealth d12

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (2)

Edges: Alertness, Level Headed

Special Abilities

- Armour +2: Scaly hide.
- Bite: Str+d4.Claws: Str+d4.
- Flight: Flying Pace of 30" and Climb 0.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Hardy:** A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Electricity, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Very Young Sea Dragon

Rank: Seasoned

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Persuasion d10, Survival d10, Swimming d12+2, Notice d6, Stealth d10 **Charisma:** +1; **Pace:** 8; **Parry:** 6; **Toughness:** 8 (2)

Edges: Alertness, Level Headed

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Electricity, sleep and paralysis.

Young Sea Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d12, Persuasion d12, Survival d12, Swimming d12+3, Notice d6, Stealth d8, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 6; Toughness: 12 (3) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Bolt (ray of frost), Elemental Manipulation

(water), Slumber **Tactics:** Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Juvenile Sea Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Persuasion d12+1, Survival d12+1, Swimming d12+4, Notice d12+2, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 14 (3) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Bolt (ray of frost), Detect Arcana (sense magic),

Elemental Manipulation (water), Slumber

Tactics: Two Weapons Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Fear −1:** Anyone who sees this creature must make a Fear check at −1.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Increases Toughness by +3.

Young Adult Sea Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Persuasion d12+1, Survival d12+1, Swimming d12+5, Notice d12+3, Stealth d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 19 (4) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite) Powers: Bolt (ray of frost), Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Pummel (wind), Puppet (living humanoids only), Slumber, Stun (daze)

Tactics: Two Weapons

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Sea Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Persuasion d12+2, Survival d12+2, Swimming d12+6, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite and claw)

Powers: Blast (lightning storm), Bolt (ray of frost), Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Pummel (wind), Puppet (living humanoids only), Slumber, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 18", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Sea Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Persuasion d12+3, Survival d12+3, Swimming d12+7, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite and claw)

Powers: Blast (lightning storm), Bolt (ray of frost), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Pummel (wind), Puppet (living humanoids only), Quickness, Slumber, Stun (daze)

Tactics: Two Weapons

Special Abilities

Armour +5: Scaly hide.Bite: Str+d8.

Bite: Str+d8.
 Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Sea Dragon

Rank: Legendary

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Persuasion d12+4, Survival d12+4, Swimming d12+7, Notice d12+5, Stealth d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite and claw)

Powers: Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Pummel (wind), Puppet (living humanoids only), Quickness, Slumber, Stun (daze)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Amphibious: Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire

damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Sea Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Persuasion d12+4, Survival d12+4, Swimming d12+8, Notice d12+7, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Quick

Powers: Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Obscure (illusion), Pummel (wind), Puppet (living humanoids only), Ouickness, Slumber, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -2.

• Amphibious: Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Sea Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+5, Persuasion d12+5, Survival d12+5, Swimming d12+9, Notice d12+7, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Improved Trademark Weapon (bite)

Powers: Banish (plane shift self), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Confusion, Detect

Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Obscure (illusion), Pummel (wind), Puppet (living humanoids only), Quickness, Slumber, Stun (daze), Voice on the Wind (dream message)

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 21", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Sea Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3, Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Persuasion d12+6, Survival d12+6, Swimming d12+10, Notice d12+7, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 27 (8) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Improved Trademark Weapon (bite)

Powers: Banish (plane shift self), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Obscure (illusion), Pummel (wind), Puppet (living humanoids only), Quickness, Slumber, Stun (daze), Voice on the Wind (dream message)

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.
 Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Sea Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Persuasion d12+7, Survival d12+7, Swimming d12+10, Notice

d12+8, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Quick

Powers: Banish (plane shift self), Blast (lightning storm), Bolt (lightning bolt), Bolt (ray of frost), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Entangle (sleet storm), Obscure (illusion), Pummel (wind), Puppet (living humanoids only), Quickness, Slumber, Stun (daze), Voice on the Wind (dream message)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

- **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +16: 120 feet long; Toughness +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Imperial sky dragon

Wyrmling Sky Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Healing d10, Knowledge (Religion)

d10, Persuasion d10, Repair d10, Notice d12

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (2)

Special Abilities

Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Very Young Sky Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d8, Healing d12, Persuasion d12, Repair

d12, Notice d12+1

Charisma: +1; Pace: 8; Parry: 6; Toughness: 6

Edges: Quick
Special Abilities
• Bite: Str+d6.
• Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 lightning damage.

• Immunities: Electricity, sleep and paralysis.

Young Sky Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Healing d12, Persuasion d12, Repair

d12, Notice d12+2, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Ambidextrous, Arcane Background (Magic), Quick

Powers: Smite (shocking grasp) **Tactics:** Two Weapons

Special Abilities
• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb 1.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Juvenile Sky Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Healing d12+1, Persuasion d12+1,

Repair d12+1, Notice d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (4) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick

Powers: Detect Arcana (sense magic), Flight (feather

fall), Smite (shocking grasp) **Tactics:** Two Weapons

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb 1.

 Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Increases Toughness by +3.

Young Adult Sky Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12

Skills: Fighting d12, Healing d12+2, Persuasion d12+2,

Repair d12+2, Notice d12+4, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 8; Toughness: 15

Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick

Powers: Blind (glitterdust), Bolt (magic missile), Detect Arcana (sense magic), Flight (feather fall), Invisibility,

Smite (shocking grasp) **Tactics:** Two Weapons **Special Abilities**

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb 1.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Sky Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Healing d12+3, Persuasion d12+3,

Repair d12+3, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic),

Environmental Protection (heat and cold), Flight (feather fall), Invisibility, Pummel (wind), Smite (shocking grasp)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb 1.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Sky Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Healing d12+3, Persuasion d12+3, Repair d12+3, Notice d12+5, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Environmental Protection (heat and cold), Flight (feather fall), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb 1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Sky Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Healing d12+4, Persuasion d12+4, Repair d12+4, Notice d12+6, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Blast (lightning storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Entangle (sleet storm), Environmental Protection (heat and cold), Flight (feather fall), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension

Tactics: Two Weapons Special Abilities • Bite: Str+d8. • Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb 1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Sky Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Healing d12+5, Persuasion d12+5, Repair d12+5, Notice d12+7, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 9; Toughness: 19 Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Dispel, Entangle (sleet storm), Environmental Protection (heat and cold), Flight (feather fall), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons **Special Abilities** • Bite: Str+d8. • Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb 3.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• **Size +10:** Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Sky Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Healing d12+5, Knowledge (Arcana) d12+5, Knowledge (Geography) d12+5, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Persuasion d12+5, Repair d12+5, Notice d12+7,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) **Powers:** Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Dispel, Entangle (sleet storm), Environmental Protection (heat and cold), Flight (feather fall), Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension

Tactics: Two Weapons **Special Abilities**

• Armour +7: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 50" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Sky Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Healing d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+6, Persuasion d12+6, Repair d12+6, Notice d12+8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) **Powers:** Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Dispel, Entangle (sleet storm), Environmental Protection (heat and cold), Flight (feather fall), Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Sky Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Healing d12+7, Knowledge (Arcana) d12+7, Knowledge (Geography) d12+7, Knowledge (Religion) d12+7, Knowledge (Planes) d12+7, Persuasion d12+7, Repair d12+7, Notice d12+9, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Blast (ice storm), Blast (lightning storm), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Bolt (ray of frost), Deflection (blink between dimensions), Detect Arcana (sense magic), Dispel, Entangle (sleet storm), Environmental Protection (heat and cold), Flight (feather fall), Light (dancing lights), Invisibility, Obscure (fog cloud), Pummel (wind), Smite (shocking grasp), Stun (daze), Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Imperial sovereign dragon

Wyrmling Sovereign Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Persuasion d10,

Notice d10

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (2) Edges: Level Headed, Quick, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Immunities: Sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Very Young Sovereign Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Persuasion

d12+1, Repair d12, Notice d12

Charisma: +1; Pace: 10; Parry: 7; Toughness: 10 (3) Edges: Level Headed, Quick, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Immunities: Sleep and paralysis.

Young Sovereign Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+2, Persuasion d12+2, Repair d12+1, Notice d12+1, Spellcasting d10 **Charisma:** +1; **Pace:** 10; **Parry:** 7; **Toughness:** 15 (3) **Edges:** Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) **Powers:** Detect Arcana (sense magic), Puppet (living humanoids only), Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• Change Form: Can assume an alternate form as a normal action.

normal action.

Immunities: Sleep and paralysis.
Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Juvenile Sovereign Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+3, Persuasion d12+3, Repair d12+2, Notice d12+2, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 8; **Toughness:** 16 (4) **Edges:** Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) **Powers:** Detect Arcana (sense magic), Puppet (living

humanoids only), Stun (daze) **Tactics:** Two Weapons **Special Abilities**

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Change Form: Can assume an alternate form as a

normal action.

Immunities: Sleep and paralysis.
Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Young Adult Sovereign Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Intimidation d12+4, Persuasion d12+4, Repair d12+2, Notice d12+2, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 8; **Toughness:** 20 (4) **Edges:** Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) **Powers:** Detect Arcana (sense magic), Environmental Protection (heat and cold), Mind Reading, Puppet (living

humanoids only), Stun (daze) **Tactics:** Two Weapons

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

Special Abilities

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Flight: Flying Pace of 40" and Climb −1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Adult Sovereign Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Healing d12+3, Persuasion d12+4, Repair d12+3, Notice d12+3,

Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 22 (5) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed, Trademark Weapon (bite) Powers: Bolt (lightning bolt), Bolt (scorching ray), Detect Arcana (sense magic), Environmental Protection (heat and cold), Mind Reading, Puppet, Puppet (living humanoids only), Speak Language, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 40" and Climb -1.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mature Adult Sovereign Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+5, Healing d12+4, Persuasion d12+5, Repair d12+4, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 8; Toughness: 23 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Detect Arcana (sense magic), Environmental Protection (heat and cold), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Old Sovereign Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+6, Healing d12+5, Persuasion d12+6, Repair d12+5, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Detect Arcana (sense magic), Dispel, Environmental Protection (heat and cold), Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

+5 arribur against offerisive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Sovereign Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+7, Healing d12+5, Persuasion d12+7, Repair d12+5, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Confusion, Detect Arcana (sense magic), Dispel, Environmental Protection (heat and cold), Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze)

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Sovereign Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+7, Healing d12+6, Persuasion d12+7, Repair d12+6, Notice d12+8, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Burst (prismatic spray), Confusion, Detect Arcana (sense magic), Dispel, Environmental Protection (heat and cold), Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze), Teleport

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• **Flight:** Flying Pace of 50" and Climb -2.

• **Change Form:** Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Sovereign Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+7, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+8, Healing d12+7, Persuasion d12+8, Repair d12+7, Notice d12+9, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Burst (prismatic spray), Confusion, Detect Arcana (sense magic), Dispel, Environmental Protection (heat and cold), Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Sovereign Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12+9, Healing d12+8, Persuasion d12+9, Repair d12+8, Notice d12+10, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 10; Toughness: 36 (9) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Bolt (lightning bolt), Bolt (scorching ray), Burst (prismatic spray), Confusion, Detect Arcana (sense magic), Dispel, Environmental Protection (heat and cold), Intangibility (gaseous form), Mind Reading, Obscure (fog cloud), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +9: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• **Change Form:** Can assume an alternate form as a normal action.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +17: Increases Toughness by +17.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Imperial underworld dragon

Wyrmling Underworld Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

/igor d6

Skills: Fighting d8, Intimidation d8, Climbing d8, Notice

d8, Stealth d12+1

Charisma: -; Pace: 8; Parry: 6; Toughness: 4 (1) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +1: Scaly hide.

• Bite: Str.

• Adamantine Claws: Str.

• Flight: Flying Pace of 20" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Very Young Underworld Dragon

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Intimidation d10, Climbing d10, Notice

d10, Stealth d12+1

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d4.

• Adamantine Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Young Underworld

Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12, Notice

d10, Stealth d12, Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (3) Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (bite)

Powers: Burst (burning hands), Fear

Special Abilities

• Armour +3: Scalv hide.

• Bite: Str+d6.

• Adamantine Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• Change Form: Can assume an alternate form as a

normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Juvenile Underworld Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+1,

Notice d12, Stealth d12+1, Spellcasting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 11 (3) Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (bite)

Powers: Bolt (magic missile), Detect Arcana (sense

magic), Elemental Manipulation (earth), Fear

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6.

• Adamantine Claws: Str+d6.

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• **Immunities:** Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Young Adult Underworld Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d12+2, Notice d12+1, Stealth d12+1, Spellcasting d8 Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed

Powers: Bolt (magic missile), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Underworld Dragon

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Climbing d12+3, Notice d12+1, Stealth d12+1, Spellcasting d10 Charisma: +1; Pace: 8; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed **Powers:** Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 8".

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult Underworld

Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Climbing d12+4, Notice d12+2, Stealth d12+2, Spellcasting d10 **Charisma:** +1; **Pace:** 8; **Parry:** 8; **Toughness:** 17 (5) **Edges:** Arcane Background (Magic), Level Headed **Powers:** Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength)

Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 8".

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Old Underworld Dragon

Rank: Legendary

Attributes: Agility d4, Smarts d12, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+5, Notice d12+3, Stealth d12+1, Spellcasting d12
Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (6)
Edges: Arcane Background (Magic), Level Headed
Powers: Barrier (stone), Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength)

Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb −1.

• Burrow: Can burrow and reappear within 10".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire

damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old Underworld Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+6, Notice d12+4, Stealth d12+1, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (6) Edges: Arcane Background (Magic), Level Headed Powers: Barrier (stone), Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength), Slow, Stun (daze)

Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 10".

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Underworld Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Climbing d12+7, Notice d12+4, Stealth d12+2, Spellcasting d12 **Charisma:** +4; **Pace:** 8; **Parry:** 9; **Toughness:** 24 (7)

Edges: Arcane Background (Magic), Level Headed,

Improved Trademark Weapon (claw)

Powers: Barrier (stone), Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait

(Strength), Slow, Stun (daze)

Special Abilities

• **Armour +7:** Scaly hide.

• Bite: Str+d8.

• Adamantine Claws: Str+d8.

- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- Burrow: Can burrow and reappear within 10".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** -4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm Underworld Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Climbing d12+8, Repair d12+6, Notice d12+6, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (8)

Edges: Arcane Background (Magic), Level Headed,

Improved Trademark Weapon (claw)

Powers: Barrier (stone), Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength), Slow, Stun (daze)

Special Abilities

- Armour +8: Scaly hide.
- Bite: Str+d8.
- Adamantine Claws: Str+d8.
- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 40" and Climb -1.
- Burrow: Can burrow and reappear within 12".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm Underworld Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Climbing d12+8, Repair d12+6, Notice d12+6, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 27 (8) Edges: Arcane Background (Magic), Level Headed,

Improved Trademark Weapon (claw)

Powers: Barrier (stone), Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Burst (burning hands), Deflection (displacement), Detect Arcana (sense magic), Elemental Manipulation (earth), Fear, Lower Trait (Strength), Slow, Stun (daze)

Special Abilities

- Armour +8: Scaly hide.
- Bite: Str+d8.
- Adamantine Claws: Str+d8.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 12".
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Metallic brass dragon

Brass Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Persuasion d8, Notice d8

Charisma: -; Pace: 12; Parry: 5; Toughness: 4 (1)

Edges: Alertness Special Abilities

- Armour +1: Scaly hide.
- Bite: Str. Claws: Str.
- Flight: Flying Pace of 20" and Climb 0.
- Burrow: Can burrow and reappear within 6".
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Brass Dragon, Very Young

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Healing d10, Persuasion d10, Notice

d10, Spellcasting d6

Charisma: -; Pace: 12; Parry: 5; Toughness: 7 (2) Edges: Alertness, Arcane Background (Magic), Level

Headed

Powers: Beast Friend Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

Flight: Flying Pace of 30" and Climb 0.
Burrow: Can burrow and reappear within 6".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

Immunities: Fire, sleep and paralysis.
Weakness: Cold (double damage).
Size -1: Reduces Toughness by -1.

Young Brass Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Healing d10, Persuasion d10, Notice

d12, Spellcasting d6

Charisma: -; Pace: 12; Parry: 6; Toughness: 9 (2) Edges: Alertness, Arcane Background (Magic), Level Headed

Powers: Beast Friend, Detect Arcana (sense magic), Light (dancing lights), Puppet (living humanoids only)

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Brass Dragon, Juvenile

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d10, Healing d12, Persuasion d12, Repair

d12, Notice d12+1, Spellcasting d8

Charisma: -; Pace: 12; Parry: 7; Toughness: 11 (3) Edges: Alertness, Arcane Background (Magic), Level

Headed

Powers: Beast Friend, Deflection (forcefield), Detect Arcana (sense magic), Environmental Protection (heat and cold), Light (dancing lights), Puppet (living humanoids only)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Brass Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Healing d12+1, Persuasion d12+1,

Repair d12+1, Notice d12+2, Spellcasting d8

Charisma: -; Pace: 12; Parry: 7; Toughness: 15 (4) Edges: Alertness, Arcane Background (Magic), Level

Powers: Beast Friend, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Environmental Protection (heat and cold), Light (dancing lights), Puppet (living humanoids

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at –

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Adult Brass Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Healing d12+1, Persuasion d12+1,

Spellcasting d10

Charisma: +1; **Pace:** 12; **Parry:** 8; **Toughness:** 16 (4)

Edges: Alertness, Arcane Background (Magic)

Powers: Beast Friend, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Speak Language

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.
 Claws: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brass Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Healing d12+2, Persuasion d12+2, Repair d12+2, Survival d12+2, Notice d12+3,

Spellcasting d10

Charisma: +1; Pace: 12; Parry: 8; Toughness: 17 (5) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Puppet, Puppet (living humanoids only), Speak Language

Tactics: Two Weapons

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brass Dragon, Old

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Healing d12+3, Knowledge (Local) d12+3, Persuasion d12+3, Repair d12+3, Survival d12+3, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 22 (5) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Obscure (illusion), Puppet, Puppet (living humanoids only), Speak Language

Tactics: Two Weapons

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brass Dragon, Very Old

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Healing d12+4, Knowledge (Local) d12+4, Persuasion d12+4, Repair d12+4, Survival d12+4, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 23 (6) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Obscure (illusion), Puppet, Puppet (living humanoids only), Speak Language

Tactics: Two Weapons

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Brass Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Healing d12+4, Knowledge (History) d12+4, Knowledge (Local) d12+4, Persuasion d12+4, Repair d12+4, Survival d12+4, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Obscure (illusion), Obscure (fog), Puppet, Puppet (living humanoids only), Speak Language, Teleport

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brass Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Healing d12+5, Knowledge (History) d12+5, Knowledge (Local) d12+5, Persuasion d12+5, Repair d12+5, Survival d12+5, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Obscure (illusion), Obscure (fog), Puppet, Puppet (living humanoids only), Speak Language, Teleport

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brass Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

(Magic), Level Headed

Skills: Fighting d12+3, Healing d12+6, Knowledge (Geography) d12+6, Knowledge (History) d12+6, Knowledge (Local) d12+6, Persuasion d12+6, Repair d12+6, Survival d12+6, Notice d12+7, Spellcasting d12 **Charisma:** +4; **Pace:** 12; **Parry:** 9; **Toughness:** 27 (8) **Edges:** Alertness, Ambidextrous, Arcane Background

Powers: Beast Friend, Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Environmental Protection (heat and cold), Light (dancing lights), Mind Reading, Obscure (illusion), Obscure (fog), Puppet, Puppet (living humanoids only),

Speak Language, Teleport Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Burrow: Can burrow and reappear within 6".

• Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire

• Immunities: Fire, sleep and paralysis. • Weakness: Cold (double damage).

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Metallic bronze dragon

Bronze Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d10, Persuasion d10, Swimming d12+1, Notice d10, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (2)

Edges: Alertness **Special Abilities**

• Armour +2: Scaly hide.

• Bite: Str+d4. • Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Amphibious: Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Bronze Dragon, Very Young

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d12, Knowledge (Arcana) d12, Persuasion d12, Repair d12, Swimming d12+2,

Notice d12, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 6; Toughness: 8 (2)

Edges: Alertness, Arcane Background (Magic)

Powers: Beast Friend Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Amphibious: Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 lightning

• Immunities: Electricity, sleep and paralysis.

Young Bronze Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Persuasion d12,

Swimming d10, Notice d12+1, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Alertness, Ambidextrous, Arcane Background (Magic)

Powers: Beast Friend, Detect Arcana (sense magic)

Tactics: Two Weapons Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Bronze Dragon, Juvenile

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Arcana) d12+1, Persuasion d12+1, Repair d12+1, Swimming d12+4, Notice d12+2, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 14 (3) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep

Powers: Beast Friend, Detect Arcana (sense magic)

Tactics: Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Increases Toughness by +3.

Bronze Dragon, Young **Adult**

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d12+2, Persuasion d12+2, Repair d12+2, Swimming d12+5, Notice d12+3, Stealth d8, Spellcasting

Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (4) **Edges:** Alertness, Ambidextrous, Arcane Background (Magic), Sweep

Powers: Armor, Beast Friend, Deflection (blur), Detect

Arcana (sense magic) **Tactics:** Two Weapons Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Bronze Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Persuasion d12+3, Swimming d10,

Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep

Powers: Armor, Beast Friend, Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Obscure (fog cloud), Pummel (wind), Slow

Tactics: Two Weapons **Special Abilities**

• Armour +5: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bronze Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Persuasion d12+3, Repair d12+3, Swimming d12+7, Notice d12+4,

Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Sweep

Powers: Armor, Beast Friend, Blast (ice storm), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Invisibility, Obscure (fog cloud), Pummel (wind), Slow

Tactics: Two Weapons **Special Abilities**

• Armour +5: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Bronze Dragon, Old

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Persuasion d12+4, Repair d12+4, Swimming d12+8, Notice d12+5, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep

Powers: Armor, Beast Friend, Blast (ice storm), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Invisibility, Mind Reading, Obscure (fog cloud), Pummel (wind), Puppet, Slow, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bronze Dragon, Very Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+5, Persuasion d12+5, Repair d12+5, Swimming d12+9, Notice d12+6, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep Powers: Armor, Beast Friend, Blast (ice storm), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Invisibility, Mind Reading, Obscure (fog cloud), Pummel (wind), Puppet, Slow, Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

- **Amphibious:** Swimming Pace of 21", and cannot drown, but can also breathe air and survive indefinitely on land.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Change Form: Can assume an alternate form as a

normal action.

- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Bronze Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Healing d12+6, Knowledge (Arcana) d12+6, Persuasion d12+6, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Armor, Beast Friend, Blast (ice storm), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Invisibility, Mind Reading, Obscure (fog cloud), Pummel (wind), Puppet, Slow, Teleport (dimension door)

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 50" and Climb -2.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bronze Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Healing d12+6, Persuasion d12+6, Repair d12+6, Swimming d12+10, Notice d12+7, Stealth d12, Spellcasting d12 **Charisma:** +4; **Pace:** 8; **Parry:** 9; **Toughness:** 27 (8) **Edges:** Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Sweep, Improved Sweep **Powers:** Armor, Beast Friend, Blast (ice storm),

Deflection (forcefield), Deflection (blur), Detect Arcana
(sense magic), Dispel, Invisibility, Mind Reading, Obscure
(fog cloud), Pummel (wind), Puppet, Slow, Teleport

(dimension door)

Tactics: Two Weapons

Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bronze Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+12, Spirit d12+3,

Skills: Fighting d12+4, Intimidation d12+7, Healing

Obscure (fog), Obscure (fog cloud), Pummel (wind),

Strength d12+6, Vigor d12+3

d12+7, Persuasion d12+7, Repair d12+7, Swimming d12+10, Notice d12+8, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep

Powers: Armor, Beast Friend, Blast (ice storm), Blast (tsunami), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Invisibility, Mind Reading,

Puppet, Slow, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

 Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +16: 120 feet long; Toughness +16.

• Gargantuan: -4 to attack medium-sized foes, they

receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Metallic copper dragon

Copper Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Repair d8, Notice d8, Stealth d12+1 Charisma: -; Pace: 8; Parry: 6; Toughness: 4 (1)

Edges: Level Headed
Special Abilities

• Armour +1: Scaly hide.

• Bite: Str. • Claws: Str.

• Flight: Flying Pace of 20" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Copper Dragon, Very Young

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Repair d10, Notice d10, Stealth d12 Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (2)

Edges: Level Headed Special Abilities

Armour +2: Scaly hide.Bite: Str+d4.

• **Claws:** Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Young Copper Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Repair d12, Notice d12, Stealth d12,

Spellcasting d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (3) Edges: Arcane Background (Magic), Level Headed

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Copper Dragon, Juvenile

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d10, Strength

d12+1, Vigor d12

Skills: Fighting d10, Persuasion d12+1, Repair d12+2,

Notice d12+1, Stealth d12, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 11 (3) Edges: Arcane Background (Magic), Level Headed Powers: Bolt (magic missile), Detect Arcana (sense magic)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Copper Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d10, Persuasion d12+1, Repair d12+3,

Notice d12+1, Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 15 (4) Edges: Arcane Background (Magic), Level Headed Powers: Bolt (magic missile), Deflection (forcefield),

Detect Arcana (sense magic), Invisibility

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Adult Copper Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Persuasion d12+2, Repair d12+4,

Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed Powers: Blind (glitterdust), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Elemental Manipulation (earth), Invisibility

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a

Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Copper Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12+1, Knowledge (History) d12+3, Persuasion d12+3, Repair d12+5, Notice d12+3, Stealth

d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 17 (5) Edges: Arcane Background (Magic), Level Headed Powers: Blind (glitterdust), Bolt (magic missile), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Invisibility, Quickness

Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Copper Dragon, Old

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Persuasion d12+4, Repair d12+6,

Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (6) Edges: Arcane Background (Magic), Level Headed Powers: Blind (glitterdust), Bolt (magic missile), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Light (dancing lights), Invisibility, Quickness, Speak Language, Teleport

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

 Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Copper Dragon, Very Old

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Persuasion d12+4, Repair d12+7,

Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 23 (6) Edges: Arcane Background (Magic), Level Headed Powers: Blind (glitterdust), Bolt (magic missile), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Light (dancing lights), Invisibility, Quickness, Speak Language, Teleport

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -3:** Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Copper Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Knowledge (Geography) d12+5, Knowledge (History) d12+5, Persuasion d12+5, Repair d12+8, Notice d12+5, Stealth d12+1, Spellcasting d12 Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (7) Edges: Arcane Background (Magic), Level Headed Powers: Barrier (stone), Blind (glitterdust), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental

Manipulation (earth), Light (dancing lights), Invisibility, Puppet, Quickness, Speak Language, Teleport

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** -4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Copper Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Persuasion d12+6, Repair d12+9,

Notice d12+6, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Barrier (stone), Blind (glitterdust), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Light (dancing lights), Invisibility, Puppet, Ouickness, Speak Language, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

+5 arribur against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Copper Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3, Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Persuasion d12+7, Repair

d12+10, Lockpicking d12+3, Notice d12+7, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick

Powers: Barrier (stone), Blind (glitterdust), Confusion, Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (earth), Light (dancing lights), Invisibility,

Puppet, Quickness, Speak Language, Teleport **Tactics:** Two Weapons

Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Metallic gold dragon

Wyrmling Gold Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Healing d10, Knowledge (Local) d10, Persuasion d10, Repair d10, Swimming d12+2, Notice d12

Charisma: -; Pace: 12; Parry: 6; Toughness: 7 (2)

Edges: Alertness, Strong Willed

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d4. • Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Fire, sleep and paralysis. • Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Very Young Gold Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Healing d12, Knowledge (Local) d12, Knowledge (Religion) d12, Persuasion d12, Repair d12, Swimming d12+3, Notice d12+1

Charisma: +1; Pace: 12; Parry: 7; Toughness: 10 (3)

Edges: Alertness, Strong Willed

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Young Gold Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Healing d12+1, Persuasion d12+1, Repair d12+1, Swimming d12+4, Notice d12+2,

Spellcasting d10

Charisma: +1; Pace: 12; Parry: 7; Toughness: 15 (3) **Edges:** Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Deflection (forcefield), Detect Arcana

(sense magic)

Tactics: Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis. • Weakness: Cold (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gold Dragon, Juvenile

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Healing d12+2, Persuasion d12+2, Repair d12+2, Swimming d12+5, Notice d12+3,

Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 16 (4) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic)

Tactics: Two Weapons **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• Natural Swimmer: Swimming Pace of 9", and +2 to

resist drowning.

- Change Form: Can assume an alternate form as a normal action.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gold Dragon, Young Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Healing d12+2, Persuasion d12+2, Repair d12+2, Swimming d12+6, Notice d12+4,

Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 20 (4)

Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Healing (cure

wounds)
Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 50" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Adult Gold Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Healing d12+3, Knowledge (Arcana) d12+3, Knowledge (Local) d12+3, Knowledge (Nobility) d12+3, Knowledge (Religion) d12+3, Persuasion d12+3, Repair d12+3, Swimming d12+7, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 22 (5) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Healing

(cure wounds)

Tactics: Two Weapons

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gold Dragon, Mature Adult

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Healing d12+4, Persuasion d12+4, Repair d12+4, Swimming d12+8, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 23 (6) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection

(forcefield), Detect Arcana (sense magic), Dispel, Healing (cure wounds)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Gold Dragon, Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Healing d12+5, Persuasion d12+5, Repair d12+5, Swimming d12+9, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 25 (6) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Healing (cure wounds), Quickness

Tactics: Two Weapons
Special Abilities

• Armour +6: Scalv hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gold Dragon, Very Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Healing d12+5, Persuasion d12+5, Repair d12+5, Swimming d12+10, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Greater Healing, Healing (cure wounds), Quickness, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Gold Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Healing d12+6, Knowledge (Arcana) d12+6, Knowledge (History) d12+6, Knowledge (Local) d12+6, Knowledge (Nobility) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+6, Persuasion d12+6, Repair d12+6, Swimming d12+10, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Strong Willed

Powers: Armor, Banish (plane shift self), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Greater Healing, Healing (cure wounds), Ouickness, Teleport

Tactics: Two Weapons Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gold Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3, Strength d12+7, Vigor d12+3

Skills: Fighting d12+4, Healing d12+7, Persuasion

d12+7, Repair d12+7, Swimming d12+10, Notice d12+8, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 10; Toughness: 27 (8) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Strong Willed

Powers: Armor, Banish (plane shift self), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Greater Healing, Healing (cure wounds), Quickness, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -4: Anyone who sees this creature must make a

Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gold Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3, Strength d12+7, Vigor d12+4

Skills: Fighting d12+4, Healing d12+8, Knowledge (Arcana) d12+8, Knowledge (History) d12+8, Knowledge (Local) d12+8, Knowledge (Nobility) d12+8, Knowledge (Religion) d12+8, Knowledge (Planes) d12+8, Persuasion d12+8, Repair d12+8, Swimming d12+10, Notice d12+9, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 10; Toughness: 36 (9) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Strong Willed

Powers: Armor, Banish (plane shift self), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Greater Healing, Healing (cure wounds), Quickness, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +9: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 60" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Physical Resistance: -5 damage from physical

attacks, except those caused by magical weapons.

• **Size +17:** Increases Toughness by +17.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Metallic silver dragon

Silver Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d10, Healing d10, Knowledge (Local) d10, Persuasion d10, Repair d10, Notice d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (2) Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Change Form:** Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Size -1: Reduces Toughness by -1.

Silver Dragon, Very Young

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d10, Vigor d8

d10, Vigor d8

Skills: Fighting d8, Intimidation d12, Healing d12, Knowledge (Local) d12, Persuasion d12, Repair d12, Notice d12

Charisma: +1; Pace: 8; Parry: 6; Toughness: 8 (2) Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• **Change Form:** Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

Young Silver Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Healing d12+1, Knowledge (Local) d12+1, Persuasion d12+1, Repair d12+1, Notice d12+1, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3)

Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Detect Arcana (sense magic)

Tactics: Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb 0.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage). • Size +2: Increases Toughness by +2.

Silver Dragon, Juvenile

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Healing d12+1, Persuasion d12+1, Repair d12+1, Notice d12+1, Faith

d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (4) **Edges:** Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Detect Arcana (sense magic), Flight (feather fall)

Tactics: Two Weapons Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb 0.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Size +3: Increases Toughness by +3.

Silver Dragon, Young **Adult**

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12+2, Healing d12+2, Persuasion d12+2, Repair d12+2, Notice d12+2, Faith

Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Deflection (forcefield), Detect Arcana (sense magic), Flight (feather fall), Healing (cure wounds)

Tactics: Two Weapons **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb 0.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Silver Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Healing d12+3, Knowledge (Arcana) d12+3, Knowledge (Local) d12+3, Knowledge (Nobility) d12+3, Persuasion d12+3, Repair d12+3, Notice d12+3, Spellcasting d12

Charisma: +4: Pace: 8: Parry: 8: Toughness: 20 (5) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (bite) Powers: Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Healing (cure wounds), Obscure (fog cloud)

Tactics: Two Weapons **Special Abilities**

• Armour +5: Scalv hide.

• Bite: Str+d8. • Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb 0.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Silver Dragon, Mature **Adult**

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+4, Healing d12+4, Persuasion d12+4, Repair d12+4, Notice d12+4, Faith d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark

Weapon (bite)

Powers: Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Healing (cure wounds), Invisibility, Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb 0.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Silver Dragon, Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2, Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Healing d12+4, Persuasion d12+4, Repair d12+4, Notice d12+4, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Banish (plane shift self), Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Healing (cure wounds), Invisibility, Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb −1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 cold damage

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Silver Dragon, Very Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+5, Healing d12+5, Persuasion d12+5, Repair d12+5, Notice d12+5, Faith d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Banish (plane shift self), Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Greater Healing, Healing (cure wounds), Invisibility, Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Silver Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Healing d12+6, Knowledge (Arcana) d12+6, Knowledge (History) d12+6, Knowledge (Local) d12+6, Knowledge (Nobility) d12+6, Knowledge (Planes) d12+6, Persuasion d12+6, Repair d12+6, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Banish, Banish (plane shift self), Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Greater Healing, Healing (cure wounds), Invisibility, Obscure (fog), Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons Special Abilities • Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -1.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Silver Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Healing d12+7, Persuasion d12+7, Repair d12+7, Notice d12+7, Faith d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Banish, Banish (plane shift self), Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Greater Healing, Healing (cure wounds), Invisibility, Obscure (fog), Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb −1.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Silver Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3, Strength d12+6, Vigor d12+3

Skills: Fighting d12+7, Intimidation d12+7, Healing d12+7, Persuasion d12+7, Repair d12+7, Survival d12+7, Notice d12+7, Faith d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 33 (8) Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Banish, Banish (plane shift self), Barrier (wind), Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight (feather fall), Greater Healing, Healing (cure wounds), Invisibility, Obscure (fog), Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -1.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunities: Acid, cold, sleep and paralysis.

• Weakness: Fire (double damage).

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Mist dragon

Young Mist Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Knowledge (Arcana) d12, Knowledge (Nature) d12, Persuasion d12, Repair d12, Swimming d12+3, Notice d12+1, Spellcasting d10

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Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Alertness, Ambidextrous, Arcane Background (Magic)

Powers: Elemental Manipulation (water)

Tactics: Two Weapons
Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage). • Size +2: Increases Toughness by +2.

Adult Mist Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Knowledge (Arcana) d12+3, Knowledge (History) d12+3, Knowledge (Nature) d12+3, Persuasion d12+3, Repair d12+3, Swimming d12+6, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Alertness, Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Barrier (wind), Bolt (magic missile), Burst (burning hands), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Obscure (fog cloud), Stun (daze)

Tactics: Two Weapons **Special Abilities**

• Armour +5: Scaly hide.

• Bite: Str+d8. Claws: Str+d8.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

- Amphibious: Swimming Pace of 18", and cannot drown, but can also breathe air and survive indefinitely on land.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Hardv: A second Shaken result doesn't become a
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ancient Mist Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (History) d12+6, Knowledge (Nature) d12+6, Knowledge (Religion) d12+6, Persuasion d12+6, Repair d12+6, Swimming d12+10, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Level Headed, Quick, Strong Willed

Powers: Armor, Barrier (wind), Blast (ice storm), Bolt (magic missile), Burst (burning hands), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Elemental Manipulation (water), Light (dancing lights), Mind Reading, Mind Reading (speak with dead), Obscure (fog), Obscure (fog cloud), Stun (daze), Teleport

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 fire damage.

• Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 50" and Climb -2.

• Amphibious: Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

- Hardy: A second Shaken result doesn't become a
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep and paralysis.

- Weakness: Cold (double damage).
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Mithral dragon

Adult Mithral Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1, Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Knowledge (Arcana) d12+1, Knowledge (Geography) d12, Persuasion d12+1, Notice d12+3, Spellcasting d12

Charisma: +4; **Pace:** 10; **Parry:** 8; **Toughness:** 17 (5) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed, Quick, Trademark Weapon (bite) Powers: Armor, Blind (glitterdust), Bolt (magic missile), Boost Trait (Strength), Boost Trait (Agility), Detect Arcana (sense magic), Dispel, Obscure (fog cloud), Puppet (living humanoids only), Quickness, Stun (daze)

Special Abilities

- Armour +5: Scaly hide.
- Bite: Str+d8.
- Razor Claws: Str+d8; Bleed.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 24").
- Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb 0.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.
- Immunities: Acid, sonic, sleep and paralysis.
- Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They

must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ancient Mithral Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+3, Knowledge (History) d12+4, Knowledge (Nature) d12+4, Knowledge (Nobility) d12+4, Knowledge (Planes) d12+2, Persuasion d12+5, Repair d12+6, Notice d12+6, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 9; Toughness: 26 (7) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed, Quick, Trademark Weapon (bite) Powers: Armor, Barrier (fire), Bolt (lightning bolt), Blind (glitterdust), Bolt (magic missile), Boost Trait (Strength), Boost Trait (Agility), Detect Arcana (sense magic), Dispel, Invisibility, Obscure (fog cloud), Puppet (living humanoids only), Quickness, Stun (daze), Telekinesis, Teleport (dimension door)

Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Razor Claws: Str+d8; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Acid, sonic, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Primal brine dragon

Brine Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d8, Persuasion

d8, Survival d8, Swimming d12+2, Notice d8

Charisma: -; Pace: 12; Parry: 5; Toughness: 4 (1)

Edges: Level Headed

Special Abilities

Armour +1: Scaly hide.

Bite: Str.Claws: Str.

• Flight: Flying Pace of 20" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

Size -2: Reduces Toughness by -2.
Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Brine Dragon, Very Young

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12+1, Vigor d6

Skills: Fighting d6, Healing d10, Knowledge (Nature) d10, Persuasion d10, Survival d10, Swimming d12+3, Notice d10, Spellcasting d8

Charisma: -; Pace: 12; Parry: 5; Toughness: 6 (2) Edges: Arcane Background (Magic), Level Headed

Powers: Beast Friend Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Bring Dragon, Young

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+2, Vigor d8

Class Finishing

Skills: Fighting d8, Healing d10, Knowledge (Nature) d10, Persuasion d10, Survival d10, Swimming d12+4, Notice d10, Spellcasting d8

Charisma: -; Pace: 12; Parry: 6; Toughness: 8 (2) Edges: Arcane Background (Magic), Level Headed Powers: Beast Friend, Detect Arcana (sense magic)

Special Abilities
• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 30" and Climb 0.

• **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Brine Dragon, Juvenile

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d10, Healing d12, Knowledge (Nature) d12, Persuasion d12, Survival d12, Swimming d12+6, Notice d12, Spellcasting d10

Charisma: -; Pace: 12; Parry: 7; Toughness: 10 (3) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Detect Arcana (sense magic),

Environmental Protection (underwater)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Amphibious: Swimming Pace of 18", and cannot drown, but can also breathe air and survive indefinitely on land

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Immunities: Acid, sleep and paralysis.

Brine Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d10, Healing d12+1, Knowledge (Nature) d12+1, Persuasion d12+1, Survival d12+1, Swimming

d12+7, Notice d12+1, Spellcasting d10

Charisma: -; Pace: 12; Parry: 7; Toughness: 15 (4) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Detect Arcana (sense magic), Disguise (shapechange), Environmental Protection (underwater), Lower Trait (Strength), Invisibility

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brine Dragon, Adult

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d10, Strength

d12+4, Vigor d12

Skills: Fighting d12, Healing d12+1, Persuasion d12+1, Survival d12+1, Swimming d12+8, Notice d12+1,

Spellcasting d12

Charisma: +2; Pace: 12; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Detect Arcana (sense magic), Disguise (shapechange), Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brine Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d10, Strength

d12+4, Vigor d12

Skills: Fighting d12, Healing d12+2, Persuasion d12+2, Survival d12+2, Swimming d12+9, Notice d12+2, Spellcasting d12

Charisma: +2; Pace: 12; Parry: 8; Toughness: 17 (5) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Blast (ice storm), Detect Arcana (sense magic), Disguise (shapechange), Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Slumber

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 21", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brine Dragon, Old

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12,

Strength d12+5, Vigor d12+1

Skills: Fighting d12+1, Healing d12+3, Persuasion d12+3, Survival d12+3, Swimming d12+10, Notice

d12+3, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 21 (5) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Blast (ice storm), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Slumber, Teleport

Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brine Dragon, Very Old

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12, Strangth d12+5, Vigor d12+1

Strength d12+5, Vigor d12+1

Skills: Fighting d12+1, Healing d12+4, Persuasion d12+4, Survival d12+4, Swimming d12+10, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 22 (6) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Blast (ice storm), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Slumber, Teleport

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 22", and cannot

drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brine Dragon, Ancient

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+1, Strangth d12+6, Vigor d12+2

Strength d12+6, Vigor d12+2

Skills: Fighting d12+2, Healing d12+4, Persuasion d12+4, Survival d12+4, Swimming d12+10, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Beast Friend, Blast (ice storm), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Obscure (fog), Slumber, Teleport

Special Abilities

• Armour +7: Scaly hide.

Bite: Str+d8; Str.Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 40" and Climb -1.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brine Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+1, Strength d12+6, Vigor d12+2

Skills: Fighting d12+3, Healing d12+5, Persuasion d12+5, Survival d12+5, Swimming d12+10, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick

Powers: Banish (plane shift self), Beast Friend, Blast (ice storm), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Obscure (fog), Slumber, Teleport

Tactics: Two Weapons
Special Abilities

• **Armour +7:** Scaly hide.

Bite: Str+d8; Str.Claws: Str+d8.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Flight: Flying Pace of 40" and Climb -1.

• Amphibious: Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brine Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+2,

Strength d12+7, Vigor d12+3

Skills: Fighting d12+3, Healing d12+6, Persuasion d12+6, Survival d12+6, Swimming d12+10, Notice

d12+6, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick

Powers: Banish (plane shift self), Beast Friend, Blast (ice storm), Blast (tsunami), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (sleet storm), Environmental Protection (underwater), Flight (feather fall), Lower Trait (Strength), Invisibility, Mind Reading, Obscure (fog), Slumber, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +8: Scaly hide.

Bite: Str+d8; Str; Knockback.Claws: Str+d8; Knockback.

• **Knockback:** Opponent knocked back d10" on a raise, if they hit a solid object they suffer +d6 damage.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep and paralysis.

• Physical Resistance: -5 damage from physical

attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Primal cloud dragon

Cloud Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

√igor d6

Skills: Fighting d6, Intimidation d10, Knowledge (Planes) d8, Persuasion d10, Swimming d8, Notice d10, Stealth d12

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (2)

Edges: Trademark Weapon (claws)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Cloud Dragon, Very Young

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d10, Persuasion d12, Swimming d10, Notice d12, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 8 (2)

Edges: Trademark Weapon (claws)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Natural Swimmer: Swimming Pace of 7", and +2 to

resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 lightning damage.

• Immunities: Electricity, sleep and paralysis.

Cloud Dragon, Young

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Planes) d12, Persuasion d12+2, Swimming d10, Notice d12, Stealth d8, Spellcasting d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Ambidextrous, Arcane Background (Magic), Trademark Weapon (claws)

Powers: Obscure (fog cloud)

Tactics: Two Weapons
Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.
 Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 40" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Cloud Dragon, Juvenile

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12+1, Persuasion d12+3, Swimming d10, Notice d12+1, Stealth d10, Spellcasting d8

Charisma: +2; Pace: 8; Parry: 7; Toughness: 13 (3) Edges: Ambidextrous, Arcane Background (Magic),

Trademark Weapon (claws)

Powers: Light (dancing lights), Obscure (fog cloud),

Puppet (living humanoids only)

Tactics: Two Weapons Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +2: Increases Toughness by +2.

Cloud Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12+1, Persuasion d12+3, Swimming d12,

Notice d12+2, Stealth d8, Spellcasting d8

Charisma: +2; Pace: 8; Parry: 8; Toughness: 18 (4) Edges: Ambidextrous, Arcane Background (Magic),

Trademark Weapon (claws)

Powers: Light (dancing lights), Obscure (fog cloud),

Puppet (living humanoids only)

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Cloud Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d12+1,

Strength d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Planes) d12+2, Persuasion d12+4, Survival d12+3, Swimming d12, Notice d12+3, Stealth d10, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (5) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Deflection (forcefield), Deflection (blur), Detect Arcana (see invisibility), Light (dancing lights), Obscure (fog cloud), Puppet (living humanoids only)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Fear -2:** Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cloud Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d12+1, Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Planes) d12+3, Persuasion d12+5, Survival d12+3, Swimming d12, Notice d12+3, Stealth d10, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Blind (glitterdust), Light (dancing lights), Obscure (fog cloud), Pummel (wind), Puppet (living

humanoids only) **Tactics:** Two Weapons **Special Abilities**

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cloud Dragon, Old

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12+2,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Planes) d12+4, Persuasion d12+6, Survival d12+4, Swimming d12+7, Notice d12+4, Stealth d8, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Blast (ice storm), Blind (glitterdust), Detect Arcana (see invisibility), Light (dancing lights), Obscure (fog cloud), Pummel (wind), Puppet (living humanoids only)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Fear −3: Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning

damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cloud Dragon, Very Old

Rank: Epic

Attributes: Agility d4, Smarts d12, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Planes) d12+4, Persuasion d12+6, Survival d12+5, Swimming d12+8, Notice d12+5, Stealth d10,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Blast (ice storm), Blind (glitterdust), Detect Arcana (see invisibility), Light (dancing lights), Obscure (fog cloud), Pummel (wind), Puppet, Puppet (living humanoids only), Teleport

Tactics: Two Weapons

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Fear −3:** Anyone who sees this creature must make a Fear check at −3.

• Flight: Flying Pace of 50" and Climb -2.

• **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cloud Dragon, Ancient

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+2,

Strength d12+4, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Local) d12+5, Knowledge (Planes) d12+5, Persuasion d12+7, Survival d12+6, Swimming d12+9, Notice d12+6, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Blast (ice storm), Blind (glitterdust), Detect Arcana (see invisibility), Dispel, Flight (wind walk), Light (dancing lights), Obscure (fog cloud), Pummel (wind), Puppet, Puppet (living humanoids only), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 sonic damage.

• Claws: Str+d8.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** -4 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cloud Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Local) d12+6, Knowledge (Planes) d12+6, Persuasion d12+8, Survival d12+6, Swimming d12+10, Notice d12+6, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Blast (ice storm), Blind (glitterdust), Detect Arcana (see invisibility), Dispel, Flight (wind walk), Light (dancing lights), Obscure (fog), Obscure (fog cloud), Pummel (wind), Puppet, Puppet (living humanoids only), Teleport

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8; +2 sonic damage.

• Claws: Str+d8.

- **Fear -3:** Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cloud Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3, Strength d12+5, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Geography) d12+7, Knowledge (Local) d12+7, Knowledge (Planes) d12+7, Persuasion d12+9, Survival d12+7, Swimming d12+10, Notice d12+7, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 32 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Blast (ice storm), Blast (lightning storm), Blind (glitterdust), Detect Arcana (see invisibility), Dispel, Flight (wind walk), Light (dancing lights), Obscure (fog), Obscure (fog cloud), Pummel (wind), Puppet, Puppet (living humanoids only), Teleport

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8; +2 sonic damage.

• Claws: Str+d8.

- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 lightning damage.
- Immunities: Electricity, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +15: Increases Toughness by +15.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Primal crystal dragon

Crystal Dragon, Wyrmling

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d12+1

Charisma: +1; Pace: 12; Parry: 5; Toughness: 4 (1) Special Abilities

- Armour +1: Scaly hide.
- Bite: Str.
- Claws: Str.
- Flight: Flying Pace of 20" and Climb 0.
- Burrow: Can burrow and reappear within 6".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Immunities: Sonic, sleep and paralysis.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Crystal Dragon, Very

Young

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d8, Intimidation d10, Climbing d12+1,

Notice d8, Stealth d12

Charisma: +4; Pace: 12; Parry: 6; Toughness: 7 (2)

Edges: Quick Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

Flight: Flying Pace of 30" and Climb 0.
Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

Immunities: Sonic, sleep and paralysis.
 Size -1: Reduces Toughness by -1.

Young Crystal Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d12, Climbing d12+2,

Notice d10, Stealth d10

Charisma: +4; Pace: 12; Parry: 6; Toughness: 9 (2)

Edges: Quick Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a

• Immunities: Sonic, sleep and paralysis.

Crystal Dragon, Juvenile

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d8, Intimidation d12+1, Climbing d12+3,

Notice d12, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 12; Parry: 6; Toughness: 11 (3) Edges: Arcane Background (Magic), Quick, Trademark

Weapon (bite)

Powers: Blind (glitterdust)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Flight: Flying Pace of 30" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Sonic, sleep and paralysis.

Crystal Dragon, Young Adult

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d12+4, Notice d12, Stealth d10, Spellcasting d8

Charisma: +4; Pace: 12; Parry: 7; Toughness: 13 (3) Edges: Arcane Background (Magic), Quick, Trademark

Weapon (bite)

Powers: Blind (glitterdust)

Special Abilities

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunities: Sonic, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Adult Crystal Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+2, Climbing d12+4, Notice d12+1, Stealth d10, Spellcasting d10 **Charisma:** +4; **Pace:** 12; **Parry:** 7; **Toughness:** 15 (4) **Edges:** Ambidextrous, Arcane Background (Magic), Quick,

Trademark Weapon (bite)

Powers: Blind (glitterdust), Deflection (forcefield), Detect Arcana (sense magic)

Tactics: Two Weapons Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Sonic, sleep and paralysis.

 Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• **Size +3:** Increases Toughness by +3.

Crystal Dragon, Mature **Adult**

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+3, Climbing d12+5, Notice d12+2, Stealth d12, Spellcasting d10 Charisma: +4; Pace: 12; Parry: 8; Toughness: 17 (5) Edges: Ambidextrous, Arcane Background (Magic), Quick, Trademark Weapon (bite)

Powers: Blind (glitterdust), Detect Arcana (sense magic)

Tactics: Two Weapons Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Sonic, sleep and paralysis.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Crystal Dragon, Old

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Climbina d12+6, Notice d12+3, Stealth d10, Spellcasting d12 Charisma: +4; Pace: 12; Parry: 8; Toughness: 21 (5) Edges: Ambidextrous, Arcane Background (Magic), Quick, Trademark Weapon (bite)

Powers: Blind (glitterdust), Detect Arcana (sense magic)

Tactics: Two Weapons **Special Abilities**

• Armour +5: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Tremorsense: Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a

• Immunities: Sonic, sleep and paralysis.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Crystal Dragon, Very Old

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+7, Notice d12+3, Stealth d12, Spellcasting d12 Charisma: +4; Pace: 12; Parry: 8; Toughness: 23 (6) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick, Trademark Weapon (bite)

Powers: Blind (glitterdust), Deflection (displacement), Detect Arcana (sense magic), Flight (feather fall), Invisibility

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Tremorsense: Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Burrow: Can burrow and reappear within 6".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Sonic, sleep and paralysis.

• Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Crystal Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1, Strength d12+4, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+5, Climbing d12+8, Survival d12+4, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 23 (6) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Blind (glitterdust), Burst (prismatic spray), Deflection (displacement), Detect Arcana (sense magic), Fear (phantasmal killer), Flight (feather fall), Invisibility, Teleport (dimension door)

Tactics: Two Weapons **Special Abilities**

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Tremorsense: Can sense and accurately pinpoint

anything within 24" that's in contact with the ground.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- Burrow: Can burrow and reappear within 6".
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Sonic, sleep and paralysis.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Crystal Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+6, Climbing d12+9, Survival d12+5, Notice d12+5, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 24 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Blind (glitterdust), Burst (prismatic spray), Confusion (hypnotic pattern), Deflection (displacement), Detect Arcana (sense magic), Dispel, Elemental Manipulation (earth), Fear (phantasmal killer), Flight (feather fall), Invisibility, Obscure (illusion), Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

- Armour +7: Scaly hide.
- Bite: Str+d8.
- Claws: Str+d8.
- **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.
- Fear −3: Anyone who sees this creature must make a Fear check at −3.
- Flight: Flying Pace of 40" and Climb -1.
- Burrow: Can burrow and reappear within 6".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Sonic, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Crystal Dragon, Great

Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+7, Climbing d12+10, Survival d12+6, Notice d12+6, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick, Trademark Weapon (bite)

Powers: Bolt (lightning bolt), Blind (glitterdust), Burst (prismatic spray), Confusion (hypnotic pattern), Deflection (displacement), Detect Arcana (sense magic), Dispel, Elemental Manipulation (earth), Fear (phantasmal killer), Flight (feather fall), Invisibility, Obscure (illusion), Teleport (dimension door)

Tactics: Two Weapons

Special Abilities

- Armour +8: Scaly hide.
- Bite: Str+d8.
- Claws: Str+d8.
- **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Burrow: Can burrow and reappear within 6".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Sonic, sleep and paralysis.
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Primal magma dragon

Magma Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Climbing d8, Swimming d8, Notice d8,

Stealth d12+1
Charisma: -; Pace: 8; Parry: 6; Toughness: 4 (1)

Edges: Level Headed, Strong Willed

Special Abilities

- Armour +1: Scaly hide.
- Bite: Str. • Claws: Str.
- Flight: Flying Pace of 20" and Climb 0.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Magma Dragon, Very Young

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Climbing d10, Swimming d10, Notice d10, Stealth d12, Spellcasting d8 **Charisma:** –; **Pace:** 8; **Parry:** 6; **Toughness:** 7 (2) **Edges:** Arcane Background (Magic), Level Headed, Strong

Willed

Powers: Burst (burning hands)

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 30" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

Immunities: Fire, sleep and paralysis.
Weakness: Cold (double damage).
Size -1: Reduces Toughness by -1.

Young Magma Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Swimming d12+1, Notice d12, Stealth d12, Spellcasting

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (3) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Burst (burning hands), Detect Arcana (sense magic)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; +2 fire damage.

• Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 30" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Magma Dragon, Juvenile

Rank: Veteran

Attributes: Agility d8, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Swimming d12+1, Notice d12+1, Stealth d12,

Spellcasting d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 11 (3) Edges: Arcane Background (Magic), Level Headed, Strong

Villed

Powers: Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Detect Arcana (sense magic)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; +2 fire damage.

• Claws: Str+d6.

• Flight: Flying Pace of 30" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Magma Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d12+2, Swimming d12+2, Notice d12+1, Stealth d10,

Spellcasting d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Detect Arcana (sense magic)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8; +2 fire damage.

• Claws: Str+d8.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

Hardy: A second Shaken result doesn't become a

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Magma Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Climbing d12+3, Swimming d12+3, Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +2; Pace: 8; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Flight

(feather fall)

Special Abilities

- Armour +4: Scaly hide.
- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Fear –2:** Anyone who sees this creature must make a Fear check at –2.
- Flight: Flying Pace of 40" and Climb -1.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magma Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+2, Climbing d12+4, Swimming d12+4, Notice d12+3, Stealth d12+1, Spellcasting d12

Charisma: +2; Pace: 8; Parry: 8; Toughness: 17 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Strong Willed

Powers: Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- **Fear -2:** Anyone who sees this creature must make a Fear check at -2.
- Flight: Flying Pace of 40" and Climb -1.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magma Dragon, Old

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+5, Survival d12+4, Swimming d12+5, Notice d12+4,

Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (6)

Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Strong Willed

Powers: Barrier (wind), Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall), Obscure (darkness), Teleport

Tactics: Two Weapons

Special Abilities

- Armour +6: Scaly hide.
- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 40" and Climb -1.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Magma Dragon, Very Old

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Climbing d12+6, Survival d12+4, Swimming d12+6, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 23 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed

Powers: Barrier (wind), Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall), Obscure (darkness), Teleport

Tactics: Two Weapons

Special Abilities

- Armour +6: Scaly hide.
- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- **Fear –3:** Anyone who sees this creature must make a Fear check at –3.
- Flight: Flying Pace of 40" and Climb -1.

- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Magma Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+5, Climbing d12+7, Knowledge (Planes) d12+5, Survival d12+5, Swimming d12+7, Notice d12+5, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed

Powers: Barrier (wind), Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Burst (prismatic spray), Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall), Obscure (darkness), Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +7: Scaly hide.

• Bite: Str+d8; +2 fire damage.

• Claws: Str+d8.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Magma Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+5, Climbing

d12+8, Knowledge (Planes) d12+6, Survival d12+6, Swimming d12+8, Notice d12+6, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed

Powers: Barrier (wind), Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Burst (prismatic spray), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall), Obscure (darkness), Teleport

Tactics: Two Weapons

Special Abilities

- Armour +7: Scaly hide.
- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 40" and Climb -1.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Magma Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2, Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+6, Climbing d12+9, Knowledge (Planes) d12+7, Survival d12+7, Swimming d12+9, Notice d12+7, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Strong Willed

Powers: Barrier (wind), Barrier (fire), Blast (fireball), Blind (glitterdust), Bolt (scorching ray), Burst (burning hands), Burst (prismatic spray), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Dispel, Flight (feather fall), Obscure (darkness), Teleport

Tactics: Two Weapons **Special Abilities**

- Armour +8: Scaly hide.
- Bite: Str+d8; +2 fire damage.
- Claws: Str+d8.
- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a

wound.

- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
 Weakness: Cold (double damage).
- **Physical Resistance:** –5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Primal umbral dragon

Umbral Dragon, Wyrmling

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d8, Persuasion d10, Notice d10, Stealth

d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (2)

Edges: Level Headed Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Immunities: Cold, sleep, paralysis and death magic.

• Size -1: Reduces Toughness by -1.

Umbral Dragon, Very Young

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d8, Persuasion d12, Notice d12, Stealth

d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 6; Toughness: 8 (2) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Obscure (darkness)
Tactics: Two Weapons
Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 30" and Climb 0.

• Immunities: Cold, sleep, paralysis and death magic.

Young Umbral Dragon

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d10, Persuasion d12+1, Notice d12+1,

Stealth d10, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 12 (3) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Deflection (forcefield), Detect Arcana (sense

magic), Obscure (darkness) **Tactics:** Two Weapons **Special Abilities**

• Armour +3: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 40" and Climb -1.

• Immunities: Cold, sleep, paralysis and death magic.

• Size +2: Increases Toughness by +2.

Umbral Dragon, Juvenile

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Persuasion d12+1, Repair d12+1,

Notice d12+1, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (4) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Deflection (forcefield), Detect Arcana (sense

magic), Obscure (darkness) **Tactics:** Two Weapons **Special Abilities**

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Immunities: Cold, sleep, paralysis and death magic.

• Size +3: Increases Toughness by +3.

Umbral Dragon, Young Adult

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+3, Vigor d12

Skills: Fighting d12, Persuasion d12+2, Repair d12+2,

Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (4) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Deflection (forcefield), Detect Arcana (sense magic), Invisibility, Obscure (darkness)

Tactics: Two Weapons Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 energy damage.
- Immunities: Cold, sleep, paralysis and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Adult Umbral Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Persuasion d12+3, Repair d12+3,

Survival d12+3, Notice d12+3, Stealth d12+1,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 20 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Invisibility, Obscure (darkness), Shrink

Tactics: Two Weapons Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Cold, sleep, paralysis and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Umbral Dragon, Mature Adult

Rank: Legendary

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Persuasion d12+4, Repair d12+4,

Notice d12+4, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (5) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed

Powers: Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Invisibility, Obscure (darkness), Quickness, Shrink

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Immunities: Cold, sleep, paralysis and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Umbral Dragon, Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Persuasion d12+4, Repair d12+4,

Notice d12+4, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Invisibility, Obscure (darkness), Quickness, Shrink

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Cold, sleep, paralysis and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Umbral Dragon, Very Old

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+2, Persuasion d12+5, Repair d12+5,

Notice d12+5, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Fear (phantasmal killer), Invisibility, Obscure (darkness), Quickness, Shrink

Tactics: Two Weapons

Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Immunities: Cold, sleep, paralysis and death magic.
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- **Size +10**: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient Umbral Dragon

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+3, Persuasion d12+6, Repair d12+6, Survival d12+6, Notice d12+6, Stealth d12+2,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 26 (7) **Edges:** Ambidextrous, Arcane Background (Magic) Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Disquise (shapechange), Dispel, Fear (phantasmal killer), Invisibility, Obscure (darkness), Quickness, Shrink, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +7: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +6 to resist opposed magic, and
- +6 armour against offensive magic.
- Immunities: Sleep, paralysis and death magic.
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Umbral Dragon, Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Persuasion d12+7, Repair d12+7, Survival d12+7, Notice d12+7, Stealth d12+2,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 27 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt

(ray of frost), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Fear (phantasmal killer), Invisibility, Obscure (darkness), Quickness, Shrink, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +8: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Immunities: Cold, sleep, paralysis and death magic.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• **Size +10:** Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Umbral Dragon, Great Wyrm

Rank: Epic

Attributes: Agility d4, Smarts d12+3, Spirit d12+3,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+4, Persuasion d12+7, Repair d12+7, Survival d12+7, Notice d12+7, Stealth d12+1,

Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 33 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed

Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt (ray of frost), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Fear (phantasmal killer), Invisibility, Obscure (darkness), Quickness, Shrink, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +8: Scaly hide.

• Bite: Str+d8; +2 energy damage Drain.

• Claws: Str+d8; +2 energy damage Drain.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 50" and Climb -2.

• Immunities: Cold, sleep, paralysis and death magic.

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• **Size +16**: Increases Toughness by +16.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

River dragon

Wyrmling River Dragon

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d6, Survival d8,

Swimming d12+1, Notice d8, Stealth d12+1

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 (1)

Edges: Level Headed Special Abilities

• Armour +1: Scaly hide.

• Bite: Str.

• Aquatic: Swimming Pace of 13", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunity: Fire.

Weakness: Cold (double damage).
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Very Young River Dragon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Knowledge (Nature) d8, Repair d8, Survival d10, Swimming d12+2, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (2)

Edges: Level Headed Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d4.

• Aquatic: Swimming Pace of 14", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Young River Dragon

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d10, Knowledge (Nature) d10, Repair d10, Survival d10, Swimming d12+1, Notice d10, Stealth d12 **Charisma:** -; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (3)

Edges: Level Headed, Sweep

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6.

• Aquatic: Swimming Pace of 13", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• **Immunities:** Fire, sleep and paralysis.

• Weakness: Cold (double damage).

Juvenile River Dragon

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Nature) d12, Repair d12, Survival d12, Swimming d12+4, Notice d12, Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (3) Edges: Arcane Background (Magic), Level Headed,

Sweep, Improved Sweep

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6.

• **Fear −1:** Anyone who sees this creature must make a Fear check at −1.

• Aquatic: Swimming Pace of 16", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunity: Fire.

• Weakness: Fire (double damage).

Young Adult River Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Nature) d12, Repair d12, Survival d12+1, Swimming d12+5, Notice d12+2, Stealth d10, Spellcasting d6 Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Sweep, Improved Sweep

Powers: Detect Arcana (sense magic), Shrink **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d6.

• Tail: Str+d6.

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Aquatic: Swimming Pace of 17", and cannot drown.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Adult River Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Knowledge (Nature) d12+1, Repair d12+1, Survival d12+2, Swimming d12+3, Notice d12+3, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 8; Toughness: 16 (4) Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Boost Trait (Agility), Detect Arcana (sense magic), Environmental Protection (underwater), Shrink **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d8.

• **Tail:** Str+d8.

- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Aquatic: Swimming Pace of 15", and cannot drown.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mature Adult River Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d12, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Nature) d12+2, Repair d12+2, Survival d12+2, Swimming d12+7, Notice d12+4, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 8; Toughness: 17 (5) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Bolt (magic missile), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Quickness, Shrink

Special Abilities

- Armour +5: Scaly hide.
- Bite: Str+d8.
- Tail: Str+d8.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Aquatic: Swimming Pace of 19", and cannot drown.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Old River Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Nature) d12+3, Persuasion d12+3, Repair d12+3, Survival d12+3, Swimming d12+8, Notice d12+4, Stealth d10, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 23 (6) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Blast (fireball), Bolt (magic missile), Boost Trait (Agility), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Obscure (illusionary terrain), Quickness, Shrink

Special Abilities

- Armour +6: Scalv hide.
- Bite: Str+d8.
- Tail: Str+d8.
- Fear -2: Anyone who sees this creature must make a Fear check at -2.
- Aquatic: Swimming Pace of 20", and cannot drown.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Very Old River Dragon

Rank: Epic

Attributes: Agility d6, Smarts d10, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Nature) d12+3, Persuasion d12+4, Repair d12+3, Survival d12+4, Swimming d12+9, Notice d12+5, Stealth d12, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 23 (6) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Barrier (fire), Blast (fireball), Bolt (magic missile), Boost Trait (Agility), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Intangibility (gaseous form), Obscure (illusionary terrain), Quickness, Shrink

Special Abilities

- Armour +6: Scaly hide.
- Bite: Str+d8. • Tail: Str+d8.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Aquatic: Swimming Pace of 21", and cannot drown.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ancient River Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12+2,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Nature) d12+4, Persuasion d12+4, Repair d12+4, Survival d12+4, Swimming d12+6, Notice d12+4, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 23 (6) Edges: Alertness, Arcane Background (Magic), Level

Headed, Sweep, Improved Sweep

Powers: Barrier (fire), Blast (fireball), Boost Trait (Agility), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Intangibility (gaseous form), Obscure (illusionary terrain), Quickness, Shrink

Special Abilities

- Armour +6: Scaly hide.
- **Bite:** Str+d8.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Aquatic: Swimming Pace of 18", and cannot drown.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunities: Fire, sleep and paralysis.
- Weakness: Cold (double damage).
- Physical Resistance: -4 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Wyrm River Dragon

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12+2, Strength d12+5, Vigor d12+2

Skills: Fighting d12+3, Intimidation d12+5, Knowledge (Nature) d12+5, Persuasion d12+5, Repair d12+5, Survival d12+5, Swimming d12+10, Notice d12+7, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 24 (7) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Barrier (fire), Blast (fireball), Bolt (magic missile), Boost Trait (Agility), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Intangibility (gaseous form), Obscure (illusionary terrain), Quickness, Shrink

Special Abilities

• Armour +7: Scaly hide.

• Bite: Str+d8.

• Tail: Str+d8.

• Fear -3: Anyone who sees this creature must make a

Fear check at -3.

• Aquatic: Swimming Pace of 22", and cannot drown.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Wyrm River Dragon

Attributes: Agility d6, Smarts d12+1, Spirit d12+2,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Nature) d12+6, Persuasion d12+6, Repair d12+6, Survival d12+6, Swimming d12+10, Notice d12+7, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 27 (8) Edges: Alertness, Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Barrier (fire), Blast (fireball), Bolt (magic missile), Boost Trait (Agility), Deflection (forcefield), Deflection (blur), Detect Arcana (sense magic), Dispel, Environmental Protection (underwater), Intangibility (gaseous form), Obscure (illusionary terrain), Quickness, Shrink

Special Abilities

- Armour +8: Scaly hide.
- Bite: Str+d8.
- Tail: Str+d8.
- Fear -3: Anyone who sees this creature must make a Fear check at -3.
- Aquatic: Swimming Pace of 22", and cannot drown.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Physical Resistance: -5 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Skincrawler Dragon

Skincrawler Dragon

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12+2

Skills: Fighting d6, Intimidation d8, Healing d8, Tracking d12, Notice d12

Charisma: -; Pace: 8; Parry: 5; Toughness: 20 (4)

Edges: Ambidextrous, Level Headed

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d10.Claws: Str+d10.

• **Darkvision:** No vision penalties for darkness (range

24").

- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Fear −2:** Anyone who sees this creature must make a Fear check at −2.
- Flight: Flying Pace of 40" and Climb -1.
- Arcane Resistance: +4 to resist opposed magic, and
- +4 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.
- Immunities: Sleep and paralysis.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.
- Endurance: +2 to Soak rolls.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Smoke Dragon

Smoke Dragon

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Knowledge (Nature) d6, Notice d8,

Stealth d10

Charisma: -; Pace: 3; Parry: 5; Toughness: 6 (2)

Edges: Alertness Special Abilities

- Armour +2: Scaly hide.
- Bite: Str+d4.Claws: Str+d4.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 nauseated
- damage.
- Immunities: Sleep and paralysis.
- Size -1: Three feet long; Toughness -1.

Spine Dragon

Spine Dragon

Rank: Legendary

Attributes: Agility d8, Smarts d10, Spirit d12+2,

Strength d12+4, Vigor d12+4

Skills: Fighting d12, Intimidation d12+2, Knowledge

(Nature) d12+2, Knowledge (Engineering) d12+2, Notice d12+3, Stealth d8, Throwing d12, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 25 (5) Gear: Spines (Throwing: range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Marksman

Powers: Telekinesis
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- Flight: Flying Pace of 50" and Climb -2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Sonic, sleep and paralysis.
- Energy Resistances: -4 damage from cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.
- Size +10: Sixty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Tidepool Dragon

Tidepool Dragon

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Knowledge (Nature) d6, Survival d8,

Swimming d12, Notice d8, Spellcasting d4

Charisma: -; Pace: 2; Parry: 5; Toughness: 4 (1) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Light (dancing lights), Stun (daze)

Special Abilities

- Armour +1: Scaly hide.
- Bite: Str.
- Claws: Str; Attach.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- Flight: Flying Pace of 6" and Climb 0.
- Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.
- Immunities: Sleep and paralysis.
- Size -2: Two feet long; Toughness -2.
- **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Dragon Turtle

Dragon Turtle

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12, Persuasion d12, Survival d12, Tracking d12, Swimming d12+5, Notice d12. Stealth d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 19 (4)

Edges: Level Headed, Sweep

Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 17", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.

Immunities: Fire, sleep and paralysis.
Size +7: Fifty feet long; Toughness +7.

• Size +/: Fifty feet long; Toughness +/.
• Large: -2 to attack medium-sized foes

• **Large:** –2 to attack medium–sized foes, they receive +2 to their attacks.

Wrath Dragon (Draco Sanctus Benevolentia)

Wrath Dragon (Draco Sanctus Benevolentia)

Rank: Epic

Attributes: Agility d8, Smarts d10, Spirit d12, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+4, Intimidation d12+7, Healing d12+7, Knowledge (Religion) d12+6, Knowledge (Planes)

d12+6, Persuasion d12+7, Tracking d12+7, Notice

d12+7, Spellcasting d10

Charisma: +4; Pace: 10; Parry: 10; Toughness: 22 (5) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (bite)

Powers: Banish, Banish (plane shift self), Barrier (whirling blades), Boost Trait (bless), Detect Arcana (sense magic), Dispel, Fear, Greater Healing, Growth

(sense magic), Dispei, Fear, Greater Healing, Grov (enlarge person), Summon Ally, Banish (undead)

Tactics: Two Weapons
Special Abilities

• Armour +5: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Good:** Affected by powers and abilities that work on good creatures.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep, poison and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by evil weapons.

• **Size +8:** Thirty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Dragonfly

Giant Dragonfly

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6,

Strength d12+2, Vigor d8 **Skills:** Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1)

Special Abilities
• Armour +1: Skin.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 16" and Climb 3.

Giant Dragonfly, Young

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d4, Stealth d6 Charisma: -; Pace: 2; Parry: 5; Toughness: 6 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

• Size -1: Reduces Toughness by -1.

Dragonkin

Dragonkin

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Survival d12,

Tracking d12, Notice d12, Stealth d10

Charisma: +2; Pace: 8; Parry: 7; Toughness: 14 (3)

Gear: Masterwork glaive (Str+d8; Reach 1") **Edges:** Combat Reflexes, Trademark Weapon (bite)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Flight: Flying Pace of 24" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire, sleep, paralysis and magic. • Size +3: Twenty feet long; Toughness +3.

Dragonleaf Tree

Dragonleaf Tree

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d10, Notice d10, Stealth d12, Throwing

d10

Charisma: +2; Pace: 1; Parry: 7; Toughness: 12 (2) Gear: Leaves (Throwing; range 3/6/12; Str+d6; Bleed) Edges: Level Headed, Marksman, Strong Willed

Edges: Level Headed, Marksman, Strong Willed Special Abilities

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d6; Bleed.
- Low Light Vision: No penalties for dim or dark lighting.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Dragonne

Dragonne

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Tracking d10, Notice d10
Charisma: -; Pace: 8; Parry: 7; Toughness: 11 (2)
Edges: Combat Reflexes, Level Headed, War Cry

Special Abilities
• Armour +2: Scales.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 6" and Climb -1.

• Size +2: Twelve feet long; Toughness +2.

Dragonnel

Dragonnel

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 17 (3)

Edges: Sweep Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 20" and Climb -1.

• Size +6: Twenty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dragonship

Dragonship

Rank: Epic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Swimming d12+1, Notice d4 **Charisma:** –; **Pace:** –; **Parry:** 8; **Toughness:** 23 (5)

Special Abilities

• Armour +5: Natural armour.

Bite: Str+d8.Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Weakness: Fire (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +10: Twenty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Drake

Coral Drake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Nature) d8, Persuasion d8, Survival d8, Swimming

d12+2, Notice d12, Stealth d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 10 (2) Edges: Combat Reflexes, Dodge, Level Headed

Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

12).

• Aquatic: Swimming Pace of 14", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 damage.

Immunities: Sleep, poison and paralysis.
 Energy Resistance: -2 damage from cold.

• Poison: Inflict poison if foe is Shaken or wounded.

Desert Drake

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Survival d10,

Tracking d10, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3) Edges: Level Headed, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; +2 electricity damage.

• Tail Slap: Str+d6; Push.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 0.

• Burrow: Can burrow and reappear within 4".

• Immunities: Sleep and paralysis.

• Energy Resistance: -4 damage from electricity.

• Size +3: Fifteen feet long; Toughness +3.

Fire Drake

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d8, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• Flight: Flying Pace of 12" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size -1: Four feet long; Toughness -1.

Flame Drake

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d8, Survival d10,

Tracking d10, Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Edges: Level Headed
Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6; +2 fire damage.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 0.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Size +2: Twelve feet long; Toughness +2.

Forest Drake

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Intimidation d8, Tracking d10,

Swimming d12+1, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Edges: Level Headed Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Adaptation: Gain any one Edge as a free action, ignoring requirements (except other Edges). The Edge lasts until the beginning of the creature's next turn.
- Flight: Flying Pace of 12" and Climb 0.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Immunities: Acid, sleep and paralysis.
 Size +2: Ten feet long; Toughness +2.

Frost Drake

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d12+1,

Tracking d10, Notice d10, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 14 (3)

Edges: Level Headed Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; +2 cold damage.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 0.

• Burrow: Can burrow and reappear within 4".

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Size +3: Increases Toughness by +3.

Ice Drake

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d6, Spellcasting d4
Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (2)
Edges: Arcane Background (Magic), Trademark Weapon

(bite)

Powers: Fear, Slumber Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d4. • Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 10" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d4 cold damage.

• Immunities: Cold, sleep and paralysis.

• Weakness: Fire (double damage).

• Size -1: Six feet long; Toughness -1.

Rift Drake

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Climbing d12, Survival d10, Tracking d12, Notice d12, Stealth d10 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 15 (3) **Edges:** Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d8; Bleed.

• Tail Slap: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Sleep and paralysis.

• Energy Resistance: -6 damage from acid.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +4: Fourteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

River Drake

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Survival d8, Tracking

d8, Swimming d10, Notice d8, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 7 (1)

Edges: Level Headed Special Abilities

• Armour +1: Scaly hide.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 0.

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Sleep and paralysis.

• Energy Resistance: -4 damage from acid.

Salt Drake

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d10, Notice d12+2, Stealth d10 Charisma: -; Pace: 8; Parry: 7; Toughness: 11 (2) Edges: Ambidextrous, Sweep, Improved Sweep

Tactics: Two Weapons Special Abilities

• Armour +2: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 30" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 damage damage.

• Immunities: Sleep and paralysis.

• Size +2: Thirty feet long; Toughness +2.

Sea Drake

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Tracking d10,

Swimming d12+3, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (2)

Edges: Level Headed, Quick

Special Abilities

• Armour +2: Scaly hide.

• Bite: Str+d6; +2 electricity damage.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 0.

• **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Fourteen feet long; Toughness +3.

Splinter Drake

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d12+2

Skills: Fighting d10, Notice d12+2, Stealth d12+1, Throwing d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Dark brown bark.

Bite: Str+d10.Claws: Str+d10.

Thorn Volley: Throwing; range 12/24/48; Str+d6.
Low Light Vision: No penalties for dim or dark lighting.

Low Light Vision: No penalties for dim or dark lightin
 Woodland Stride: Forests and woodland terrain are

never treated as difficult ground.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 piercing damage.

• Energy Resistance: -2 damage from fire.

• Poison: Inflict poison if foe is Shaken or wounded.

• Size +4: Twelve feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Star Drake

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2,

Strength d12+2, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+4, Healing d12, Knowledge (Arcana) d12+4, Knowledge (History) d10, Knowledge (Nature) d10, Knowledge (Religion) d10, Knowledge (Planes) d12+4, Persuasion d12+5, Repair d12+4, Survival d12, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 12 (1) Edges: Arcane Background (Magic), Level Headed, Ouick

Powers: Banish (plane shift self)

Special Abilities

• Armour +1: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 40" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire, cold, sleep and paralysis.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Draug

Draug

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Climbing d8, Survival d6, Swimming d12+1, Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Cutlass (Str+d8)

Edges: Alertness, Trademark Weapon (cutlass)

Special Abilities

• Armour +2: Rotting flesh.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistance: -2 damage from fire.

Draugr

Draugr

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Swimming d10, Notice

d6, Stealth d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (1) Gear: Leather armour (+1), greataxe (Str+d10; Parry -1; Nausea)

Special Abilities

• Slam: Str+d6; Nausea.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistance: -2 damage from fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- Nausea: Make a Vigor roll or suffer a level of Fatigue.
- Nausea: Make a Vigor roll or suffer a level of Fatigue.
- Endurance: +2 to Soak rolls.

* Draugr Captain

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d8, Climbing d10,

Swimming d12+1, Notice d8, Stealth d8

Charisma: +2; Pace: 6; Parry: 5; Toughness: 10 (1)
Gear: Leather armour (+1), greataxe (Str+d10; Parry -1;

Nausea)

Special Abilities

• Slam: Str+d6; Nausea.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- Nausea: Make a Vigor roll or suffer a level of Fatigue.
- Nausea: Make a Vigor roll or suffer a level of Fatigue.
- Endurance: +2 to Soak rolls.

Dread skeleton

Scarwall Guard

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Tracking d10, Notice

d10, Shooting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 15 (2) Gear: Masterwork greataxe (Str+d10; Parry -1), masterwork light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Level Headed Special Abilities

• Armour +2: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fear -1: Anyone who sees this creature must make a Fear check at -1.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by bludgeoning weapons.
- Size +3: Increases Toughness by +3.

Dream Eater

Dream Eater

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d10, Knowledge (Planes) d12, Persuasion d12, Repair d10, Notice d10, Stealth d12, Spellcasting

d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 9 (2)

Gear: Masterwork rapier (Str+d4; Parry +1)

Edges: Arcane Background (Magic)

Powers: Puppet Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

L2").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 4" and Climb -1.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

creatures.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Poison.

• Energy Resistances: -2 damage from cold, electricity

and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Dream Serpent

Dream Serpent

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d6

Skills: Fighting d8, Climbing d12, Tracking d12,

Swimming d12, Notice d12, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (1)

Special Abilities

• Armour +1: Smooth scales.

• Bite: Str+d6; Poison.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Sleep Gaze: All creatures within 12" must make a Spirit roll to resist.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.
- Size +3: Increases Toughness by +3.

Dream Spectre (Nightmare Creature)

Dream Spectre(Nightmare Creature)

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d8, Persuasion d8, Survival d10, Notice d12+2, Stealth d12+1

Charisma: +2; Pace: -; Parry: 6; Toughness: 8 Edges: Alertness, Combat Reflexes, Dodge, Level Headed, Quick, Trademark Weapon (incorporeal touch) Special Abilities

- **Incorporeal Touch:** Str+d6; Charisma Damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 3.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Drekavac

Drekavac

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d8, Stealth

d10, Spellcasting d6

Charisma: +2; Pace: 4; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Magic), Strong Willed

Powers: Intangibility (gaseous form)

Special Abilities

- Armour +1: Natural armour.
- Chilling Grasp Touch: Str+d4; +2 cold damage; Disease.
- Shadow Touch: Str+d4; Disease.
- **Darkvision:** No vision penalties for darkness (range 12")
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- Fear: Anyone who sees this creature must make a Fear check.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.
- **Disease:** Make a Vigor roll or become afflicted.
- Size -1: Reduces Toughness by -1.

Drelb

Drelb

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge (Planes)

d10, Survival d10, Notice d10, Stealth d10
Charisma: -; Pace: 4; Parry: 5; Toughness: 6

Edges: Level Headed Special Abilities

• Incorporeal Touch: Str+d6; Nether Chill.

• **Darkvision:** No vision penalties for darkness (range 12")

- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Adaptation: Gain any one Edge as a free action, ignoring requirements (except other Edges). The Edge lasts until the beginning of the creature's next turn.
- Flight: Flying Pace of 4" and Climb 2.
- Hardy: A second Shaken result doesn't become a wound.
- **Nether Chill:** Make a Vigor roll or suffer a level of Fatigue.

Drow

Common Drow

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d4, Stealth d4, Shooting d4,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 6 (1) Gear: Leather armour (+1), rapier (Str+d4; Parry +1), medium shield (+1 Parry), hand crossbow (Shooting; range 15/30/60; 2d6; AP 2; Poison)

Edges: Arcane Background (Magic)

Powers: Light (dancing lights), Obscure (darkness)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 24").
- **Humanoid:** Affected by spells that only work on humanoids.
- Arcane Resistance: +1 to resist opposed magic, and +1 armour against offensive magic.
- Immunity: Sleep.
- **Poison:** Hand crossbow inflicts poison if foe is Shaken or wounded.

Drider

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d8, Vigor d12

Skills: Fighting d8, Intimidation d12, Climbing d12+2, Knowledge (Arcana) d12, Repair d12, Notice d12, Stealth

d12, Shooting d6, Spellcasting d8

Charisma: +1; Pace: 6; Parry: 6; Toughness: 12 (2) Gear: Masterwork heavy mace (Str+d6; AP 2), masterwork composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge

Powers: Armor, Bolt (lightning bolt), Bolt (magic missile), Bolt (ray of frost), Detect Arcana (sense magic), Dispel, Flight (levitate), Light (dancing lights), Lower Trait (Strength), Invisibility, Obscure (darkness), Puppet, Stun (daze)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Poison.

- **Darkvision:** No vision penalties for darkness (range 24").
- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Immunity: Sleep.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Increases Toughness by +2.

Drow Noble

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Religion) d6, Repair d6,

Notice d6, Shooting d4, Faith d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 7 (2) Gear: Breastplate (+2), masterwork rapier (Str+d4; Parry +1), medium shield (+1 Parry), hand crossbow (Shooting; range 15/30/60; 2d6; AP 2; Poison)

Edges: Arcane Background (Miracles), Holy Warrior **Powers:** Boost Trait (bless), Detect Arcana (sense magic), Dispel, Fear, Flight (levitate), Healing (cure wounds), Light (dancing lights), Obscure (darkness), Puppet

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 24").
- **Humanoid:** Affected by spells that only work on humanoids.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- Immunity: Sleep.
- **Poison:** Hand crossbow inflicts poison if foe is Shaken or wounded.

Drowned Maiden

Drowned Maiden

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Knowledge (History) d4, Swimming d10, Notice d12, Stealth d12+1,

Spellcasting d6

Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2)

Gear: Hair (Str+d8; Constrict)

Edges: Arcane Background (Magic), Frenzy, Level Headed, Strong Willed, Trademark Weapon (hair)

Powers: Disguise (illusion)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by slashing on a successful attack weapons.

Dryad

Dryad

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d8, Knowledge (Nature) d10, Repair d10, Survival d8, Notice d10, Stealth d12,

Shooting d4, Faith d8

Charisma: +4; Pace: 6; Parry: 5; Toughness: 6 (1)

Gear: Dagger (Str+d4), masterwork longbow (Shooting;

range 15/30/60; 2d6)

Edges: Arcane Background (Miracles), Beast Master **Powers:** Entangle, Puppet, Puppet (living humanoids only), Slumber

Special Abilities

• Armour +1: Flesh.

• Low Light Vision: No penalties for dim or dark lighting.

• Hardy: A second Shaken result doesn't become a wound.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Dullahan

Dullahan

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d12+1, Repair d12,

Riding d8, Notice d12, Stealth d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 9
Gear: Keen longsword (Str+d8; +2 cold damage)
Edges: Strong Willed, Trained Rider, Trademark Weapon

(longsword)

Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects,

aging, bleeding and death magic.

Duppy

Duppy

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d12, Notice d12, Stealth

d12+1

Charisma: +4; Pace: -; Parry: 5; Toughness: 7

Edges: Level Headed, Quick

Special Abilities

• **Incorporeal Touch:** Str+d6; +2 necromantic damage; Draining.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Weaknesses:** Resurrection vulnerability and powerless in sunlight.

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

Dust Digger

Dust Digger

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Notice d6, Stealth d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 12 (2)

Edges: Ambidextrous, Level Headed

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Burrow: Can burrow and reappear within 4".

• **Size +2:** Increases Toughness by +2.

Dwarf

Duergar

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Intimidation d4, Notice d6, Stealth d4,

Shooting d4, Spellcasting d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 8 (2) Gear: Chainmail (+2), warhammer (Str+d6; AP 2), medium shield (+1 Parry), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Magic), Trademark Weapon

(warhammer)

Powers: Growth (enlarge person), Invisibility

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 24").

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunities: Poison and paralysis.

• Weakness: Light sensitive.

Dweomercat

Dweomercat

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d10,

Strength d8, Vigor d10

Skills: Fighting d12, Climbing d6, Knowledge (Arcana)

d10, Tracking d12, Notice d12, Stealth d12+1,

Spellcasting d6

Charisma: +1; Pace: 8; Parry: 8; Toughness: 9 (2) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Level Headed

Powers: Detect Arcana (sense magic), Dispel, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

Dweomercat Cub

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d6, Climbing d4, Tracking d6, Notice d6,

Stealth d6, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 3 Edges: Arcane Background (Magic), Dodge, Frenzy Powers: Detect Arcana (sense magic), Teleport (dimension door)

Special Abilities

• Claws: Str. • Bite: Str.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dybbuk

Dybbuk

Rank: Legendary

Attributes: Agility d12+4, Smarts d8, Spirit d12,

Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d12+4, Persuasion d12+3, Notice d12+4, Stealth d12+5, Spellcasting d8 **Charisma:** +4; **Pace:** -; **Parry:** 7; **Toughness:** 7 **Edges:** Alertness, Arcane Background (Magic), Combat

Reflexes, Level Headed, Strong Willed

Powers: Mind Reading, Puppet, Speak Language,

Telekinesis

Special Abilities

• Pain Touch Touch: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

D'Ziriak

D'Ziriak

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

∕igor d6

Skills: Fighting d8, Climbing d8, Knowledge (Arcana) d8, Knowledge (Planes) d8, Survival d8, Notice d8, Stealth

d8, Spellcasting d6

Charisma: +1; Pace: 6; Parry: 6; Toughness: 6 (1) Edges: Arcane Background (Magic), Combat Reflexes,

Frenzy, Trademark Weapon (claw) **Powers:** Banish (plane shift self)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Eblis

Eblis

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d4, Persuasion d4, Notice

d6, Stealth d8, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Gear: Beak (Str+d6)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Quick

Powers: Confusion (hypnotic pattern), Deflection (blur),

Disguise (illusion), Obscure (fog cloud)

Special Abilities

• Armour +1: Feathers.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 6" and Climb 0.

• Energy Resistance: -1 damage from fire.

Ebon Spider

Ebon Spider

Rank: Legendary

Attributes: Agility d12+2, Smarts d8, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d12+1, Climbing d12+6, Notice d12+1,

Stealth d12+2

Charisma: -; Pace: 8; Parry: 8; Toughness: 13 (3)

Edges: Dodge, Improved Dodge, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +3: Increases Toughness by +3.

Ecorche

Ecorche

Rank: Epic

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d12+3, Stealth d12+3 Charisma: +4; Pace: 6; Parry: 8; Toughness: 19 (4) Edges: Combat Reflexes, Frenzy, Level Headed, Strong

Willed, Trademark Weapon (claw)

Special Abilities

• Armour +4: Skin.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Acid, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.

• Size +4: 8½ feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ecstasy Feeder

Ecstasy Feeder

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: +2; Pace: 6; Parry: 5; Toughness: 7 (1)

Gear: Leather armour (+1)

Edges: Frenzy **Special Abilities**

• Claws: Str+d6; Ecstasy Toxin; Grab.

• Darkvision: No vision penalties for darkness (range 12").

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Endurance: +2 to Soak rolls.

Ectoplasm (Ghost Ooze)

Ectoplasm (Ghost Ooze)

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d6, Vigor d12+1

Skills: Fighting d6

Charisma: -; Pace: -; Parry: 5; Toughness: 10

Special Abilities

• Incorporeal Touch: Victims must make a Strength roll

or suffer a level of Fatique.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 6" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Ectoplasmic Human

Ectoplasmic Human

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour. • Slam: Str+d6; Horrifying Ooze.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by slashing weapons.

Eel

Electric Eel

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d12

Skills: Fighting d6, Swimming d8, Notice d6, Stealth d10

Charisma: -; Pace: 1; Parry: 5; Toughness: 8 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Tough flesh.

• Bite: Str+d4.

• Tail: Str+d4; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Energy Resistance: -2 damage from electricity.

• Size -1: Six feet long; Toughness -1.

Dire Electric Eel

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Swimming d8, Notice d6

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Edges: Level Headed Special Abilities • Armour +1: Scales.

• Bite: Str+d6.

• Tail: Str+d6; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Aquatic: Swimming Pace of 8", and cannot drown.

• Immunity: Electricity.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Gulper Eel

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Tracking d10, Swimming d12, Notice

Charisma: -; Pace: -; Parry: 6; Toughness: 9 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Tough flesh.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Giant Moray Eel

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Tracking d8, Swimming d12, Notice

d8, Stealth d8

Charisma: -; Pace: -; Parry: 6; Toughness: 12 (2) Edges: Improved Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 12", and cannot drown.
- Size +3: Increases Toughness by +3.

Eel Hound

Eel Hound

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d8, Swimming d10, Notice d6, Stealth d8 **Charisma:** +1; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Slime-covered flesh.

• **Bite:** Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Physical Resistance: -1 damage from physical attacks, except those caused by cold iron weapons.

Eidolon

Unfettered Eidolon

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d12, Climbing d10, Knowledge (Planes)

d6, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 9 (3) Edges: Ambidextrous, Combat Reflexes, Dodge, Strong

Willed

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d6; +2 electricity damage.

• Horns: Str+d6; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 8" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

Small Unfettered Eidolon

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d12, Climbing d8, Knowledge (Planes) d6,

Notice d10, Stealth d12+1

Charisma: -; Pace: 4; Parry: 8; Toughness: 7 (3) Edges: Ambidextrous, Combat Reflexes, Dodge, Strong

Willed

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

Bite: Str+d4; +2 electricity damage.
Horns: Str+d4; +2 electricity damage.

Horns: Str+d4; +2 electricity damage.
 Darkvision: No vision penalties for darkness (range)

12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 8" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Ei'risai

Ei'Risai, Ancestor

Rank: Heroic

Attributes: Agility d12, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Climbing d12+3, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+2, Notice d12+2, Stealth d12+1, Spellcasting d12 **Charisma:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 14 (3) **Gear:** Secondary attacks (Str+d8; Pandemoniac

Corruption)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Strong Willed

Powers: Blast (fireball), Burst (prismatic spray), Detect

Arcana (sense magic), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Pandemoniac Corruption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by lawful weapons.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Ei'Risai, Greater

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12+1, Knowledge (Planes)

d10, Notice d10, Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3) Gear: Secondary attacks (Str+d8; Pandemoniac

Corruption)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Strong Willed

Powers: Blast (fireball), Burst (prismatic spray), Detect

Arcana (sense magic), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Pandemoniac Corruption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatique.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatique.

• Size +3: Increases Toughness by +3.

Ei'Risai, Lesser

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d4, Strength

d12+1, Vigor d10

Skills: Fighting d10, Climbing d12, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Gear: Secondary attacks (Str+d8; Pandemoniac

Corruption)

Edges: Ambidextrous, Combat Reflexes, Strong Willed

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Pandemoniac Corruption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Size +2: Increases Toughness by +2.

Ei'Risai, Master

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Climbing d12+1, Knowledge

(Arcana) d10, Knowledge (Planes) d12, Repair d12, Notice

d12, Stealth d10, Spellcasting d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3) Gear: Secondary attacks (Str+d8; Pandemoniac

Corruption)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Strong Willed

Powers: Blast (fireball), Burst (prismatic spray), Detect

Arcana (sense magic), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d6; Pandemoniac Corruption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatigue.

• Size +3: Increases Toughness by +3.

Ei'Risai, Medial

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12, Notice d6, Stealth d8,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 13 (2)

Gear: Secondary attacks (Str+d8; Pandemoniac Corruption)

Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Strong Willed

Powers: Blast (fireball), Slow, Teleport (dimension door)

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Pandemoniac Corruption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatique.

• Pandemoniac Corruption: Make a Vigor roll or suffer a level of Fatique.

• Size +3: Increases Toughness by +3.

Elder Thing

Elder Thing

Rank: Seasoned

Attributes: Agility d8, Smarts d12+1, Spirit d10,

Strength d8, Vigor d12

Skills: Fighting d6, Healing d10, Knowledge (Arcana) d12, Repair d12, Survival d10, Lockpicking d8, Swimming d12+1, Notice d10

Charisma: +2; Pace: 6; Parry: 5; Toughness: 10 (2) Edges: Combat Reflexes, Frenzy, Improved Frenzy

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 4" and Climb -2.

• Amphibious: Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• **Hardy:** A second Shaken result doesn't become a wound.

Immunities: Cold and Gang Up bonuses.
Energy Resistance: -2 damage from fire.

Elemental construct

Air Elemental Construct

Rank: Epic

Attributes: Agility d12+5, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+1 **Skills:** Fighting d12+4, Notice d4

Charisma: -; Pace: -; Parry: 10; Toughness: 18 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 wind blast damage.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +7: Nine feet tall; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Earth Elemental Construct

Rank: Epic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+6, Vigor d12+4

Skills: Fighting d12+4, Notice d4

Charisma: -; Pace: 6; Parry: 10; Toughness: 22 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +8: Ten feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Fire Elemental Construct

Rank: Epic

Attributes: Agility d12+4, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+1 **Skills:** Fighting d12+4, Notice d4

Charisma: -; Pace: 12; Parry: 10; Toughness: 18 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Burn.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunities: Fire and magic.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +7: Nine feet tall; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Water Elemental

Construct

Rank: Epic

Attributes: Agility d12+2, Smarts d4 (M), Spirit d6,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+4, Swimming d12+1, Notice d4,

Innate Powers d6

Charisma: -; Pace: 6; Parry: 10; Toughness: 20 (3) Edges: Arcane Background (Super Powers), Frenzy

Powers: Dispel (fire effects)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 15", and +2 to resist drowning.
- Immunity: Magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.
- Size +8: Nine feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Elemental dragon

Elemental Air Dragon

Rank: Epic

Attributes: Agility d12+3, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12+3, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Nature) d12+4, Knowledge (Planes) d12+4, Survival d12+4, Notice d12+4,

Spellcasting d6

Charisma: -; Pace: 4; Parry: 9; Toughness: 19 (4) Edges: Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Obscure (fog)
Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 24" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both magical and silver.

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elemental Earth Dragon

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d12+1

Skills: Fighting d12+3, Intimidation d12+4, Knowledge (Nature) d12+4, Knowledge (Planes) d12+4, Survival d12+4, Notice d12+4

Charisma: -; Pace: 4; Parry: 9; Toughness: 20 (4) Edges: Ambidextrous, Sweep, Improved Sweep,

Trademark Weapon (bite) **Tactics:** Two Weapons **Special Abilities**

• Armour +4: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb -1.

• Burrow: Can burrow and reappear within 4".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and cold iron

• Size +8: Thirty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Elemental Fire Dragon

Rank: Epic

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12+3, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Nature) d12+4, Knowledge (Planes) d12+4, Survival d12+4, Notice d12+4

Charisma: -; Pace: 8; Parry: 9; Toughness: 19 (4) Edges: Ambidextrous, Sweep, Improved Sweep,

Trademark Weapon (bite)
Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Burn.

• Claws: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb -1.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Physical Resistance: –3 damage from physical attacks, except from those that are both legendary and silver.

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elemental Water Dragon

Rank: Epic

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d12+3, Intimidation d12+4, Knowledge (Nature) d12+4, Knowledge (Planes) d12+4, Survival d12+4, Swimming d12+2, Notice d12+4, Spellcasting d6

Charisma: -; Pace: 8; Parry: 9; Toughness: 20 (4) Edges: Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Trademark Weapon (bite)

Powers: Dispel (fire effects)
Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8.Claws: Str+d8.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb -1.

• **Natural Swimmer:** Swimming Pace of 12", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Air elemental

Small Air Elemental

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Planes) d4, Notice d6,

Stealth d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size -1: Four feet long; Toughness -1.

Medium Air Elemental

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d4, Notice d8,

Stealth d10

Charisma: -; Pace: -; Parry: 6; Toughness: 7 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• **Slam:** Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

Large Air Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength d12, Vigor d10

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Skills: Fighting d10, Knowledge (Planes) d6, Notice d10,

Stealth d10

Charisma: -; Pace: -; Parry: 7; Toughness: 10 (1)

Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size +2: Sixteen feet long; Toughness +2.

Huge Air Elemental

Rank: Veteran

Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d8, Notice d10,

Stealth d8

Charisma: -; Pace: -; Parry: 8; Toughness: 15 (1) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size +6: Thirty-two feet long; Toughness +6.

• **Large:** –2 to attack medium–sized foes, they receive +2 to their attacks.

Greater Air Elemental

Rank: Heroic

Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d10, Notice d12,

Stealth d12

Charisma: -; Pace: -; Parry: 8; Toughness: 16 (2) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• **Size +6:** Thirty-six feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Air Elemental

Rank: Legendary

Attributes: Agility d12+5, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12+1, Knowledge (Planes) d12+1,

Notice d12+1, Stealth d12+2

Charisma: -; Pace: -; Parry: 8; Toughness: 17 (2) Edges: Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Sweep, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size +7: Forty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Earth elemental

Small Earth Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d4, Climbing d8, Knowledge (Planes) d4, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2) Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• **Size -1:** Four feet long; Toughness -1.

Medium Earth Elemental

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d10, Knowledge (Planes) d4,

Notice d8, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Sweep Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

Large Earth Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Climbing d12, Knowledge (Planes) d6,

Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3)

Edges: Frenzy, Sweep Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• **Size +3:** Sixteen feet long; Toughness +3.

Huge Earth Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d10, Climbing d12+1, Knowledge (Planes)

d8, Notice d10, Stealth d6
Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3)

Edges: Frenzy, Sweep Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Size +7: Thirty-two feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Earth Elemental

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Climbing d12+3, Knowledge (Planes)

d10, Notice d12, Stealth d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 19 (3)

Edges: Frenzy, Sweep **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

Burrow: Can burrow and reappear within 4".
Size +8: Thirty-six feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Elder Earth Elemental

Rank: Legendary

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+5, Vigor d12+1

Skills: Fighting d12, Climbing d12+5, Knowledge (Planes)

d12+1, Notice d12+1, Stealth d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 20 (4)

Edges: Frenzy, Sweep Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Size +8: Forty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Fire elemental

Small Fire Elemental

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d6, Climbing d6,

Knowledge (Planes) d4, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 5 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4; Burn.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size -1:** Four feet long; Toughness -1.

Medium Fire Elemental

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Climbing d6,

Knowledge (Planes) d4, Notice d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (1)

Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

Large Fire Elemental

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d10, Intimidation d8, Climbing d8,

Knowledge (Planes) d6, Notice d10

Charisma: -; Pace: 10; Parry: 7; Toughness: 9 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +2: Sixteen feet long; Toughness +2.

Huge Fire Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d12, Intimidation d8, Climbing d10,

Knowledge (Planes) d8, Notice d10

Charisma: -; Pace: 12; Parry: 8; Toughness: 14 (2) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +5:** Thirty-two feet long; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Fire Elemental

Rank: Heroic

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12, Climbing d12+1,

Knowledge (Planes) d10, Notice d12

Charisma: -; Pace: 12; Parry: 8; Toughness: 16 (2) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +6:** Thirty-six feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Fire Elemental

Rank: Legendary

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12+1, Intimidation d12+1, Climbing d12+4, Knowledge (Planes) d12+1, Notice d12+1

Charisma: -; Pace: 12; Parry: 8; Toughness: 17 (2) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +7:** Forty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Water elemental

Small Water Elemental

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Knowledge (Planes) d4, Swimming d12, Notice d6, Stealth d8, Innate Powers d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (2)

Edges: Arcane Background (Super Powers)

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers,

poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 12", and +2 to resist drowning.

• **Size -1:** Four feet long; Toughness -1.

Medium Water Elemental

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d4, Swimming

d12, Notice d6, Stealth d6, Innate Powers d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2) Edges: Arcane Background (Super Powers), Sweep

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 12", and +2 to resist drowning.

Large Water Elemental

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Knowledge (Planes) d6, Swimming d12+3, Notice d8, Stealth d6, Innate Powers d6 **Charisma:** –; **Pace:** 4; **Parry:** 6; **Toughness:** 11 (2)

Edges: Arcane Background (Super Powers), Dodge,

Frenzy, Sweep, Improved Sweep **Powers:** Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 12", and +2 to resist drowning.

• Size +2: Sixteen feet long; Toughness +2.

Huge Water Elemental

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d8, Swimming d12+3, Notice d10, Stealth d4, Innate Powers d6
Charisma: -; Pace: 4; Parry: 8; Toughness: 16 (2)
Edges: Arcane Background (Super Powers), Dodge,

Frenzy, Sweep, Improved Sweep **Powers:** Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Natural Swimmer: Swimming Pace of 12", and +2 to resist drowning.
- Size +6: Thirty-two feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Water Elemental

Rank: Heroic

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d10, Swimming d12+4, Notice d12, Stealth d10, Innate Powers d6

Charisma: -; Pace: 4; Parry: 8; Toughness: 17 (2) Edges: Arcane Background (Super Powers), Dodge,

Frenzy, Quick, Sweep, Improved Sweep

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 12", and +2 to resist drowning.

• **Size +7:** Thirty-six feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Water Elemental

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12

Skills: Fighting d12+1, Knowledge (Planes) d12+1, Swimming d12+7, Notice d12+1, Stealth d12+1, Innate Powers d6

Charisma: -; Pace: 4; Parry: 8; Toughness: 18 (2) Edges: Arcane Background (Super Powers), Dodge, Frenzy, Quick, Sweep, Improved Sweep

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 12", and +2 to resist drowning.

• Size +8: Forty feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Cold iron elemental

Small Cold Iron Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10. Vigor d6

Skills: Fighting d4, Climbing d8, Knowledge (Planes) d4, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2) **Special Abilities**

• Armour +2: Natural armour.

• **Slam:** Str+d4.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Size -1: Four feet long; Toughness -1.

Medium Cold Iron Elemental

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d10, Knowledge (Planes) d4,

Notice d8, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Sweep **Special Abilities**

• Armour +2: Natural armour.

• Slam: Str+d6.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

Large Cold Iron Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Climbing d12, Knowledge (Planes) d6,

Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3)

Edges: Frenzy, Sweep **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Size +3: Sixteen feet long; Toughness +3.

Huge Cold Iron Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Climbing d12+1, Knowledge (Planes)

d8, Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3)

Edges: Frenzy, Sweep **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d8.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Size +7: Thirty-two feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Cold Iron Elemental

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Climbing d12+3, Knowledge (Planes)

d10, Notice d12, Stealth d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 19 (3)

Edges: Frenzy, Sweep **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4". • Size +8: Thirty-six feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4

Elder Cold Iron Elemental

Rank: Legendary

to their attacks.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+5, Vigor d12+1

Skills: Fighting d12, Climbing d12+5, Knowledge (Planes)

d12+1, Notice d12+1, Stealth d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 20 (4)

Edges: Frenzy, Sweep Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• **Size +8:** Forty feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gravity elemental

Small Gravity Elemental

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10, Throwing d4 Charisma: -; Pace: -; Parry: 5; Toughness: 4

Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage By Type)

Special Abilities

• Slam: Str+d4.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Engulf: This creature may engulf creatures it moves

over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size -1: Reduces Toughness by -1.

Medium Gravity Elemental

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d10, Throwing d6

Charisma: -; Pace: -; Parry: 6; Toughness: 7
Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage

By Type)
Edges: Frenzy
Special Abilities

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

Large Gravity Elemental

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d10, Notice d10, Stealth d10, Throwing d8 Charisma: -; Pace: -; Parry: 7; Toughness: 10

Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage By Type)

Edges: Dodge, Frenzy, Level Headed **Special Abilities**

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size +2: Increases Toughness by +2.

Huge Gravity Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength d12+1, Vigor d12+1

Skills: Fighting d12, Notice d10, Stealth d10, Throwing

Charisma: -; Pace: -; Parry: 8; Toughness: 13 Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage

By Type)

Edges: Dodge, Improved Dodge, Frenzy, Level Headed **Special Abilities**

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Gravity Elemental

Rank: Heroic

Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+1

Skills: Fighting d12, Notice d12, Stealth d12+1, Throwing d10

Charisma: -; Pace: -; Parry: 8; Toughness: 14 Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage By Type)

Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Sweep

Special Abilities

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Gravity Elemental

Rank: Legendary

Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d12+1, Notice d12+1, Stealth d12+2,

Throwing d12

Charisma: -; Pace: -; Parry: 8; Toughness: 14

Gear: Missile (Throwing; range 3/6/12; Str+d6; Damage

By Type

Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Sweep, Trademark Weapon (slam)

Special Abilities• **Slams:** Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ice elemental

Small Ice Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Knowledge (Planes) d4, Swimming

d10, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size -1: Reduces Toughness by -1.

Medium Ice Elemental

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d6, Swimming

d10, Notice d8, Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2)

Edges: Sweep
Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

Large Ice Elemental

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d8, Swimming d10, Notice d10, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (2) Edges: Frenzy, Level Headed, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +2: Increases Toughness by +2.

Huge Ice Elemental

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Planes) d10, Swimming d10, Notice d10, Stealth d8 **Charisma:** –; **Pace:** 4; **Parry:** 7; **Toughness:** 16 (2) **Edges:** Dodge, Frenzy, Level Headed, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Ice Elemental

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12, Knowledge (Planes) d12, Swimming d12+1, Notice d12, Stealth d10 **Charisma:** –; **Pace:** 4; **Parry:** 8; **Toughness:** 18 (3) **Edges:** Combat Reflexes, Dodge, Frenzy, Level Headed, Ouick, Sweep

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Ice Elemental

Rank: Legendary

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Planes) d12+1, Swimming d12+7, Notice d12+1, Stealth d12

Charisma: -; Pace: 4; Parry: 8; Toughness: 19 (3) Edges: Combat Reflexes, Dodge, Frenzy, Level Headed, Quick, Sweep

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Lightning elemental

Small Lightning Elemental

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Knowledge (Planes) d4, Notice d6 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 4

Edges: Level Headed Special Abilities

• Slam: Str+d4; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• Immunity: Electricity.

• **Size -1:** Reduces Toughness by -1.

Medium Lightning Elemental

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Knowledge (Planes) d4, Notice d8 Charisma: -; Pace: -; Parry: 6; Toughness: 5

Edges: Dodge, Level Headed

Special Abilities

• Slam: Str+d6; +2 electricity damage.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• Immunity: Electricity.

Large Lightning Elemental

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Knowledge (Planes) d8, Notice d10 Charisma: -; Pace: -; Parry: 7; Toughness: 9 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• **Immunity:** Electricity.

• Size +2: Increases Toughness by +2.

Huge Lightning Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d12, Knowledge (Planes) d10, Notice d10 **Charisma:** –; **Pace:** –; **Parry:** 8; **Toughness:** 13 (1) **Edges:** Dodge, Improved Dodge, Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d8; +2 electricity damage.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• Immunity: Electricity.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Lightning Elemental

Rank: Heroic

Attributes: Agility d12+4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d12, Intimidation d12, Knowledge

(Planes) d12, Notice d12

Charisma: -; Pace: -; Parry: 8; Toughness: 14 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d8; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• Immunity: Electricity.

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Lightning Elemental

Rank: Legendary

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Planes) d12+1, Notice d12+1, Stealth d12+2

Charisma: -; Pace: -; Parry: 8; Toughness: 16 (2) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Strong Willed

Special Abilities
• Armour +2: Natural armour.

• Slams: Str+d8; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 20" and Climb 3.

• Immunity: Electricity.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magma elemental

Small Magma Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2)

Edges: Level Headed Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Medium Magma Elemental

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2)

Edges: Level Headed Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; Burn.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

Large Magma Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Climbing d12, Notice d10, Stealth d6 Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (2)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +2:** Increases Toughness by +2.

Huge Magma Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d10, Climbing d12+1, Notice d10, Stealth

d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Magma Elemental

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+2,

Notice d12, Stealth d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 17 (3)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Magma Elemental

Rank: Legendary

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Climbing d12+4, Knowledge (Planes) d12+1, Notice d12+1, Stealth d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 19 (4)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mud elemental

Small Mud Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d4, Climbing d6, Knowledge (Planes) d4,

Swimming d10, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4; Entrap.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 2".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Acid.

• Size -1: Reduces Toughness by -1.

Medium Mud Elemental

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Climbing d8, Knowledge (Planes) d4,

Swimming d10, Notice d8, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2)

Edges: Sweep Special Abilities

• Armour +2: Natural armour.

• **Slam:** Str+d6; Entrap.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 2".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Acid.

Large Mud Elemental

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d10, Knowledge (Planes) d6,

Swimming d10, Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (2)

Edges: Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Entrap.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 2".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Acid.

• Size +2: Increases Toughness by +2.

Huge Mud Elemental

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12+1, Knowledge (Planes)

d8, Swimming d12, Notice d10, Stealth d8

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (2) Edges: Dodge, Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• **Slams:** Str+d8; Entrap.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 2".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Acid.

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Mud Elemental

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Climbing d12+3, Knowledge (Planes)

d12, Swimming d12+1, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 17 (2)

Edges: Dodge, Frenzy, Quick, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; Entrap.

• **Darkvision:** No vision penalties for darkness (range 12").

• Tremorsense: Can sense and accurately pinpoint

anything within 6" that's in contact with the ground.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 2".
- Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.
- Immunity: Acid.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Mud Elemental

Rank: Legendary

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12

Skills: Fighting d12+1, Intimidation d12+1, Climbing d12+4, Knowledge (Planes) d12+1, Swimming d12+1,

Notice d12+1, Stealth d12

Charisma: -; Pace: 4; Parry: 8; Toughness: 18 (2) Edges: Dodge, Frenzy, Quick, Sweep, Improved Sweep Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d8: Entrap.
- **Darkvision:** No vision penalties for darkness (range
- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 2".
- Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.
- Immunity: Acid.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Negative energy elemental

Small Negative Energy **Elemental**

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Planes) d4, Notice d6,

Stealth d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Edges: Dodge, Level Headed

Special Abilities

- Armour +1: Natural armour.
- Slam: Str+d4; +2 necromantic damage.
- Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Size -1: Reduces Toughness by -1.

Medium Negative Energy Elemental

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d6. Vigor d8

Skills: Fighting d8, Knowledge (Planes) d6, Notice d8,

Stealth d10

Charisma: -; Pace: -; Parry: 6; Toughness: 7 (1)

Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

- Armour +1: Natural armour.
- Slam: Str+d6; +2 necromantic damage; +2 energy damage Drain.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

Large Negative Energy **Elemental**

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge

(Planes) d10, Notice d10, Stealth d12

Charisma: -; Pace: -; Parry: 7; Toughness: 10 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Trademark Weapon (slam)

Special Abilities

- Armour +1: Natural armour.
- Slams: Str+d6; +2 necromantic damage; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Size +2: Increases Toughness by +2.

Huge Negative Energy Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d12, Intimidation d10, Knowledge

(Planes) d10, Notice d10, Stealth d10

Charisma: -; Pace: -; Parry: 8; Toughness: 14 (1) Edges: Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

- Armour +1: Natural armour.
- **Slams:** Str+d8; +2 necromantic damage; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Energy Drain: Make a Vigor roll or suffer a level of Fatigue.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Negative Energy Elemental

Rank: Heroic

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d12, Intimidation d12, Knowledge (Religion) d12, Knowledge (Planes) d12, Notice d12, Stealth d12+1

Charisma: -; Pace: -; Parry: 8; Toughness: 15 (2) Edges: Combat Reflexes, Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

- Armour +2: Natural armour.
- **Slams:** Str+d8; +2 necromantic damage; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- **Size +5:** Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Negative Energy Elemental

Rank: Legendary

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12+2, Knowledge (Planes) d12+1, Notice d12+1, Stealth d12+2, Innate Powers d6
Charisma: -; Pace: -; Parry: 9; Toughness: 16 (2)
Edges: Arcane Background (Super Powers), Combat
Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed,
Sweep

Powers: Puppet (undead)

Special Abilities

- Armour +2: Natural armour.
- **Slams:** Str+d8; +2 necromantic damage; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.
- Size +6: Increases Toughness by +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Positive energy elemental

Small Positive Energy Elemental

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Planes) d4, Notice d6, Stealth d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Edges: Dodge, Level Headed

Special Abilities

- Armour +1: Natural armour.
- **Slam:** Str+d4; Positive Energy.
- **Darkvision:** No vision penalties for darkness (range 12")
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Size -1: Reduces Toughness by -1.

Medium Positive Energy Elemental

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d6, Notice d8,

Stealth d10

Charisma: -; Pace: -; Parry: 6; Toughness: 7 (1)

Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

- Armour +1: Natural armour.
- Slam: Str+d6; Positive Energy.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.

Large Positive Energy Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge

(Planes) d10, Notice d10, Stealth d12

Charisma: -; Pace: -; Parry: 7; Toughness: 10 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Trademark Weapon (slam)

Special Abilities

• Armour +1: Natural armour.

- Slams: Str+d6; Positive Energy.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Size +2:** Increases Toughness by +2.

Huge Positive Energy Elemental

Rank: Veteran

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d12, Intimidation d10, Knowledge

(Planes) d10, Notice d10, Stealth d10

Charisma: -; Pace: -; Parry: 8; Toughness: 14 (1) Edges: Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d8; Positive Energy.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Size +5:** Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Positive Energy Elemental

Rank: Heroic

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d12, Intimidation d12, Knowledge (Religion) d12, Knowledge (Planes) d12, Notice d12, Stealth d12+1

Charisma: -; Pace: -; Parry: 8; Toughness: 15 (2) Edges: Combat Reflexes, Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d8; Positive Energy.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets

(as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Positive Energy Elemental

Rank: Legendary

Attributes: Agility d12+4, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Notice

d12+1, Stealth d12+2

Charisma: -; Pace: -; Parry: 8; Toughness: 16 (2) Edges: Combat Reflexes, Dodge, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; Positive Energy.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• **Size** +**6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Psionic elemental

Small Psionic Elemental

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Knowledge (Planes) d6, Notice d6,

Psionics d6

Charisma: -; Pace: -; Parry: 4; Toughness: 5 (1)

Edges: Arcane Background (Psionics)

Powers: Deflection (forcefield), Detect Arcana (sense

psionics), Stun (psionic daze)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Size -1:** Reduces Toughness by -1.

Medium Psionic Elemental

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Knowledge (Planes) d8, Notice d8,

Psionics d6

Charisma: -; Pace: -; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Psionics), Combat Reflexes Powers: Deflection (forcefield), Detect Arcana (sense psionics), Stun (psionic daze), Teleport (dimension door) Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

Large Psionic Elemental

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Knowledge (Planes) d10, Notice d10, Psionics d6

Charisma: -; Pace: -; Parry: 6; Toughness: 11 (2) Edges: Arcane Background (Psionics), Combat Reflexes,

Frenzy, Level Headed, Strong Willed

Powers: Bolt (mind thrust), Detect Arcana (sense psionics), Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Huge Psionic Elemental

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d10, Knowledge (Planes) d10, Notice d12, Psionics d6

Charisma: +1; Pace: -; Parry: 7; Toughness: 15 (2) Edges: Arcane Background (Psionics), Combat Reflexes,

Frenzy, Level Headed, Strong Willed

Powers: Bolt (mind thrust), Detect Arcana (sense psionics), Light/Obscure (control light), Stun (psionic daze), Telekinesis, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Psionic Elemental

Rank: Heroic

Attributes: Agility d12+3, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d12+1, Persuasion d12+1, Notice d12+1, Psionics d8

Charisma: +4; Pace: -; Parry: 8; Toughness: 16 (2) Edges: Arcane Background (Psionics), Combat Reflexes,

Frenzy, Level Headed, Strong Willed

Powers: Bolt (mind thrust), Detect Arcana (sense psionics), Light/Obscure (control light), Stun (psionic daze), Telekinesis, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Psionic Elemental

Rank: Legendary

Attributes: Agility d12+3, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d12+1, Knowledge (Planes) d12+2, Persuasion d12+3, Notice d12+3, Psionics d8

Charisma: +4; Pace: -; Parry: 8; Toughness: 16 (2) Edges: Alertness, Arcane Background (Psionics), Combat

Reflexes, Frenzy, Level Headed, Strong Willed

Powers: Bolt (mind thrust), Detect Arcana (sense

psionics), Flight (levitate), Light/Obscure (control light), Puppet, Puppet (living humanoids only), Telekinesis, Teleport

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Acid quasi-elemental

Small Acid Quasi-Elemental

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Knowledge (Planes) d4, Swimming

d12, Notice d6, Stealth d8, Innate Powers d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2) Edges: Arcane Background (Super Powers), Level Headed

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d4; +2 acid damage.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Immunity: Acid. • Weakness: Water.

• Size -1: Reduces Toughness by -1.

Medium Acid Quasi-Elemental

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d4, Swimming

d12, Notice d6, Stealth d8, Innate Powers d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2) Edges: Arcane Background (Super Powers), Level Headed

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• **Slam:** Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Immunity: Acid. • Weakness: Water.

Large Acid Quasi-Elemental

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Knowledge (Planes) d6, Swimming

d12, Notice d8, Stealth d8, Innate Powers d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (2) Edges: Arcane Background (Super Powers), Frenzy, Level

Headed, Sweep

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

Immunity: Acid.Weakness: Water.

• Size +2: Increases Toughness by +2.

Huge Acid Quasi-Elemental

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d10, Knowledge (Planes) d8, Swimming d12+3, Notice d10, Stealth d8, Innate Powers d6
Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (2)
Edges: Arcane Background (Super Powers), Frenzy, Level

Headed, Sweep, Strong Willed **Powers:** Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Immunity: Acid. • Weakness: Water.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Acid Quasi-Elemental

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d10, Swimming d12+4, Notice d10, Stealth d10, Innate Powers d6
Charisma: -; Pace: 4; Parry: 8; Toughness: 16 (2)
Edges: Arcane Background (Super Powers), Frenzy, Level

Headed, Sweep, Improved Sweep, Strong Willed

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

Slams: Str+d8; +2 acid damage.
Darkvision: No vision penalties for darkness (range)

 Darkvision: No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Immunity: Acid. • Weakness: Water.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Acid Quasi-Elemental

Rank: Heroic

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d10, Swimming d12+4, Notice d12, Stealth d10, Innate Powers d6 **Charisma:** -; **Pace:** 4; **Parry:** 8; **Toughness:** 17 (2) **Edges:** Arcane Background (Super Powers), Frenzy, Level

Headed, Sweep, Improved Sweep, Strong Willed

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 11", and +2 to resist drowning.

• Immunity: Acid. • Weakness: Water.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Lightning quasi-elemental

Small Lightning Quasi-Elemental

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Notice d8, Stealth d12+1

Charisma: -; Pace: -; Parry: 6; Toughness: 5 (1)

Edges: Dodge, Frenzy **Special Abilities**

• Armour +1: Natural armour.

• Slams: Str+d4; +2 electricity damage.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Electricity. • Weakness: Water.

• Energy Resistances: -2 damage from acid and fire.

• Size -1: Reduces Toughness by -1.

Medium Lightning Quasi-Elemental

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d12, Notice d10, Stealth d12+1 Charisma: -; Pace: -; Parry: 8; Toughness: 7 (1)

Edges: Combat Reflexes, Dodge, Frenzy

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6; +2 electricity damage.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Electricity. • Weakness: Water.

• Energy Resistances: -2 damage from acid and fire.

Large Lightning Quasi-**Elemental**

Rank: Heroic

Attributes: Agility d12+3, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d12, Knowledge (Planes) d10, Notice d12,

Stealth d12+1

Charisma: -; Pace: -; Parry: 8; Toughness: 10 (1) Edges: Dodge, Improved Dodge, Frenzy, Level Headed Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6; +2 electricity damage.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Electricity. • Weakness: Water.

• Energy Resistances: -2 damage from acid and fire.

• Size +2: Increases Toughness by +2.

Obsidian quasi-elemental

Small Obsidian Quasi-**Elemental**

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8,

Skills: Fighting d4, Knowledge (Planes) d4, Notice d6, Stealth d8

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (2) **Special Abilities**

• Armour +2: Natural armour.

• Claw: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

• Death Throes: Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from cold and fire.

• Size -1: Reduces Toughness by -1.

Medium Obsidian Quasi-

Elemental

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d4, Knowledge (Planes) d4, Notice d6,

Stealth d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 8 (2)

Edges: Sweep Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from cold and fire.

Large Obsidian Quasi-Elemental

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Knowledge (Planes) d8, Notice d8,

Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Energy Resistances:** –2 damage from cold and fire.

• Size +3: Increases Toughness by +3.

Huge Obsidian Quasi-Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Knowledge (Planes) d8, Notice d10,

Stealth d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 18 (3)

Edges: Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d10.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from cold and fire.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Greater Obsidian Quasi-Elemental

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Knowledge (Planes) d10, Notice d10,

Stealth d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3)

Edges: Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d10.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from cold and fire.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elder Obsidian Quasi-Elemental

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12

Skills: Fighting d10, Knowledge (Planes) d10, Notice d12, Stealth d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 19 (3)

Edges: Frenzy, Sweep, Improved Sweep

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d10.

• Darkvision: No vision penalties for darkness (range

12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Energy Resistances: -2 damage from cold and fire.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Elephant

Elephant

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12

Skills: Fighting d8, Tracking d12+2, Notice d12+2 Charisma: -; Pace: 8; Parry: 6; Toughness: 18 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Thick skin.

• Tusks: Str+d8. • Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mammoth

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Notice d12+1 Charisma: -; Pace: 8; Parry: 6; Toughness: 20 (3) Edges: Ambidextrous, Strong Willed, Trademark Weapon (slam)

Tactics: Two Weapons Special Abilities

• Armour +3: Thick pelt.

Tusks: Str+d8.Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• Endurance: +2 to Soak rolls.

• Size +8: Twenty-two feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mastodon

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+1

Skills: Fighting d10, Tracking d12+3, Notice d12+3
Charisma: -; Pace: 8; Parry: 7; Toughness: 19 (3)
Edges: Strong Willed, Trademark Weapon (gore)

Special Abilities

• Armour +3: Brown fur.

Tusks: Str+d8.Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Oliphant

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Intimidation d10, Tracking d8, Notice

d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 17 (2)

Gear: Stamps (Str+d8)

Edges: Hard to Kill, Strong Willed

Special Abilities

• Armour +2: Thick pelt.

• Tusks: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Size +7:** Twenty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Elusa Hound

Elusa Hound

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

/igor d8

Skills: Fighting d6, Survival d10, Tracking d10, Notice d8 Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Special Abilities

- Armour +1: White fur.
- Bite: Str+d6; Go for the Throat.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Go for the Throat: Target least armoured location on a raise.
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

Emkrah

Emkrah

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Climbing d12+2, Swimming d12+2,

Notice d12+1, Shooting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 16 (3)

Edges: Ambidextrous, Combat Reflexes, Dodge,

Improved Dodge, Level Headed

Tactics: Two Weapons

Special Abilities

• Armour +3: Natural armour.

- Bite: Str+d8; +2 acid damage.
- Tentacle Slams: Str+d8; Grab.
- Acid Spittle: Shooting; range 3/6/12; 2d4; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Hardy: A second Shaken result doesn't become a wound.
- **Doom Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Acid, cold and Gang Up bonuses.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Encephalon Gorger

Encephalon Gorger

Rank: Veteran

Attributes: Agility d10, Smarts d12+1, Spirit d8,

Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d12+1, Knowledge (Planes) d12+1, Persuasion d10, Survival d10, Notice d12+2, Stealth d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 8 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed Special Abilities

- Armour +2: Semi-translucent flesh.
- Claws: Str+d6; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Madness:** Anyone attempting to read, control or contact the mind of this creature suffers an automatic level of Fatigue.
- Energy Resistance: -2 damage from cold.

Ercinee

Ercinee

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d6

Skills: Fighting d8, Notice d10, Spellcasting d6 **Charisma:** -; **Pace:** 2; **Parry:** 6; **Toughness:** 9 (2)

Edges: Arcane Background (Magic), Frenzy

Powers: Light (dancing lights)

Special Abilities

- Armour +2: Radiant feathers.
- Claws: Str+d6.
- Bite: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12")
- Flight: Flying Pace of 16" and Climb 1.
- Size +2: Increases Toughness by +2.

Essence Reaver

Essence Reaver

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+2, Vigor d8

Skills: Fighting d10, Knowledge (Arcana) d6, Survival d10, Tracking d10, Notice d10, Spellcasting d4

Charisma: -; Pace: 12; Parry: 7; Toughness: 12 (3) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick

Powers: Detect Arcana (sense magic)

Tactics: Two Weapons Special Abilities

- Armour +3: Ragged fur.
- Bite: Str+d8; Persistent Wound.
- Claws: Str+d8; Persistent Wound.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Sleep, fear and paralysis.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- **Size +3:** Increases Toughness by +3.

Ethereal Filcher

Ethereal Filcher

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Lockpicking d10, Notice d8 **Charisma:** -; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Edges: Level Headed Special Abilities • Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

Ethereal Marauder

Ethereal Marauder

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

Ettercap

Ettercap

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d8, Vigor d10

Skills: Fighting d6, Climbing d12, Repair d8, Notice d8,

Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle

power except using Agility as the arcane skill.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

 Hardy: A second Shaken result doesn't become a wound.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

Advanced Ettercap

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6, Spirit d12,

Strength d12, Vigor d12+1

Skills: Fighting d6, Climbing d12+1, Repair d12, Notice

d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Ettin

Ettin

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d8

Skills: Fighting d8, Notice d10, Throwing d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (2) Gear: Flails (Str+d8), javelins (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Level Headed, Sweep, Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +3: Thirteen feet tall; Toughness +3.

Eurypterid

Common Eurypterid

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Swimming d8, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

Claws: Str+d6.Sting: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or

wounded.

Bluetip Eurypterid

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d12, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Edges: Frenzy, Improved Level Headed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• Sting: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or

wounded.

• Size +2: Increases Toughness by +2.

Ochre Eurypterid

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d8, Notice d4 **Charisma:** –; **Pace:** 4; **Parry:** 2; **Toughness:** 5 (1)

Edges: Level Headed
Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Sting:** Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

 Poison: Sting inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Spiny Eurypterid

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Swimming d12, Notice d4

Charisma: -; Pace: 2; Parry: 6; Toughness: 19 (4)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +4: Carapace.

• Claws: Str+d8.

• Sting: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on

• **Immunity:** Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Spitting Eurypterid

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Swimming d12+1, Notice d4 Charisma: -; Pace: 2; Parry: 7; Toughness: 24 (5)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +5: Natural armour.

• Claws: Str+d8.

• Sting: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Evil Eye

Evil Eye

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d4, Vigor d10

Skills: Fighting d8, Knowledge (Arcana) d12, Repair d12+1, Survival d12+1, Notice d12+2, Stealth d12
Charisma: -; Pace: 1; Parry: 6; Toughness: 11 (2)

Gear: Lashes (Str+d4)

Edges: Alertness, Dodge, Frenzy, Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- Flight: Flying Pace of 6" and Climb 1.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Gaze Attack: All creatures within 12" must make a Spirit roll to resist.
- Immunity: Gang Up bonuses.
- Energy Resistances: -1 damage from acid, cold, electricity, fire and sonic.
- Size +2: Increases Toughness by +2.

Executioner'S Hood

Executioner'S Hood

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Climbing d8, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12")

- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• Immunity: Sleep.

• Weakness: Light sensitive.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Eye killer

Eye Killer

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d8, Shooting d6 **Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Trademark Weapon (tail slap)

Special Abilities

• Armour +2: Green fur.

• Tail Slap: Str+d8; Constrict.

Eye Ray: Shooting; range 12/24/48; 2d6; Death Gaze.
Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Weakness: Vulnerable to sunlight.

• **Death Gaze:** Make a Vigor roll or suffer a level of Fatigue.

Umbral Eye Killer

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d8, Shooting d6,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2) Edges: Arcane Background (Magic), Trademark Weapon

(tail slap)

Powers: Obscure (darkness)

Special Abilities

• Armour +2: Green fur.

• Tail Slap: Str+d8; Constrict.

• Eye Ray: Shooting; range 12/24/48; 2d6; Death Gaze.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Weakness: Vulnerable to sunlight.

• **Death Gaze:** Make a Vigor roll or suffer a level of Fatigue.

Eye Of The Deep

Eye Of The Deep

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

/igor d8

Skills: Fighting d8, Knowledge (Nature) d12, Survival d12, Swimming d12+2, Notice d12+1, Stealth d10,

Shooting d6, Innate Powers d6

Charisma: -; Pace: 1; Parry: 6; Toughness: 8 (2)

Edges: Arcane Background (Super Powers), Frenzy, Level

Headed, Quick, Strong Willed

Powers: Stun (uses Cone Template)

Special Abilities

• Armour +2: Natural armour.

• Pincers: Str+d8; Constrict.

• Bite: Str+d8.

• Eye Ray: Shooting; range 12/24/48; 2d6; Spell.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 14", and cannot drown.

Immunity: Gang Up bonuses.

Eye Tyrant

***Eye Tyrant**

Rank: Heroic

Attributes: Agility d8, Smarts d10, Spirit d8, Strength

d6, Vigor d12

Skills: Fighting d8, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Survival d12+1, Notice

d12+1, Stealth d12, Shooting d8

Charisma: -; Pace: 1; Parry: 6; Toughness: 14 (4) Edges: Level Headed, Marksman, Strong Willed,

Trademark Weapon (ray)

Special Abilities

• Armour +4: Tough flesh.

• Bite: Str+d6.

- Anti-Magic Eye: At the end of the creature's movement for the round, it may place a Cone Template to indicate where its anti-magic eye is looking. This automatically dispels and prevents any magic from being used within the cone, including the creature's own eye rays.
- Eye Rays: Shooting; range 12/24/48; RoF 5; Each victim can be targeted by a maximum of two rays per attack. After making the attack roll, choose one of the Eye Ray abilities for each successful hit. Only Eye Ray (Damage) can be chosen more than once per attack.
- **Barrage:** The creature draws two initiative cards due to Level Headed, and acts normally on the higher card. However it can also use the lower initiative card to make a second attack with its Eye Rays as long as it isn't Shaken.
- Darkvision: No vision penalties for darkness (range 12").
- Flight: Flying Pace of 4" and Climb 0.
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Gang Up bonuses.
- Size +2: Increases Toughness by +2.
- Eye Ray (Sleep) The victim must make a Spirit roll (at -2 on a raise) or fall asleep (and prone). They can be woken by an adjacent character as a normal action.
- Eye Ray (Slow) The victim must make a Spirit roll (at -2 on a raise) otherwise they can no longer move as a free action for the remainder of the scene.
- Eye Ray (Charm) The victim must make a Spirit roll (at -2 on a raise) otherwise they consider the creature a friend, and will attempt to help it (although this doesn't cause them to turn on their allies except as a last resort).
- Eye Ray (Fear) The victim must make a Fear check (at -2 on a raise).
- Eye Ray (Telekinesis) The victim must make a Spirit roll (at -2 on a raise) or be moved 2d6" in a direction of the creature's choice. If this causes the victim to be bashed into a solid object, they suffer the creature's Spirit+d6 as damage.
- **Eye Ray (Damage)** The victim suffers 2d8 damage. If the victim is incapacitated by the damage, the creature can choose to disintegrate or petrify them instead (but only a maximum of one of each per attack).

Faceless Stalker (Ugothol)

Faceless Stalker (Ugothol)

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d6, Notice d4, Stealth d10, Spellcasting

d6

Charisma: +1; Pace: 6; Parry: 5; Toughness: 9 (1)

Gear: Masterwork longsword (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Sneak Attack **Powers:** Speak Language

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Change Form:** Can assume an alternate form as a normal action.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either piercing or slashing weapons.

Faceless Whale

Faceless Whale

Rank: Legendary

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+8, Vigor d12+4

Skills: Fighting d12, Swimming d12+3, Notice d12+1 **Charisma:** -; **Pace:** -; **Parry:** 8; **Toughness:** 35 (7)

Edges: Hard to Kill, Strong Willed

Special Abilities

• Armour +7: Natural armour.

• Bite: Str+d8.

• Tail Slap: Str+d8.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 30").

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- Hardy: A second Shaken result doesn't become a
- Immunities: Sonic, gaze attacks and visual effects.
- Size +18: Seventy feet long; Toughness +18.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Fachen

Fachen

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Survival d6, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Gear: Battleaxe (Str+d8)
Edges: Sweep, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• Fear -1: Anyone who sees this creature must make a

Fear check at -1.

Faerie Seer

Faerie Seer

Rank: Veteran

Attributes: Agility d8, Smarts d12, Spirit d10, Strength

d6, Vigor d10

Skills: Fighting d6, Knowledge (Arcana) d12+1, Knowledge (History) d12+1, Knowledge (Nature) d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d12+1, Repair d12+1, Notice d4, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 5; Toughness: 7

Gear: Masterwork dagger (Str+d4)

Edges: Arcane Background (Magic), Dodge

Powers: Detect Arcana (sense magic), Detect Arcana (see invisibility), Mind Reading, Slumber, Stun (daze)

Special Abilities

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

False spider

False Spider, Pedipalp

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Pincers: Str+d6; Constrict.

Strength roll to escape.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

False Spider, Solifugid

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• **Pincers:** Str+d6; Constrict.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

 $\bullet \ \mbox{\bf Mindless:} \ \mbox{\bf Immune to mind-affecting magic.}$

• Fearless: Immune to fear and Intimidation.

Faun

Faun

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d8, Vigor d6

Skills: Fighting d8, Survival d6, Notice d8, Stealth d8,

Shooting d8, Spellcasting d6

Charisma: +2; Pace: 6; Parry: 6; Toughness: 6 (1) Gear: Dagger (Str+d4), shortbow (Shooting; range

12/24/48; 2d6)

Edges: Arcane Background (Magic), Marksman

Powers: Slumber **Special Abilities**

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.

Fear Guard

Fear Guard

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d10, Stealth d10, Spellcasting

d6

Charisma: +4; Pace: -; Parry: 5; Toughness: 7 Edges: Arcane Background (Magic), Dodge, Level Headed, Trademark Weapon (incorporeal touch) Powers: Fear, Lower Trait (Strength), Obscure

(darkness)

Special Abilities

• Incorporeal Touch: Str+d6; Wis Damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• Fear -1: Anyone who sees this creature must make a

Fear check at -1.

- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 1.
- Immunities: Sleep, paralysis, mind-affecting effects. aging, bleeding and death magic.

Fen Witch

Fen Witch

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d10. Vigor d6

Skills: Fighting d6, Intimidation d10, Climbing d10, Survival d10, Swimming d10, Notice d10, Stealth d10 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Alertness, Frenzy

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• Humanoid: Affected by spells that only work on humanoids.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a wound.

Feral Spirit

Feral Spirit

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d10, Stealth d12+1

Charisma: -; Pace: 4; Parry: 4; Toughness: 8 (1)

Edges: Quick, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Darkvision: No vision penalties for darkness (range

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Festrog

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Survival d4, Tracking d6,

Notice d6, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Edges: Trademark Weapon (claw)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6: Feed. • Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Menadoran Festrog

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d6, Survival d4, Tracking d6,

Notice d6

Charisma: +2; Pace: 4; Parry: 5; Toughness: 13 (2)

Gear: Hide armour (+2) Edges: Level Headed, Quick

Special Abilities

• Bite: Str+d6; Feed; Go for the Throat.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a raise.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Fetch

Fetch

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d8, Climbing d8, Notice

d8, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (1)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +1: Pale skin.

• Claws: Str+d6; +2 cold damage.

• Darkvision: No vision penalties for darkness (range

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting

effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Fetchling (Kayal)

Fetchling (Kayal)

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d4, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d6, Knowledge (Local) d4, Knowledge (Planes) d4, Persuasion d6, Lockpicking d6,

Notice d4, Stealth d8, Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Gear: Chainmail (+2), dagger (Str+d4)

Edges: Arcane Background (Magic), Sneak Attack, Thief

Powers: Disguise (illusion)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Energy Resistances: -1 damage from cold and electricity.

Fext

Fext

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Knowledge (Religion) d10, Knowledge (Engineering) d10, Notice

d12+1, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 13 (3)

Gear: Bastard sword (Str+d8)

Edges: Arcane Background (Magic), Dodge, Improved Dodge, Sweep, Improved Sweep, Trademark Weapon

(bastard sword)

Powers: Lower Trait (curse), Mind Reading (speak with

dead)

Special Abilities

• Armour +3: Pallid skin.

• Slam: Str+d6; +2 energy damage Drain.

• Darkvision: No vision penalties for darkness (range 12").

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from electricity and

• Physical Resistance: -3 damage from physical attacks, except those caused by either glass or obsidian

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

Spellscar Fext

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Climbing d12,

Notice d12, Stealth d12+1

Charisma: +4; Pace: 6; Parry: 7; Toughness: 12 (2) **Edges:** Combat Reflexes, Frenzy, Level Headed, Sweep Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Fev Giant Toad

Fey Giant Toad

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d4, Strength

d10, Vigor d10

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

d8, Stealth d8, Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Edges: Arcane Background (Magic), Quick

Powers: Blind (glitterdust), Entangle, Light (dancing liahts)

Special Abilities

• Armour +1: Pink skin.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite

attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Flight: Flying Pace of 9" and Climb 2.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Energy Resistances: -2 damage from cold and electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size +2: Increases Toughness by +2.

Fire crab

Small Fire Crab

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Swimming d10, Notice d6 Charisma: -; Pace: 6; Parry: 2; Toughness: 4 (1)

Special Abilities

Armour +1: Natural armour.Claws: Str; Constrict; Heat.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Fire.

Weakness: Cold (double damage).
Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Fire Crab, Lesser

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Swimming d10, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Edges: Frenzy
Special Abilities

• Claws: Str+d4; +2 fire damage; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Fire.

• Size -1: Reduces Toughness by -1.

Medium Fire Crab

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict; Heat.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Fire.

• Weakness: Cold (double damage).

Fire Crab, Greater

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Edges: Frenzy, Trademark Weapon (claw)

Special Abilities

• Armour +2: Reddish-brown carapace.

• Claws: Str+d6; +2 fire damage; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Fire.

• Size +2: Increases Toughness by +2.

Fire Lizard

Fire Lizard

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4, Stealth d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 17 (2)

Edges: Sweep, Trademark Weapon (bite)

Special AbilitiesArmour +2: Scales.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12")

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire

damage.

• Immunity: Fire.

Weakness: Cold (double damage).
Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Fire Nymph

Fire Nymph

Rank: Novice

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d4, Knowledge (Nature) d8, Knowledge (Planes) d8, Persuasion d8, Survival d8, Notice d8, Stealth

d6, Throwing d4, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 4; Toughness: 6 (1) Gear: Masterwork dagger (Str+d4; Burn), masterwork dagger (Throwing; range 3/6/12; Str+d4; Burn)

Edges: Arcane Background (Magic), Dodge

Powers: Burst (burning hands), Deflection (forcefield)

Special Abilities

• Armour +1: Lightly skin.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Descript out, dripk or sleep, cannot be

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Fire.

• Weakness: Fire (double damage).

Fire Phantom

Fire Phantom

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d10, Throwing

d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Gear: Fire blast (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Berserk, Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +2: Charred flesh.

• Slams: Str+d6; +2 fire damage.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• Endurance: +2 to Soak rolls.

Fire Snake

Fire Snake

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Climbing d10, Notice d8, Stealth d12 Charisma: -; Pace: 4; Parry: 6; Toughness: 5 (1) Special Abilities

• Armour +1: Reddish-orange scales.

• Bite: Str+d4; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size -1: Six feet long; Toughness -1.

Fire Whale

Fire Whale

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Swimming d12+4, Notice d12 **Charisma:** -; **Pace:** -; **Parry:** 7; **Toughness:** 20 (3)

Edges: Hard to Kill, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Tail Slap: Str+d8.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Size +8: Thirty feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Fish

Giant Archerfish

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Tracking d6, Swimming d10, Notice

d6, Shooting d6

Charisma: -; Pace: -; Parry: 6; Toughness: 5

Special Abilities
• Bite: Str+d6.

• Water Spray: Shooting; range 4/8/16; 2d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

Dire Barracuda

Rank: Veteran

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d8 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 13

Edges: Dodge, Level Headed

Special AbilitiesBite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size +6: Twenty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Giant Barracuda

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Swimming d12+1, Notice d10 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 11 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Tough scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Medium Barracuda

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Swimming d12, Notice d8
Charisma: -; Pace: -; Parry: 6; Toughness: 5

Special Abilities• **Bite:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 12", and cannot drown.

Small Barracuda

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4, Swimming d10, Notice d6 Charisma: -; Pace: -; Parry: 4; Toughness: 4

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size -1: Two feet long; Toughness -1.

Swamp Barracuda

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

d8, Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Tough scales.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land

Giant Blowfish

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d6, Swimming d12, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2) Edges: Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +2: Tough scales.

• Slam: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Quills:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a

wound.

• **Poison:** Slam inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Giant Caribe

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: -; Parry: 6; Toughness: 6 (1) Special Abilities

• Armour +1: Tough scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

Giant Electric Catfish

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Swimming d12, Notice d12 Charisma: -; Pace: -; Parry: 6; Toughness: 11 (2) Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Grey skin.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size +2: Eight feet long; Toughness +2.

Dragonfish

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

d8, Stealth d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Special Abilities

• Armour +1: Brown scales.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• **Size -1:** Two feet long; Toughness -1.

Dunkleosteus

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+4, Vigor d10

Skills: Fighting d8, Swimming d12+4, Notice d12
Charisma: -; Pace: -; Parry: 6; Toughness: 17 (2)
Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Tough scales.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 16", and cannot drown.

• Size +8: Thirty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gar

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d6 Charisma: -; Pace: -; Parry: 5; Toughness: 6

Edges: Level Headed Special Abilities • Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 10", and cannot drown.

Giant Gar

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d6, Swimming d12+1, Notice d10 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 20 (3)

Edges: Improved Level Headed, Strong Willed

Special Abilities

• Armour +3: Bony scales.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to

climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Slimy Hagfish

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d12

Skills: Fighting d6, Swimming d12, Notice d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 6

Edges: Level Headed Special Abilities • Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Pike

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d8, Tracking d12, Swimming d12+1,

Notice d12

Charisma: -; Pace: -; Parry: 6; Toughness: 9 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Tough scales.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Aquatic: Swimming Pace of 13", and cannot drown.
- Size +2: Nine feet long; Toughness +2.

Piranha

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d8, Swimming d8, Notice d8

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Edges: Alertness, Level Headed **Special Abilities**

• Armour +1: Tough scales.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 8", and cannot drown.

• Size -1: Reduces Toughness by -1.

School Of Piranhas

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Tracking d10, Swimming d8, Notice d10

Charisma: -; Pace: -; Parry: 4; Toughness: 5

Edges: Alertness, Level Headed

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Aquatic: Swimming Pace of 8", and cannot drown.

• Bleed: A victim who is Shaken or wounded starts Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Quipper

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4-2, Tracking d8, Swimming d10, Notice

Charisma: -; Pace: -; Parry: 2; Toughness: 2

Hindrances: Small (M) **Special Abilities**

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Manta Rav

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Swimming d12, Notice d6

Charisma: -; Pace: -; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Tough skin.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size +2: Increases Toughness by +2.

Small Stingray

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d6, Swimming d10, Notice

d6

Charisma: -; Pace: -; Parry: 5; Toughness: 4

Special Abilities
• Sting: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Medium Stingray

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

d10, Stealth d6

Charisma: -; Pace: -; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Tough skin.

• Sting: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Large Stingray

Rank: Veteran

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Tracking d10, Swimming d12, Notice

d10, Stealth d4

Charisma: -; Pace: -; Parry: 5; Toughness: 12 (2)

Edges: Ambidextrous
Tactics: Two Weapons
Special Abilities

Armour +2: Tough skin.Sting: Str+d6; Poison.

• Wing: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 12", and cannot drown.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Giant Seahorse

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d10, Stealth d8 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 9 (1)

Edges: Dodge Special Abilities

• Armour +1: Tough flesh.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Size +2:** Eight feet long; Toughness +2.

Killer Seahorse

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Swimming d12, Notice d10

Charisma: -; Pace: -; Parry: 5; Toughness: 17 (2) Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d8; Bleed.

• Tail Slap: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 12", and cannot drown.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Endurance: +2 to Soak rolls.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Shark

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

d8

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1)

Edges: Level Headed Special Abilities

• Armour +1: Tough flesh.

• Bite: Str+d6.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Angustiden Shark

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Swimming d12+1,

Notice d12+1

Charisma: -; Pace: -; Parry: 6; Toughness: 21 (2) Special Abilities

Special Abilities

• Armour +2: Tough flesh.

• **Bite:** Str+d8; Grab.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bull Shark

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Tracking d6, Swimming d10, Notice

d6

Charisma: -; Pace: -; Parry: 5; Toughness: 6 (1)

Edges: Level Headed Special Abilities

• Armour +1: Tough flesh.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

Dire Shark

Rank: Heroic

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+4, Vigor d10

Skills: Fighting d10, Tracking d12+3, Swimming d12+1,

Notice d12+3

Charisma: -; Pace: -; Parry: 7; Toughness: 21 (4)

Edges: Improved Level Headed, Strong Willed

Special Abilities

• **Armour +4:** Tough flesh.

• Bite: Str+d8; Grab.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• Size +10: Sixty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great White Shark

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d12+3, Vigor d12+1

Skills: Fighting d6, Tracking d10, Swimming d12, Notice

d10

Charisma: -; Pace: -; Parry: 5; Toughness: 17 (2)

Edges: Level Headed Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

- Aquatic: Swimming Pace of 12", and cannot drown.
- Hardy: A second Shaken result doesn't become a wound.
- Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hammerhead Shark

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d12+1, Vigor d10

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

Charisma: -; Pace: -; Parry: 5; Toughness: 11 (2)

Edges: Level Headed Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d6.

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Aquatic: Swimming Pace of 10", and cannot drown.
- Hardy: A second Shaken result doesn't become a
- Size +2: Increases Toughness by +2.

Helicoprion Shark

Rank: Veteran

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d12, Notice

Charisma: -; Pace: -; Parry: 5; Toughness: 14 (2)

Edges: Improved Level Headed **Special Abilities**

- Armour +2: Tough flesh.
- Bite: Str+d8; Bleed.
- Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Aquatic: Swimming Pace of 12", and cannot drown.
- Hardy: A second Shaken result doesn't become a
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Jigsaw Shark

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Tracking d6, Swimming d10, Notice

Charisma: -; Pace: -; Parry: 5; Toughness: 6 (1)

Edges: Level Headed **Special Abilities**

- Armour +1: Tough flesh.
- **Bite:** Str+d6.
- Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Aquatic: Swimming Pace of 10", and cannot drown.

Tiger Shark

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Tracking d8, Swimming d12+1, Notice

Charisma: -; Pace: -; Parry: 5; Toughness: 14 (2) Edges: Level Headed

- **Special Abilities**
- Armour +2: Tough flesh. • Bite: Str+d8.
- Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Aquatic: Swimming Pace of 13", and cannot drown.
- Hardy: A second Shaken result doesn't become a
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stumble Fish

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4, Swimming d6, Notice d4 Charisma: -; Pace: -; Parry: 4; Toughness: 3

Special Abilities

• Bite: Str+d4.

- Low Light Vision: No penalties for dim or dark lighting.
- Aquatic: Swimming Pace of 6", and cannot drown.
- Size -1: Reduces Toughness by -1.

Swordfish

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Swimming d12+1, Notice d10 Charisma: -; Pace: -; Parry: 6; Toughness: 8 (1)

Edges: Trademark Weapon (gore)

Special Abilities

• Armour +1: Tough flesh.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Size +2: Increases Toughness by +2.

Tiger Fish

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Swimming d12+1, Notice d8, Stealth

d6

Charisma: -; Pace: -; Parry: 5; Toughness: 5

Special Abilities• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Aquatic: Swimming Pace of 13", and cannot drown.

Giant Tiger Barb

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d8, Tracking d8, Swimming d12, Notice

d8

Charisma: -; Pace: -; Parry: 6; Toughness: 8 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Striped scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size +2: Fifteen feet long; Toughness +2.

Flail Snail

Flail Snail

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Climbing d12, Tracking d6, Notice d6 Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (3) Edges: Frenzy, Improved Frenzy, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Immunity: Poison.

• Energy Resistance: -2 damage from fire.

• Size +2: Sixty feet long; Toughness +2.

Flame-Spawned Troll

Flame-Spawned Troll

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12+2

Skills: Fighting d6, Intimidation d8, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; +2 fire damage.

• Claws: Str+d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Nine feet tall; Toughness +2.

Flea

Flea, Giant

Rank: Novice

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4-2, Notice d4

Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special AbilitiesTouch: Str; Draining.

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Mammoth Flea

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7

Edges: Dodge Special Abilities

• Bite: Str+d6; Draining; Disease.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunities: Disease and mind-affecting effects.

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

• Disease: Make a Vigor roll or become afflicted.

• Size +2: Increases Toughness by +2.

Fleshdreg

Fleshdreg

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Edges: Quick Special Abilities

• Armour +1: Transparent flesh.

• Bite: Str+d4; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

• Size -1: Four feet tall; Toughness -1.

Fleshdreg Swarm

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Tracking d6, Notice d6, Stealth d10 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (1) **Edges:** Level Headed, Quick

Special Abilities

• Armour +1: Squirming flesh.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

Floating Eye

Floating Eye

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d10, Notice d6, Stealth

d12

Charisma: -; Pace: -; Parry: 2; Toughness: 2

Hindrances: Small (M) Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Hypnotic Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Flumph

Flumph

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Persuasion d4, Notice d8, Stealth d10 **Charisma:** –; **Pace:** 1; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities

• Armour +1: Natural armour.

• Sting: Str+d4; +2 acid damage Injection.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 4" and Climb 3.

• Size -1: Reduces Toughness by -1.

Fly

Giant Fly

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d4,

Strength d6, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d4
Charisma: -; Pace: 4; Parry: 5; Toughness: 7

Special Abilities

• Bite: Str+d6; Disease.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Disease and mind-affecting effects.

• Disease: Make a Vigor roll or become afflicted.

Giant Maggot

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d10 **Skills:** Fighting d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 7

Special Abilities
• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Burrow: Can burrow and reappear within 1".

• Immunities: Disease and mind-affecting effects.

Giant Horsefly

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• Size +2: Eight feet long; Toughness +2.

Flying Polyp

Flying Polyp

Rank: Legendary

Attributes: Agility d8, Smarts d12, Spirit d12+1,

Strength d12+3, Vigor d12+2

Skills: Fighting d10, Knowledge (History) d12+2, Knowledge (Nature) d12+3, Knowledge (Engineering) d12+2, Repair d12+3, Swimming d6, Notice d12+3,

Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 19 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Improved Frenzy, Level

Headed, Trademark Weapon (tentacle)

Powers: Barrier (wind), Flight (wind walk), Obscure

(fog), Pummel (wind)

Special Abilities

• Armour +3: Flesh.

• Tentacle: Str+d8; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12")

• Invisible: Enemies suffer -4 to their attacks.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• Flight: Flying Pace of 12" and Climb 3.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 wind blast damage.

• Immunities: Acid, cold, sonic and Gang Up bonuses.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and slashing.

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Flytrap

Dire Flytrap

Rank: Veteran

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d6, Notice d12

Charisma: -; Pace: 2; Parry: 5; Toughness: 18 (3)

Edges: Frenzy, Improved Frenzy, Level Headed,

Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d10; Grab.

• Bite: Str+d10.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Flytrap

Rank: Heroic

Attributes: Agility d12, Smarts d4 (A), Spirit d6,

Strength d12+3, Vigor d12+3

Skills: Fighting d10, Notice d10, Stealth d8

Charisma: -; Pace: 2; Parry: 7; Toughness: 19 (3) Edges: Frenzy, Improved Frenzy, Level Headed, Sweep,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, poison, shapechanging, paralysis and mind-affecting effects.

• Energy Resistance: -4 damage from acid.

• Size +7: Twenty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Fogwarden

Fogwarden

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4–2, Intimidation d8, Notice d8, Stealth

d12+2, Spellcasting d6

Charisma: -; Pace: -; Parry: 2; Toughness: 5 Edges: Arcane Background (Magic), Dodge Powers: Summon Ally (skeletons and zombies)

Tactics: No melee attacks

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• **Gaseous Form:** Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• Flight: Flying Pace of 8" and Climb 2.

• Immunities: Electricity, cold and poison.

• Weakness: Vulnerable to sunlight.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Foo Dog

Foo Dog

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Strong Willed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Go for the Throat: Target least armoured location on a raise.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Sleep, disease, poison and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Foo Lion

Foo Lion

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (1)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Grab.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Good:** Affected by powers and abilities that work on good creatures.

• Immunities: Sleep, disease, poison and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +3: Increases Toughness by +3.

Forester'S Bane

Forester'S Bane

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d12+2

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 13 (2)

Gear: Stalks (Str+d8)

Edges: Frenzy, Improved Frenzy

Special Abilities

Armour +2: Natural armour.
Leaves Touch: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size +2: Increases Toughness by +2.

Forge Spurned

Forge Spurned

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d8, Climbing d6, Repair

d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9
Gear: Masterwork adamantine warhammer (Str+d6; AP

2), soul chain (Str+d8; +2 fire damage)

Edges: Level Headed Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Fire, sleep, paralysis, mind-affecting

effects, aging, bleeding and death magic.

Forgefiend (Scanderig)

Forgefiend (Scanderig)

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d6, Strength

d12+2, Vigor d12+3

Skills: Fighting d10, Climbing d12+2, Repair d12, Lockpicking d12, Notice d12, Stealth d10, Spellcasting d8 **Charisma:** -; **Pace:** 4; **Parry:** 7; **Toughness:** 15 (3) **Edges:** Arcane Background (Magic), Combat Reflexes,

Level Headed, Strong Willed

Powers: Barrier (stone), Barrier (fire), Elemental

Manipulation (earth), Obscure (darkness)

Special Abilities

Armour +3: Natural armour.
Bite: Str+d6; Rend Armor.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Burrow: Can burrow and reappear within 4".

• **Immunities:** Fire and poison.

• Energy Resistances: -2 damage from acid and cold.

• **Size +3:** Ten feet tall; Toughness +3.

Forgewraith

Forgewraith

Rank: Heroic

Attributes: Agility d12+3, Smarts d4, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d8, Intimidation d12, Notice d10,

Shooting d6, Spellcasting d4

Charisma: -; Pace: -; Parry: 6; Toughness: 7
Edges: Arcane Background (Magic), Combat Reflexes,
Dodge, Improved Dodge, Level Headed, Strong Willed

Powers: Barrier (fire), Blast (fireball)

Special Abilities

• Incorporeal Touch: Str+d6; Draining.

• Fiery Ray: Shooting; range 12/24/48; 2d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

Forgotten One

Forgotten One

Rank: Novice

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Knowledge (Nature) d10, Repair d8, Survival d8, Notice d8, Stealth d12+2,

Throwing d4, Spellcasting d8

Charisma: +4; Pace: 4; Parry: 5; Toughness: 2 Gear: Shortspear (Str+d6; Poison), shortspear (Throwing; range 3/6/12; Str+d6; Poison)

Hindrances: Small (M)

Edges: Arcane Background (Magic)

Powers: Deflection (blur)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Poison:** Shortspear and shortspear inflict poison if foe is Shaken or wounded.

• Size -2: One foot tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Forked Cat

Forked Cat

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d12, Climbing d10, Knowledge (Arcana) d6, Knowledge (Religion) d6, Notice d10, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 7 (2) Edges: Arcane Background (Magic), Frenzy, Quick, Strong Willed

Powers: Blast (fireball), Blast (lightning storm), Detect Arcana (see invisibility), Fear, Light (dancing lights), Lower Trait (curse), Intangibility (gaseous form), Obscure (darkness), Pummel (wind), Puppet (living humanoids only), Voice on the Wind (dream message)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d4. • Bite: Str+d4; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Endurance: +2 to Soak rolls.
 Size -1: Reduces Toughness by -1.

Forlarren

Forlarren

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Formian

Formian Hive Queen

Rank: Epic

Attributes: Agility d4, Smarts d12+1, Spirit d12+1,

Strength d12, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Knowledge

(Engineering) d12+4, Persuasion d12+3, Repair d12+5, Notice d12+5, Spellcasting d12

Charisma: +4; Pace: 2; Parry: 8; Toughness: 14 (4) Edges: Alertness, Arcane Background (Magic), Level Headed

Powers: Armor, Bolt (magic missile), Bolt (ray of frost), Conceal Arcana, Confusion (hypnotic pattern), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Mind Reading, Puppet, Slow, Summon Ally, Teleport

Special Abilities

- Armour +4: Brownish-red carapace.
- Bite: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Cold, poison and petrification.
- **Energy Resistances:** –2 damage from electricity, fire and sonic.
- Size +2: Increases Toughness by +2.

Formian Royal Guard

Rank: Heroic

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d12+1, Knowledge (Planes) d12+1, Persuasion d12+1, Survival d12, Notice d12+1, Stealth d12+1, Throwing d8, Spellcasting d10

Charisma: +2; Pace: 10; Parry: 7; Toughness: 13 (3) Gear: Returning javelin (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed

Powers: Mind Reading, Teleport

Special Abilities

- **Armour +3:** Brownish-red carapace.
- Sting: Str+d6; Poison.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Immunities: Cold, poison and petrification.
- Energy Resistances: -2 damage from electricity, fire and sonic.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size +2: Seven feet long; Toughness +2.

Formian Taskmaster

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12, Vigor d12

Skills: Fighting d6, Intimidation d12, Climbing d10,

Persuasion d12, Notice d12, Stealth d10

Charisma: +4; Pace: 8; Parry: 5; Toughness: 10 (2)

Edges: Alertness, Dodge

Special Abilities

• **Armour +2:** Brownish-red carapace.

• **Sting:** Str+d6; Poison.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

L2").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Immunities: Cold, poison and petrification.

• **Energy Resistances:** –2 damage from electricity, fire and sonic.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Formian Warrior

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Climbing d10, Repair d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Dodge Special Abilities

• **Armour +1:** Brownish-red carapace.

• **Sting:** Str+d6; Poison.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Immunities: Cold, poison and petrification.

• Energy Resistances: -2 damage from electricity, fire and sonic.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Formian Worker

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Climbing d6, Knowledge (Engineering)

d6, Notice d6, Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 5 (1)

Special Abilities

• Armour +1: Brownish-red carapace.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Immunities: Cold, poison and petrification.

• Energy Resistances: -2 damage from electricity, fire and sonic.

• Size -1: Reduces Toughness by -1.

Fox

Fox

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 3 Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Arctic Fox

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Survival d4, Tracking d10, Notice d10, Stealth d10

Charisma: -; Pace: 8; Parry: 2; Toughness: 4 (1) Special Abilities

• Armour +1: Thick fur.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arctic Stride: Snow and ice is not treated as difficult ground.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Firefoot Fennec

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8 Charisma: -; Pace: 8; Parry: 4; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Frog

Giant Frog

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength

d8, Vigor d10

Skills: Fighting d6, Tracking d4, Swimming d10, Notice

d4, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 7

Edges: Level Headed Special Abilities • Bite: Str+d6; Grab.

• Tongue: Str; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

Giant Dire Frog

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d12+2

Skills: Fighting d6, Tracking d6, Swimming d12, Notice

d6, Stealth d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 14 (2)

Edges: Improved Level Headed

Special Abilities

• Armour +2: Mottled skin.

• Bite: Str+d6; Grab.

• Tongue: Str; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to

climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Size +3:** Ten feet long; Toughness +3.

Giant Abyssal Dire Frog

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d12+3, Vigor d12+3

Skills: Fighting d6, Tracking d8, Swimming d12, Notice

d8, Stealth d6, Innate Powers d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 16 (3) Edges: Arcane Background (Super Powers), Level

Headed, Quick

Powers: Smite (Good)
Special Abilities

• Armour +3: Blackish-green skin.

• Bite: Str+d8; Grab.

• Tongue Touch: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Arcane Resistance: +1 to resist opposed magic, and +1 armour against offensive magic.

• **Size +4:** Twelve feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Killer Frog

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Tracking d4, Swimming d10, Notice

d4, Stealth d8

Charisma: -; Pace: 2; Parry: 4; Toughness: 6 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Green skin.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -1: Reduces Toughness by -1.

Poisonous Frog

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Swimming d8, Notice d4, Stealth

d10

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Special Abilities
• Bite: Str: Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Army Of Poisonous Frogs

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Tracking d8, Notice d8, Stealth d12+2 **Charisma:** –; **Pace:** 2; **Parry:** 4; **Toughness:** 6 **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with −2 Toughness.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Toad

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength

d4, Vigor d4

Skills: Fighting d4–2, Tracking d6, Swimming d6, Notice

d6, Stealth d12+2

Charisma: -; Pace: 1; Parry: 2; Toughness: 1

Hindrances: Small (M) Special Abilities • Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Toad

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

d8, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Edges: Level Headed Special Abilities • Armour +1: Skin. • Bite: Str+d6: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size +2: Increases Toughness by +2.

Froghemoth

Froghemoth

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Swimming d12+1, Notice d12,

Stealth d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 21 (4) Edges: Ambidextrous, Level Headed, Quick, Sweep

Tactics: Two Weapons Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• **Tentacles:** Str+d8; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

12")

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunities: Electricity and Gang Up bonuses.

Weakness: Electricity (double damage).
Energy Resistance: -2 damage from fire.

• Size +8: Ten feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Electric Froghemoth

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Swimming d12+1, Notice d12,

Stealth d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 21 (4) Edges: Ambidextrous, Level Headed, Quick, Sweep

Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Constrict.

• **Tentacles:** Str+d8; Reach 1"; Electrical Discharge; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunities: Electricity and Gang Up bonuses.

• **Weakness:** Electricity (double damage).

• Energy Resistance: -2 damage from fire.

• Electrical Discharge: Make a Vigor roll or suffer a level of Fatique.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4

to their attacks.

Tadhemoth

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d6

Skills: Fighting d8, Swimming d12+1, Notice d12, Stealth

d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 9 (2)

Edges: Ambidextrous, Level Headed

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Electricity and fire.

• Energy Resistance: -2 damage from fire.

• **Size +2:** Increases Toughness by +2.

Woghemoth

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Swimming d10, Notice d6

Charisma: -; Pace: 1; Parry: 5; Toughness: 5 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Electricity.

• Energy Resistance: -1 damage from fire.

• Size -1: Reduces Toughness by -1.

Frost Man

Frost Man

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Survival d8, Notice d4, Stealth d6,

Shooting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Gear: Leather armour (+1), morningstar (Str+d6),

longbow (Shooting; range 15/30/60; 2d6)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Cold.

• Weakness: Fire (double damage).

Frost Mite Swarm

Frost Mite Swarm

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d8 damage

within a MBT), Notice d12, Stealth d12+1

Charisma: -; Pace: -; Parry: 4; Toughness: 6

Edges: Level Headed, Strong Willed

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 4" and Climb 2.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Fire and cold.

• Weakness: Fire (double damage).

• Disease: Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

Frost worm

Frost Worm

Rank: Legendary

Attributes: Agility d10, Smarts d6 (A), Spirit d10,

Strength d12+4, Vigor d12+1

Skills: Fighting d12, Notice d12+1, Stealth d6

Charisma: -; Pace: 6; Parry: 8; Toughness: 20 (4) Edges: Combat Reflexes, Level Headed, Sweep, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Burrow: Can burrow and reappear within 2".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +8: Thirty-five feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Advanced Frost Worm

Rank: Legendary

Attributes: Agility d12+1, Smarts d6 (A), Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Notice d12+1, Stealth d8 **Charisma:** -; **Pace:** 6; **Parry:** 8; **Toughness:** 21 (4) **Edges:** Combat Reflexes, Level Headed, Sweep, Strong

Willed, Trademark Weapon (bite)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Burrow: Can burrow and reappear within 2".

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 cold damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Size +8:** Thirty-five feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Frostfallen Mammoth

Frostfallen Mammoth

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 8; Parry: 7; Toughness: 23 (4)

Special Abilities

• Armour +4: Natural armour.

• **Horns:** Str+d8; +2 cold damage.

• Slam: Str+d8; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Fungal Crawler

Fungal Crawler

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Climbing d10, Notice d6 Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Edges: Level Headed Special Abilities • Bite: Str+d4; Poison.

• Claws: Str+d4.

• Darkvision: No vision penalties for darkness (range

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunities: Sleep, poison, shapechanging, paralysis and mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Three feet long; Toughness -1.

Fungal Lizardfolk

Fungal Lizardfolk

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d8, Notice d4, Throwing d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Club (Str+d6), medium shield (+1 Parry), javelin

(Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous Tactics: Two Weapons **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Create Spawn: Anything slain by this creature is doomed to rise as some form of ghoul-like undead.

• Humanoid: Affected by spells that only work on humanoids.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 4", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Poison:** Inflict poison if foe is Shaken or wounded.

Fungoid

Fungoid

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2) Edges: Frenzy, Level Headed, Trademark Weapon (slam)

Special Abilities

Armour +2: Mushroom flesh.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Energy Resistance:** –2 damage from electricity.

Phantom Fungus

Phantom Fungus

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d10, Stealth d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Fungus Queen

Fungus Queen

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d10, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Knowledge (Planes) d10, Notice

d12+1, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 7; Toughness: 11 (3) Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Frenzy, Level Headed

Powers: Disguise (illusion), Mind Reading, Puppet, Puppet (living humanoids only), Slow, Speak Language

Tactics: Two Weapons

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Create Spawn: Anything slain by this creature is doomed to rise as some form of ghoul-like undead.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Immunity: Electricity.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good weapons.

Sheet Fungus

Sheet Fungus

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d12

Skills: Fighting d6, Notice d6, Stealth d8

Charisma: -; Pace: -; Parry: 5; Toughness: 9 (1)

Edges: Strong Willed Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 2.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Violet Fungus

Violet Fungus

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (2)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Rot.

• Low Light Vision: No penalties for dim or dark lighting.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Rot: Victims must make a Vigor roll at the beginning of each turn until they get a raise. On a failure, they suffer a

wound as their flesh melts and rots.

Fye

Fye

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d8,

Strength d6, Vigor d6

Skills: Fighting d6, Notice d4, Spellcasting d4
Charisma: +1; Pace: -; Parry: 5; Toughness: 7

Edges: Arcane Background (Magic)

Powers: Fear, Mind Reading **Special Abilities**

• Incorporeal Touch: Str+d6; Possession.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Possession:** Make a Spirit roll or suffer a level of Fatique.

Fyr

Fyr

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor de

Skills: Fighting d4, Knowledge (Nature) d6, Repair d6, Survival d4, Notice d8, Stealth d8, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Gear: Butt (Str+d6), longsword (Str+d8) **Edges:** Alertness, Arcane Background (Magic)

Powers: Puppet (animals only)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Gallows tree

Gallows Tree

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Notice d12+3, Stealth d12
Charisma: -; Pace: 4; Parry: 8; Toughness: 21 (4)
Edges: Frenzy, Improved Frenzy, Level Headed, Sweep,

Improved Sweep, Trademark Weapon (slam)

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both magical and

slashing.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gallows Tree Zombie

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12. Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Gray-green skin.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Galvo

Galvo

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d12, Swimming d12, Notice d10, Stealth

d12, Shooting d12

Charisma: -; Pace: 6; Parry: 8; Toughness: 9 (2)

Gear: Eel dart (Shooting; range 3/6/12; 2d4; +2

electricity damage)

Edges: Combat Reflexes, Dodge, Marksman

Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; +2 electricity damage.

• Slams: Str+d6; +2 electricity damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -

• Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on

land.

• **Immunity:** Electricity.

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weapons.

Gambado

Gambado

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Alertness **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

Gargiya

Gargiya

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Swimming d12+2, Notice d6, Stealth

Charisma: -; Pace: 4; Parry: 7; Toughness: 21 (4)

Edges: Ouick **Special Abilities**

• Armour +4: Rippling scales.

• Bite: Str+d8: Constrict.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 14", and cannot drown.

• Immunity: Fire.

• Size +8: Thirty feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gargoyle

Gargoyle

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d6, Notice d6, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Four-Armed Gargoyle

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Notice d12, Stealth d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3)

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.
 Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• Hardy: A second Shaken result doesn't become a

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Gargoyle Brute

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Notice d12+1, Stealth d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3) Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.
 Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Size +3:** Increases Toughness by +3.

Fungus Gargoyle

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2)

Edges: Frenzy, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 damage.

• Energy Resistance: -1 damage from fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either slashing or piercing weapons

• Endurance: +2 to Soak rolls.

Gemstone Gargoyle

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12, Vigor d12+1

Skills: Fighting d6, Intimidation d8, Notice d10, Stealth

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (2)

Edges: Frenzy, Level Headed

Cracial Abilities

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

Green Guardian

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d12

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Gargoyle Guardian

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4, Stealth d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• Claw: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb -1.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size +3: Increases Toughness by +3.

Kapoacinth

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d6, Swimming d6, Notice d6, Stealth d10 **Charisma:** -; **Pace:** 8; **Parry:** 5; **Toughness:** 8 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on humanoids.

Aquatic: Swimming Pace of 6", and cannot drown.
 Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Margoyle

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Survival d8, Notice d10, Stealth d10 Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

Garipan

Garipan

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Notice d12+1,

Stealth d12+3, Spellcasting d6

Charisma: -; Pace: 4; Parry: 8; Toughness: 11 (3) Edges: Arcane Background (Magic), Dodge, Improved Dodge

Doage

Powers: Barrier (fire), Blast (fireball), Bolt (scorching

ray)

Special Abilities

• Armour +3: Stone skin.

• Bite: Str+d6; Burn.

• Claws: Str+d6.

- Darkvision: No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 10" and Climb 1.

- Hardy: A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunity: Poison.

• Weakness: Sonic (double damage).

• Energy Resistances: -1 damage from acid, cold, fire and sonic.

Garmunchi

Garmunchi

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d10, Survival d10, Notice d6, Throwing d8 **Charisma:** +2; **Pace:** 8; **Parry:** 7; **Toughness:** 9 (2) **Gear:** Hide armour (+2), large masterwork greatclub (Str+d8), large masterwork shortspear (Throwing; range 3/6/12; Str+d6)

Edges: War Cry Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

humanoids.

• Endurance: +2 to Soak rolls.

• Size +2: Eight feet tall; Toughness +2.

Garuda

Garuda

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength

d10, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Repair d10, Survival d10, Notice d12+1, Stealth d12+1, Shooting d12, Spellcasting d8

Charisma: +2; Pace: 6; Parry: 8; Toughness: 9 (1) Gear: Shock longbow (Shooting; range 15/30/60; 2d6; +2 electricity damage)

Edges: Arcane Background (Magic), Marksman **Powers:** Armor, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Quickness, Smite (shocking grasp)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 16" and Climb 2.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either evil or magical weapons.

Gashadokuru

Gashadokuru

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12+5, Climbing

d12+2, Notice d12+1

Charisma: +4; Pace: 6; Parry: 8; Toughness: 24 (5)

Edges: Level Headed, Sweep, Improved Sweep,

Trademark Weapon (claws)

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab. • Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by bludgeoning weapons.
- Size +8: Thirty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gelatinous cube

Gelatinous Cube

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d12+3 **Skills:** Fighting d6

Charisma: -; Pace: 3; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze

attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned,

and require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Gelatinous Cube (Ebony)

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d12+3 **Skills:** Fighting d6

Charisma: -; Pace: 3; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Gelatinous Cube (Electric)

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d12+3 **Skills:** Fighting d6

Charisma: -; Pace: 3; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Gelatinous Cube (Frost)

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d12+3 **Skills:** Fighting d6

Charisma: -; Pace: 3; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Weakness: Cold (double damage).
Size +2: Increases Toughness by +2.

Gelid beetle

Greater Gelid Beetle

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3) Edges: Level Headed, Quick, Trademark Weapon (bite)

Special Abilities

Armour +3: Natural armour.
Bite: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +3: Increases Toughness by +3.

Lesser Gelid Beetle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Special Abilities

Armour +2: Natural armour.
Bite: Str+d6; +2 cold damage.

• Darkvision: No vision penalties for darkness (range

12").

• Immunity: Cold.

• Weakness: Cold (double damage).

Genie

Abasheen Genie

Rank: Veteran

Attributes: Agility d10, Smarts d12+1, Spirit d12,

Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12+1, Knowledge (Nobility) d12+1, Knowledge (Planes) d12+1, Persuasion d12, Repair d12, Notice

d12+1, Spellcasting d12

Charisma: +2; Pace: 4; Parry: 7; Toughness: 11 (2)

Gear: Masterwork falchion (Str+d8)

Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed, Quick, Strong Willed

Powers: Banish (plane shift self), Puppet (living

humanoids only)

Special AbilitiesArmour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• Size +2: Eight feet tall; Toughness +2.

Amir (Noble Jann)

Rank: Veteran

Attributes: Agility d8, Smarts d12, Spirit d10, Strength

d12, Vigor d6

Skills: Fighting d8, Intimidation d8, Knowledge (Planes) d12, Persuasion d6, Repair d12, Riding d10, Notice d12,

Stealth d12, Shooting d6, Spellcasting d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (2) Gear: Chainmail (+2), scimitar (Str+d8), composite

longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed

Powers: Banish (plane shift self), Beast Friend, Detect

Arcana (sense magic), Invisibility, Intangibility **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range 12")

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 4" and Climb 3.

• Energy Resistance: -2 damage from fire.

Djinni

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d10, Repair d10,

Notice d10, Stealth d10, Spellcasting d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (2)

Gear: Masterwork scimitar (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Elemental Manipulation (water), Flight (wind walk), Invisibility, Intangibility (gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for

initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Acid.

• Size +2: Ten feet tall; Toughness +2.

Cheitan Djinni

Rank: Seasoned

Attributes: Agility d12+2, Smarts d8, Spirit d10,

Strength d12+2, Vigor d10

Skills: Fighting d8, Knowledge (Planes) d10, Repair d10,

Notice d10, Stealth d10, Spellcasting d8

Charisma: +2; Pace: 4; Parry: 6; Toughness: 12 (2)

Gear: Masterwork scimitar (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Level Headed

Powers: Banish (plane shift self), Barrier (fire), Detect Arcana (sense magic), Elemental Manipulation (water), Flight (wind walk), Invisibility, Intangibility (gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Bronze skin.

• Slams: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Acid.

• Energy Resistance: -2 damage from fire.

• **Size +3:** Increases Toughness by +3.

Efreeti

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Repair d12, Notice

d12, Stealth d8, Spellcasting d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 13 (2)

Gear: Masterwork falchion (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Barrier (fire), Bolt (scorching ray), Detect Arcana (sense magic), Invisibility, Intangibility (gaseous form)

Special Abilities

• Armour +2: Crimson skin.

• Slams: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Flight: Flying Pace of 8" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Fire.

• Size +3: Twelve feet tall; Toughness +3.

Hawanar Genie

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+3, Vigor d8

Skills: Fighting d12, Intimidation d12+1, Knowledge (Nobility) d12+1, Knowledge (Planes) d12+1, Persuasion d12+1, Repair d10, Notice d12+1, Spellcasting d8

Charisma: -; Pace: 4; Parry: 8; Toughness: 12 (2)
Gear: Masterwork falchion (Str+d8; +2 fire damage)
Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Barrier (fire), Blast (fireball), Bolt (scorching ray), Burst (burning hands), Elemental Manipulation (water), Flight (wind walk), Invisibility, Intangibility (gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Flight: Flying Pace of 10" and Climb 3.

• Immunities: Acid and fire.

• Weakness: Cold (double damage).

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Janni

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d10, Vigor d6

Skills: Fighting d6, Repair d10, Riding d6, Notice d10,

Stealth d6, Shooting d4, Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2) Gear: Chainmail (+2), scimitar (Str+d8), composite

longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Level Headed

Powers: Banish (plane shift self), Beast Friend, Invisibility, Intangibility

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 4" and Climb 3.

• Energy Resistance: -2 damage from fire.

Cheitan Janni

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d12+2, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d10, Repair d10,

Riding d6, Notice d10, Stealth d8, Shooting d4,

Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Chainmail (+2), scimitar (Str+d8), composite

longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Level Headed

Powers: Banish (plane shift self), Beast Friend, Detect

Arcana (sense magic), Invisibility, Intangibility

Special Abilities

• Slams: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Flight: Flying Pace of 8" and Climb 3.

• Energy Resistance: -4 damage from fire.

Noble Efreet

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Repair d12+1,

Notice d12+1, Stealth d8, Spellcasting d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 13 (2)

Gear: Chainmail shirt (+2)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Barrier (fire), Blast (fireball), Blast (ice storm), Bolt (scorching ray), Detect Arcana (sense magic), Invisibility, Intangibility (gaseous form)

Special Abilities

• Slams: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Flight: Flying Pace of 8" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Endurance: +2 to Soak rolls.

• Size +3: Twelve feet tall; Toughness +3.

Marid

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d12+1, Persuasion d12+1, Repair d12+1, Swimming d12+4, Notice d12+1, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 4; Parry: 9; Toughness: 13 (2) Gear: Masterwork trident (Str+d6; Reach 1"; Parry +1) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Environmental Protection (underwater), Invisibility, Intangibility (gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Blue-green skin.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +3: Sixteen feet tall; Toughness +3.

Pasha (Noble Shaitan)

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d12+1, Climbing d12+3, Knowledge (Planes) d12, Knowledge (Engineering) d12+2, Repair d12+2, Notice d12+2, Spellcasting d8

Charisma: +1; Pace: 4; Parry: 8; Toughness: 13 (3)

Gear: Masterwork scimitar (Str+d8)

Edges: Arcane Background (Magic), Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed **Powers:** Banish (plane shift self), Barrier (stone), Blast (earthquake), Blind (glitterdust), Disguise (illusion), Elemental Manipulation (earth)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Burrow: Can burrow and reappear within 12".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Electricity.

• Size +2: Increases Toughness by +2.

Shahzada (Noble Marid)

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d12+1, Persuasion d12+1, Repair d12+1, Swimming d12+4,

Notice d12+1, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 4; Parry: 9; Toughness: 13 (2) Gear: Masterwork trident (Str+d6; Reach 1"; Parry +1) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed

Powers: Banish (plane shift self), Blast (ice storm), Detect Arcana (sense magic), Detect Arcana (see invisibility), Elemental Manipulation (water), Environmental Protection (underwater), Invisibility, Intangibility (gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- Size +3: Increases Toughness by +3.

Shaitan

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d8, Climbing d12+3, Knowledge (Engineering) d12, Repair d12, Notice d12, Spellcasting d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3)

Gear: Masterwork scimitar (Str+d8)

Edges: Arcane Background (Magic), Frenzy, Level Headed **Powers:** Banish (plane shift self), Barrier (stone), Blind (glitterdust), Disguise (illusion), Elemental Manipulation (earth)

Special Abilities

- Armour +3: Skin.
- Slams: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Burrow: Can burrow and reappear within 12".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Immunity: Electricity.
- Size +2: Eleven feet tall; Toughness +2.

Noble Djinni (Vizier)

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12+2, Vigor d8

Skills: Fighting d10, Knowledge (Nobility) d8, Knowledge (Planes) d12, Repair d12, Notice d12, Stealth d10, Spellcasting d8

Charisma: +2; Pace: 4; Parry: 7; Toughness: 11 (2)

Gear: Masterwork falchion (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Frenzy, Level Headed, Strong Willed

Powers: Banish (plane shift self), Elemental Manipulation (water), Flight (wind walk), Invisibility, Intangibility

(gaseous form), Obscure (illusion)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.
- Flight: Flying Pace of 12" and Climb 3.
- Immunity: Acid.
- Size +3: Increases Toughness by +3.

Geon

Geon

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Climbing d12+1, Knowledge (Planes) d10, Survival d10, Notice d10, Stealth d8, Spellcasting d6 **Charisma:** –; **Pace:** 4; **Parry:** 6; **Toughness:** 16 (3) **Edges:** Arcane Background (Magic), Frenzy, Trademark Weapon (slam)

Powers: Barrier (stone), Elemental Manipulation (earth)

Special Abilities

- Armour +3: Natural armour.
- Slams: Str+d8.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Energy Resistance: -1 damage from fire.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

to their attacks.

Get Of Iblis

Rank: Heroic

Attributes: Agility d12+1, Smarts d4, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12, Climbing d12+2, Swimming d12+2,

Notice d12+3

Charisma: -; Pace: 8; Parry: 8; Toughness: 23 (4) Edges: Combat Reflexes, Sweep, Improved Sweep

Special Abilities

• Armour +4: Pallid flesh.

• Bite: Str+d8; Devour Elemental.

• Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Amphibious: Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Fire.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gholdako

Gholdako

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+2, Knowledge

(History) d8, Notice d12+1, Stealth d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 17 (3) **Edges:** Sweep, Improved Sweep, Trademark Weapon (claws)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Claws: Str+d8; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from cold and fire.

• Physical Resistance: -2 damage from physical attacks, except those caused by good weapons.

• Disease: Make a Vigor roll or become afflicted.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2

Ghoran

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4,

Vigor d10

Ghoran

Skills: Fighting d4, Notice d6, Faith d6

Charisma: +2: Pace: 6: Parry: 5: Toughness: 8 (1)

Gear: Rapier (Str+d4; Parry +1) **Edges:** Arcane Background (Miracles)

Powers: Disguise (illusion), Puppet (living humanoids

only), Stun (daze) **Special Abilities**

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Ghorazagh

Ghorazagh

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+3

Skills: Fighting d10, Climbing d12, Survival d12+2,

Notice d12+2, Stealth d12+1

Charisma: +1; Pace: 8; Parry: 7; Toughness: 15 (3)

Edges: Ambidextrous, Quick Tactics: Two Weapons **Special Abilities**

• Armour +3: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 6").

• Flight: Flying Pace of 8" and Climb 3.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Hardy: A second Shaken result doesn't become a wound.

• Weakness: Sonic (double damage).

• Size +3: Increases Toughness by +3.

Ghost

Ghost

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (History) d10, Knowledge (Nobility) d10, Notice d12+1, Stealth d8

Charisma: +4; Pace: -; Parry: 5; Toughness: 7 Edges: Dodge, Level Headed, Quick, Strong Willed **Special Abilities**

• Corrupting Touch: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Ethereal: Intangible and can only be hurt by magical attacks.

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Flight: Flying Pace of 6" and Climb 3.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Endurance: +2 to Soak rolls.

Ghoul

Ghoul

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Climbing d6, Swimming d4, Notice d8,

Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Pallid flesh.

• Bite: Str+d6; Disease; Paralysis.

• Claws: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Disease: Make a Vigor roll or become afflicted.

Lacedon (Aquatic Ghoul)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Climbing d6, Swimming d6, Notice d8,

Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Disease; Paralysis.

• Claws: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 6", and cannot drown.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Disease: Make a Vigor roll or become afflicted.

Skaveling

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d12, Stealth d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (2)

Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

• Armour +2: Decayed flesh.

• **Bite:** Str+d6; Disease; Paralysis.

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +2: Increases Toughness by +2.

Cinder Ghoul

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d8

Charisma: +4; Pace: -; Parry: 6; Toughness: 13 (2)

Edges: Dodge, Level Headed, Quick

Special Abilities

• Armour +2: Burnt flesh.

• **Slam:** Str+d6; +2 fire damage; Burn; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

• Size +2: Increases Toughness by +2.

Corpulent Ghoul

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Knowledge (Religion) d8, Lockpicking d6, Tracking d10, Notice d10, Stealth d12

Charisma: +4; Pace: 6; Parry: 6; Toughness: 10 (1) Gear: Leather armour (+1)

Edges: Combat Reflexes, Dodge, Sneak Attack, Thief, Trademark Weapon (bite)

Special Abilities

• Bite: Str+d6; Paralysis.

• Claws: Str+d6; Paralysis.

• Darkvision: No vision penalties for darkness (range

12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Death Burst: Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.
- Create Spawn: Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Endurance: +2 to Soak rolls.

Dust Ghoul

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d12+2, Knowledge (Planes) d10, Notice d12+1, Stealth d12+1

Charisma: +1: Pace: 8: Parry: 7: Toughness: 12 (2) **Edges:** Level Headed, Quick, Trademark Weapon (bite) Special Abilities

• Armour +2: Decaying flesh.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 3.
- Burrow: Can burrow and reappear within 4".
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Endurance: +2 to Soak rolls.

Ghast

Rank: Novice

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d8, Climbing d8, Swimming d6, Notice d8, Stealth d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 10 (1) **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6; Disease; Paralysis.

• Claws: Str+d6; Paralysis.

- Darkvision: No vision penalties for darkness (range
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Disease: Make a Vigor roll or become afflicted.

Ghoul-Stirge

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d10 Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Drawn skin.

- Bite: Str+d6; Paralysis.
- **Darkvision:** No vision penalties for darkness (range 12").
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 0.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Ghoul Wolf

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Survival d4, Tracking d8, Swimming d6, Notice d8, Stealth d6

Charisma: -; Pace: 10; Parry: 6; Toughness: 10 (1) Edges: Trademark Weapon (bite)

Special Abilities

- Armour +1: Dark fur.
- Bite: Str+d6; Paralysis; Go for the Throat.
- Darkvision: No vision penalties for darkness (range
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Go for the Throat: Target least armoured location on a
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Dire Ghoul Wolf

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Survival d6, Tracking d12, Notice d12,

Stealth d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 16 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d10; Paralysis; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- **Go for the Throat:** Target least armoured location on a raise.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Endurance: +2 to Soak rolls.
- Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ghul

Ghul

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Persuasion d8, Survival d8, Notice d12, Stealth d10 **Charisma:** +4; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities

• Armour +2: Leathery flesh.

• Bite: Str+d6.

• Cursed Claws: Str+d6; Bleed.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.

- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistance: -2 damage from fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Great Ghul

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Persuasion d8, Survival d10, Notice d12, Stealth d10,

Spellcasting d8

Charisma: +4; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Arcane Background (Magic), Level Headed

Powers: Invisibility
Special Abilities

- Armour +2: Decayed skin.
- Bite: Str+d6; +2 fire damage.
- Cursed Claws: Str+d6; +2 fire damage; Bleed.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistance: -2 damage from fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and good.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Endurance: +2 to Soak rolls.

Giant

Abberant

Rank: Veteran

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d6, Intimidation d10, Survival d8, Notice

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2)

Gear: Huge greatclub (Str+d10)

Edges: Sweep, Trademark Weapon (greatclub)

Special Abilities

• Armour +2: Natural armour.

- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- **Humanoid:** Affected by spells that only work on humanoids.
- Size +3: Fourteen feet tall; Toughness +3.

Ash Giant

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Intimidation d6, Climbing d12, Healing d8, Survival d8, Notice d8, Throwing d10 Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (3) Gear: Huge club (Str+d10; Disease), rock (Throwing;

range 3/6/12; Str+d6; Disease)

Edges: Marksman, Sweep, Improved Sweep

Special Abilities

• Armour +3: Covered flesh.

• Slam: Str+d8: Disease.

- Low Light Vision: No penalties for dim or dark lighting.
- **Humanoid:** Affected by spells that only work on humanoids.
- Immunities: Disease and poison.
- Disease: Make a Vigor roll or become afflicted.
- Size +4: Ten feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Bronze Giant

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+5, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Climbing d12,

Repair d8, Notice d12+2, Throwing d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 19 (3) Gear: Longsword (Str+d8), spear (Throwing; range

3/6/12; Str+d6)

Edges: Alertness, Quick, Sweep, Strong Willed

Special Abilities • Armour +3: Flesh. • Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Energy Resistance: -4 damage from fire.

• Size +8: Twenty-five feet tall; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Cave Giant

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Intimidation d8, Climbing d6, Notice

d6, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)

Gear: Hide armour (+2), battleaxe (Str+d8), rock

(Throwing: range 3/6/12: Str+d6)

Edges: Sweep, Trademark Weapon (battleaxe)

Special Abilities • Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size +3: Ten feet tall; Toughness +3.

Cloud Giant

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Intimidation d12+3, Climbing d12+1, Persuasion d8, Repair d10, Tracking d12+1,

Notice d12+1, Throwing d8, Faith d10

Charisma: -; Pace: 10; Parry: 7; Toughness: 20 (3)

Gear: Morningstar (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Miracles), Holy Warrior,

Sweep, Improved Sweep, Strong Willed Powers: Flight (levitate), Obscure (fog cloud)

Special Abilities

• Armour +3: Pale skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on

• Size +8: Eighteen feet tall; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Warden Of Wind

Rank: Legendary

Attributes: Agility d10, Smarts d10, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d10, Intimidation d12+6, Climbing d12+4, Persuasion d12+1, Repair d10, Tracking d12+3,

Notice d12+3, Throwing d8, Spellcasting d10

Charisma: +1; Pace: 7; Parry: 7; Toughness: 20 (3) Gear: Full plate (+3), helmet (+3), morningstar (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed

Powers: Flight (levitate), Obscure (fog cloud)

Special Abilities • Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Desert Giant

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Survival d12+1,

Notice d8, Throwing d8

Charisma: -; Pace: 10; Parry: 7; Toughness: 14 (2)

Gear: Masterwork scimitars (Str+d8), rock (Throwing;

range 3/6/12; Str+d6)

Edges: Ambidextrous, Combat Reflexes, Dodae. Improved Dodge, Two-Fisted, Trademark Weapon

(scimitar)

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

humanoids.

• Immunity: Fire.

• Size +4: Fifteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ferrous Giant

Rank: Epic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+6, Vigor d12+3

Skills: Fighting d12+1, Repair d12+4, Notice d12+4,

Faith d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 21 (4) Gear: Greataxe (Str+d10; Parry -1), greatsword

(Str+d10; Parry -1)

Edges: Arcane Background (Miracles), Sweep, Improved

Sweep, Strong Willed **Powers:** Flight (levitate) **Special Abilities**

• Armour +4: Ruddy skin.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Immunities: Fire and mind-affecting effects.

• Physical Resistance: -4 damage from physical attacks, except those caused by cold iron weapons.

• Size +8: Twenty feet tall; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Fire Giant

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Climbing d12,

Repair d8, Notice d12, Throwing d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 15 (3) **Gear:** Platemail (+3), greatsword (Str+d10; Parry -1), rock (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Sweep, Improved Sweep, Strong Willed,

Trademark Weapon (greatsword)

Special Abilities

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Humanoid: Affected by spells that only work on humanoids.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +4: Sixteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Fire Giant King**

Rank: Epic

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+3, Repair d12+1, Notice d12+4, Throwing d12 Charisma: +1; Pace: 6; Parry: 8; Toughness: 16 (3) **Gear:** Flaming burst glaive (Str+d8: Reach 1"), rock (Throwing; range 3/6/12; Str+d6; +2 fire damage; Smoke)

Edges: Combat Reflexes, Dodge, Improved Dodge, Sweep, Improved Sweep, Improved Trademark Weapon (glaive)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Forest Giant

Rank: Legendary

Attributes: Agility d8, Smarts d12, Spirit d12+2,

Strength d12+6, Vigor d12+1

Skills: Fighting d10, Intimidation d12+6, Climbing d12+8, Knowledge (Geography) d12+4, Survival d12+3,

Notice d12+3, Throwing d8, Faith d12

Charisma: -; Pace: 10; Parry: 7; Toughness: 19 (3) Gear: Greatclub (Str+d8), rock (Throwing; range 3/6/12;

Edges: Arcane Background (Miracles), Holy Warrior

Powers: Barrier (thorns), Wall Walker

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Acid.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Frost Giant

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Intimidation d8, Climbing d10, Repair d8, Notice d10, Stealth d4, Throwing d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (2) **Gear:** Chainmail (+2), greataxe (Str+d10; Parry -1), rock

(Throwing; range 3/6/12; Str+d6) Edges: Sweep, Improved Sweep

Special Abilities • Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +4: Fifteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Frost Giant, Quorbred

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Intimidation d8, Climbing d10, Repair d8, Notice d10, Stealth d4, Throwing d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (2) Gear: Greataxe (Str+d10; Parry -1), rock (Throwing;

range 3/6/12; Str+d6)

Edges: Sweep, Improved Sweep

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• Humanoid: Affected by spells that only work on humanoids.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Cold and fear.

• Weakness: Fire (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hill Giant

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d10, Notice

d6. Throwing d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (2) Gear: Hide armour (+2), greatclub (Str+d8), rock

(Throwing; range 3/6/12; Str+d6)

Edges: Sweep, Trademark Weapon (greatclub)

Special Abilities

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hill Giant, Madborn

Rank: Veteran

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Intimidation d10, Climbing d10, Notice

d6, Throwing d6, Spellcasting d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 15 (2) Gear: Hide armour (+2), greatclub (Str+d8), rock

(Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Berserk, Sweep,

Trademark Weapon (greatclub)

Powers: Confusion, Fear, Stun (daze)

Special Abilities • Slams: Str+d8.

• Humanoid: Affected by spells that only work on

humanoids.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Runeslave Hill Giant

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12+4, Vigor d12

Skills: Fighting d8, Climbing d12, Notice d8, Throwing d6 Charisma: -; Pace: 12; Parry: 6; Toughness: 14 (2) **Gear:** Hide armour (+2), greatclub (Str+d8), rock

(Throwing; range 3/6/12; Str+d6)

Edges: Hard to Kill, Strong Willed, Trademark Weapon

(greatclub)

Special Abilities

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on

humanoids.

• Immunities: Fear and fatigue. • Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Inverted Giant

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Climbing d12+1,

Notice d8

Charisma: +1; Pace: 6; Parry: 7; Toughness: 20 (4)

Edges: Level Headed, Sweep, Strong Willed

Special Abilities

- Armour +4: Translucent flesh.
- Bite: Str+d8; Grab.
- Claws: Str+d8; +2 energy damage.
- **Blindsight:** Ignore sight–based penalties and gaze attacks (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Fear –2:** Anyone who sees this creature must make a Fear check at –2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Energy Resistances: -2 damage from cold, electricity and fire
- Size +8: Twenty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Jack-In-Irons Giant

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12+1, Survival d10, Notice d12+4, Throwing d12
Charisma: -; Pace: 8; Parry: 8; Toughness: 21 (4)
Gear: Spiked greatclub (Str+d8; Daze), great chain (Str+d8; Daze), rock (Throwing; range 3/6/12; Str+d6)
Edges: Quick, Sweep, Strong Willed, Trademark Weapon (greatclub)

Special Abilities

- Armour +4: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- **Daze:** Make a Vigor roll at -3 or suffer a level of Fatique.
- Daze: Make a Vigor roll at -3 or suffer a level of Fatigue.
- Size +8: Twenty-five feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Jungle Giant

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d12, Climbing d10, Repair d8, Survival d10, Notice d12, Stealth d10, Shooting d12

Charisma: -; Pace: 8; Parry: 8; Toughness: 17 (2) Gear: Masterwork composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Frenzy, Marksman, Trademark Weapon (longbow)

Special Abilities

- Armour +2: Decorated skin.
- Slams: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Humanoid:** Affected by spells that only work on humanoids.
- Immunities: Disease and poison.
- Size +7: Seventeen feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Marsh Giant

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Swimming d12, Notice d10, Stealth

d6, Throwing d8, Faith d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (2) Gear: Gaff (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Miracles), Combat Reflexes,

Holy Warrior, Strong Willed

Powers: Lower Trait (curse), Obscure (fog cloud)

Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brineborn Marsh Giant

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d12,

Strength d12+4, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Survival d10, Swimming d12+1, Notice d12, Stealth d10, Throwing d8, Faith d12

Charisma: +1; Pace: 8; Parry: 7; Toughness: 16 (3) Gear: Greatclub (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Miracles), Combat Reflexes, Holy Warrior, Strong Willed

Powers: Beast Friend, Confusion, Lower Trait (curse), Obscure (fog cloud)

Special Abilities

- Armour +3: Natural armour.
- Slams: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Rune Giant

Rank: Epic

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength

d12+7, Vigor d12+3

Skills: Fighting d12, Knowledge (History) d10, Knowledge (Nobility) d10, Repair d12+3, Notice d12+4, Throwing d10, Faith d12

Charisma: +4; Pace: 7; Parry: 8; Toughness: 23 (4) Gear: Masterwork longsword (Str+d8), masterwork spear (Throwing: range 3/6/12: Str+d6)

Edges: Adept, Arcane Background (Miracles), Quick Draw,

Strong Willed

Powers: Puppet, Puppet (living humanoids only)

Special Abilities

• Armour +4: Black skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

Immunities: Electricity, fire and cold.
Size +10: Forty feet tall; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4

to their attacks.

Sand Giant

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d12, Survival d12+2, Tracking d12+4,

Notice d12+4, Throwing d10, Faith d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 20 (3) Gear: Greatsword (Str+d10; Parry -1), rock (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Arcane Background (Miracles), Holy Warrior, Sweep, Improved Sweep, Strong Willed,

Trademark Weapon (greatsword) **Powers:** Blast (earthquake)

Special Abilities
• Armour +3: Tan skin.

• Armour +3: Tan skin. • Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Endurance: +2 to Soak rolls.

• Size +8: Twenty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sea Giant

Rank: Heroic

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Climbing d12, Knowledge (Nature) d8, Repair d10, Swimming d12+2,

Notice d12+1, Stealth d10, Throwing d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 15 (3)

Gear: Rock (Throwing; range 3/6/12; Str+d6) **Edges:** Frenzy, Level Headed, Quick, Sweep, Strong Willed

Special Abilities

• Armour +3: Green skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Shadow Giant

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+5, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Climbing d12+2,

Notice d12, Stealth d6, Throwing d10

Charisma: -; Pace: 6; Parry: 8; Toughness: 16 (3) Gear: Masterwork great terbutje (Str+d8; +2 energy damage Drain), rock (Throwing; range 3/6/12; Str+d6) Edges: Combat Reflexes, Sweep, Improved Sweep, Two-Fisted

Tactics: Two Weapons
Special Abilities

• Armour +3: Dead skin.

• Slams: Str+d8; +2 energy damage Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Humanoid:** Affected by spells that only work on humanoids.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Smoke Giant

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d4, Throwing d6, Spellcasting d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (2) Gear: Heavy mace (Str+d6; AP 2), rock (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Arcane Background (Magic), Combat Reflexes, Strong Willed, Trademark Weapon (heavy mace)

Powers: Obscure (fog cloud)

Special Abilities

• Armour +2: Soot-colored skin.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Fire.

• Weakness: Cold (double damage). • Size +3: Nine feet tall; Toughness +3.

Snow Giant

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d6, Climbing d8, Survival d8, Notice d8,

Stealth d6, Throwing d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (2) Gear: Great axe (Str+d6), medium shield (+1 Parry),

javelin (Throwing; range 3/6/12; Str+d6)

Edges: Sweep, Improved Sweep

Special Abilities • Armour +2: Skin. • Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on

humanoids. • Immunity: Cold.

• Size +3: Increases Toughness by +3.

Stone Giant

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d10, Notice

d10, Stealth d6, Throwing d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 15 (3) Gear: Greatclub (Str+d8), rock (Throwing; range 3/6/12;

Str+d6)

Edges: Marksman, Quick Draw, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on humanoids.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Storm Giant

Rank: Legendary

Attributes: Agility d8, Smarts d10, Spirit d12+1,

Strength d12+6, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Climbing d12+1, Repair d10, Swimming d12+2, Notice d12+4,

Shooting d10, Faith d12

Charisma: -; Pace: 10; Parry: 7; Toughness: 20 (3)

Gear: Masterwork greatsword (Str+d10; Parry -1), masterwork composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Miracles), Combat Reflexes,

Holy Warrior, Sweep, Strong Willed

Powers: Blast (lightning storm), Flight (levitate), Obscure (fog)

Special Abilities

• Armour +3: Bronze skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Amphibious: Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on

• Immunity: Electricity.

• Size +8: Twenty-one feet tall; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Taiga Giant

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Climbing d12, Knowledge (Religion) d10, Survival d12+1, Notice d10, Stealth d6, Throwing d8 Charisma: -; Pace: 6; Parry: 8; Toughness: 19 (2) Gear: Hide armour (+2), spear (Str+d6; Reach 1"; Parry

+1), rock (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Quick, Sweep, Strong Willed **Special Abilities**

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• Humanoid: Affected by spells that only work on humanoids.

• Size +8: Twenty feet tall; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Volcano Giant

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Climbing d12+1, Knowledge (Nature) d10, Notice d12+1, Throwing d10, Faith d8

Charisma: -; Pace: 8; Parry: 9; Toughness: 21 (4) Gear: Gargantuan longspear (Str+d6; Reach 1"; Parry +1; Crit), rock (Throwing; range 3/6/12; Str+d6; +2 fire damage)

Edges: Arcane Background (Miracles), Hard to Kill, Holy Warrior, Sweep, Strong Willed

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +4: Brown skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d12 damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +8: Eighteen feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wood Giant

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d12, Knowledge (Nature) d8, Survival d8, Notice d10, Stealth d8, Shooting d6, Faith d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1) Gear: Leather armour (+1), longsword (Str+d8), masterwork longbow (Shooting; range 15/30/60; 2d6) Edges: Arcane Background (Miracles), Marksman, Strong Willed

Powers: Beast Friend, Growth (enlarge person), Puppet (animals only)

Special Abilities
• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

• Size +2: Fourteen feet tall; Toughness +2.

Gibbering Mouther

Gibbering Mouther

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d12+2

Skills: Fighting d6, Swimming d8, Notice d10, Innate

Powers d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (2) Edges: Arcane Background (Super Powers), Frenzy, Improved Frenzy, Trademark Weapon (bite)

Powers: Confusion (gibbering)

Special Abilities

• Armour +2: Formless flesh.

• Bites: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunity: Gang Up bonuses.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Gigas Clam

Gigas Clam

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d12, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Swimming d12+4, Notice d10,

Shooting d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 20 (4) Gear: Siphon dart (Shooting; range 3/6/12; 2d4; Poison)

Edges: Combat Reflexes, Marksman, Quick

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Slams: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 16", and cannot drown.

• Immunities: Disease and poison.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and slashing.

• **Poison:** Siphon dart inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gillman

Gillman

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d10, Notice d4, Shooting

d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Gear: Spear (Str+d6; Reach 1"; Parry +1), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Special Abilities

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Weakness: Water dependency.

Girallon

Girallon

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d12

Skills: Fighting d8, Climbing d10, Tracking d10, Notice

d10, Stealth d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: White fur.

• Bite: Str+d6.

• Claws: Str+d6; Rend.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Endurance: +2 to Soak rolls.

• Size +2: Eight feet tall; Toughness +2.

High Girallon

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d10, Climbing d12+1, Knowledge (Religion) d12, Survival d10, Tracking d10, Notice d10, Stealth d6, Throwing d8, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (2) **Gear:** Masterwork throwing axe (Str+d6), masterwork throwing axes (Str+d8), masterwork throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes, Sweep, Strong Willed, Two-Fisted, Trademark Weapon

(throwing axe)

Powers: Detect Arcana (see invisibility), Dispel, Fear, Obscure (darkness), Puppet, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +2: White fur.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• **Immunities:** Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or good

weapons.

• Size +2: Nine feet tall; Toughness +2.

Girtablilu

Girtablilu

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Climbing d12+1, Knowledge

(History) d6, Repair d8, Survival d12, Notice d12, Stealth

d10, Throwing d8, Faith d8

Charisma: -; Pace: 10; Parry: 8; Toughness: 12 (2) Gear: Masterwork spear (Str+d6; Reach 1"; Parry +1), masterwork spear (Throwing; range 3/6/12; Str+d6) Edges: Arcane Background (Miracles), Dodge, Improved

Dodge, Holy Warrior, Level Headed, Quick

Powers: Summon Ally (animals and elementals)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +2: Thirteen feet long; Toughness +2.

Glacier Toad

Glacier Toad

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Tracking d10, Swimming d12, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Quick, Trademark Weapon (bite) **Special Abilities**

• Armour +2: Blue flesh.

• Bite: Str+d6; +2 cold damage; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at

least one Size category smaller than the swallower.

- Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.
- Immunity: Cold.
- Weakness: Fire (double damage).
- **Size +3:** Increases Toughness by +3.

Glass Wyrm

Glass Wyrm

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Knowledge (Planes) d12+1, Persuasion d12+1, Notice d12+3, Stealth d12

Charisma: -; Pace: 6; Parry: 8; Toughness: 15 (4) **Edges:** Alertness, Ambidextrous, Level Headed, Sweep

Tactics: Two Weapons Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 slashing

• Immunities: Sleep and paralysis.

• Weakness: Sonic (double damage).

• Physical Resistance: -3 damage from physical attacks, except from those that are both magical and bludgeoning.

• Size +3: Increases Toughness by +3.

Gloom Crawler

Gloom Crawler

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d10, Notice d12+1

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (2) Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Inky-black flesh.

• Bite: Str+d8.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Gang Up bonuses.

• Weakness: Vulnerable to sunlight.

• Endurance: +2 to Soak rolls.

• Size +6: Thirty feet long; Toughness +6.

 Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gloomwing

Gloomwing

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 2.

• Size +2: Increases Toughness by +2.

Gnarlwood

Gnarlwood

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Notice d12+1, Stealth d4,

Spellcasting d4

Charisma: +1; Pace: 6; Parry: 7; Toughness: 21 (4) Edges: Alertness, Arcane Background (Magic), Frenzy,

Improved Frenzy, Level Headed, Quick, Sweep,

Trademark Weapon (claw)

Powers: Summon Ally (skeletons and zombies)

Special Abilities

• Armour +4: Natural armour.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Unholy Aura: Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic. • Weakness: Fire (double damage).

• Physical Resistance: -3 damage from physical attacks, except from those that are both slashing and

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gnasher Lizard

Gnasher Lizard

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+2, Vigor d12+1

Skills: Fighting d10, Tracking d12, Notice d12, Stealth

d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 13 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Size +3: Ten feet long; Toughness +3.

Gnoll

Gnoll

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Notice d4, Throwing d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 6 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), medium shield (+1 Parry), spear (Throwing; range 3/6/12; Str+d6)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

Giant Demon Gnoll

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d4, Intimidation d10, Notice d6, Throwing

d4, Innate Powers d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 12 (3) Gear: Splint mail (+3), javelin (Throwing; range 3/6/12; Str+d6; Range Increment)

Edges: Arcane Background (Super Powers), Frenzy

Powers: Smite (Good)
Special Abilities
• Claws: Str+d6.
• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Energy Resistances: -1 damage from cold and fire.

• Size +2: Increases Toughness by +2.

Flind

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d4, Notice d4, Shooting

d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2)
Gear: Scale mail (+2), flindbar (Str+d8), longbow

(Shooting; range 15/30/60; 2d6)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

Gnoph-Keh

Gnoph-Keh

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d12+1, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Climbing d12+3, Notice d12+2,

Stealth d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 15 (4) Edges: Frenzy, Improved Frenzy, Quick, Strong Willed Special Abilities

• Armour +4: Natural armour.

• Claws: Str+d6. • Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Size +3:** Increases Toughness by +3.

Goblin

Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth d10. Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), short sword (Str+d6), medium shield (+1 Parry), short bow (Shooting; range 12/24/48; 2d6)

Edges: Level Headed
Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• Humanoid: Affected by spells that only work on

humanoids.

• **Size -1:** Three feet tall; Toughness -1.

Arctic Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth

d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Hand axe (Str+d6), medium shield (+1 Parry),

short bow (Shooting; range 12/24/48; 2d6)

Edges: Level Headed **Special Abilities**

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Energy Resistance: -1 damage from cold.

• Size -1: Reduces Toughness by -1.

Caveling Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Climbing d10, Riding d6, Survival d10,

Swimming d6, Stealth d10

Charisma: -; Pace: 6; Parry: 4; Toughness: 4

Edges: Frenzy, Level Headed

Special Abilities • Claws: Str+d4.

• Darkvision: No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Reduces Toughness by -1.

Deep Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Climbing d6, Riding d10, Swimming

d6, Stealth d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), short sword (Str+d6), medium shield (+1 Parry), short bow (Shooting; range 12/24/48; 2d6)

Edges: Level Headed **Special Abilities**

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids.

• Size -1: Reduces Toughness by -1.

Gibberling Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth

d10, Shooting d4, Innate Powers d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), short sword (Str+d6), medium shield (+1 Parry), short bow (Shooting; range 12/24/48; 2d6)

Edges: Arcane Background (Super Powers), Level Headed

Powers: Confusion (gibbering)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Hellion Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth

d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), short sword (Str+d6), medium shield (+1 Parry), short bow (Shooting; range 12/24/48; 2d6)

Edges: Level Headed **Special Abilities**

• Bite: Str+d4; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Immunity: Fire.

• Size -1: Reduces Toughness by -1.

Lasher Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth

d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), short sword (Str+d6), medium shield (+1 Parry), short bow (Shooting; range

12/24/48; 2d6) Edges: Level Headed **Special Abilities**

• Tongue: Str; Reach 1"; Sticky Tongue.

• Darkvision: No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on humanoids.

• Sticky Tongue: Victims struck by the tongue must make an opposed Strength roll as a free action if they wish to move more than 1" away.

• Size -1: Reduces Toughness by -1.

Monkey Goblin

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Climbing d12, Survival d6, Notice d6,

Stealth d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), kukri (Str+d8), shortbow

(Shooting; range 12/24/48; 2d6)

Edges: Berserk
Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -1: Reduces Toughness by -1.

Thorn Goblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Riding d10, Swimming d6, Stealth

d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Short sword (Str+d6), medium shield (+1 Parry),

short bow (Shooting; range 12/24/48; 2d6)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Thorns:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size -1: Reduces Toughness by -1.

Goblin Naga

Goblin Naga

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Knowledge (Arcana) d10, Repair d10,

Notice d10, Stealth d12+1, Spellcasting d6

Charisma: +2; Pace: 6; Parry: 6; Toughness: 7 (1) Edges: Arcane Background (Magic), Dodge, Quick

Powers: Armor, Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Boost Trait (Agility), Deflection (forcefield), Detect Arcana (sense magic), Lower Trait (Strength), Stun (daze)

Special Abilities

• Armour +1: Rust-coloured scales.

• Bite: Str+d6.

• Sting: Str+d6; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• Immunity: Poison.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Goblin Snake

Goblin Snake

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d6, Knowledge (Local) d4, Tracking d6, Swimming d6, Notice d6, Stealth d10 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 5 **Special Abilities**

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 1".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -1: Reduces Toughness by -1.

Gohl (Hydra Cloud)

Gohl (Hydra Cloud)

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d12+3 Charisma: -; Pace: -; Parry: 7; Toughness: 13 (3) Edges: Ambidextrous, Frenzy, Level Headed, Quick,

Strong Willed, Trademark Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +3: Gray flesh.

• Bites: Str+d6; +2 acid damage.

• Tentacles: Str+d6; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 6" and Climb 2.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.

• Size +2: Increases Toughness by +2.

Golden Cat

Golden Cat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d6, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Special Abilities

• Armour +1: Golden fur.

• Bite: Str+d4.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Size -1: Reduces Toughness by -1.

Golden Guardian

Golden Guardian

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Electricity and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

Golem

Adamantine Golem

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+4, Notice d4

Charisma: -; Pace: 6; Parry: 10; Toughness: 23 (6)

Edges: Frenzy
Special Abilities

• Armour +6: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Alchemical Golem

Rank: Heroic

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4, Throwing d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (3) Gear: Bomb (Throwing; range 3/6/12; Str+d6; +2

energy damage Damage)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Alchemy.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either adamantine or bludgeoning weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Embalming Golem

Rank: Heroic

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4, Throwing d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (3) Gear: Bomb (Throwing; range 3/6/12; Str+d6; +2

energy damage Damage)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Alchemy.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either adamantine or bludgeoning weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Behemoth Golem

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d12+7, Vigor d12+5

Skills: Fighting d12+2, Notice d4

Charisma: -; Pace: 6; Parry: 9; Toughness: 34 (7)

Special Abilities

• Armour +7: Natural armour.

Tusks: Str+d8.Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Immunity: Magic.

• **Physical Resistance:** -4 damage from physical attacks, except those caused by adamantine weapons.

• **Size +17:** Forty feet tall; Toughness +17.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Bone Golem

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (3)

Edges: Level Headed Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both adamantine and bludgeoning.

• Size +2: Increases Toughness by +2.

Brass Golem

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d4, Spellcasting d4 Charisma: -; Pace: 8; Parry: 8; Toughness: 22 (5)

Gear: Brass falchion (Str+d8; +2 fire damage)

Edges: Arcane Background (Magic) **Powers:** Detect Arcana (see invisibility)

Special Abilities

Armour +5: Natural armour.
Slam: Str+d8; +2 fire damage.

Low Light Vision: No penalties for dim or dark lighting.
 Darkvision: No vision penalties for darkness (range

12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Fire and magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• **Size +8:** Twenty-four feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Cannon Golem

Rank: Epic

Attributes: Agility d12+2, Smarts d4 (M), Spirit d8,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d4, Shooting d12 Charisma: -; Pace: 6; Parry: 8; Toughness: 17 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Cannon: Shooting; range 15/30/60; 2d8; AP 2.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Carrion Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Rotting flesh.

• Slams: Str+d6; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

- Darkvision: No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Disgusting:** All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Immunity: Magic.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- Disease: Make a Vigor roll or become afflicted.

Carrion Golem Mount

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 14 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Molded flesh.

• Slams: Str+d8; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Disgusting:** All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Immunity: Magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- Disease: Make a Vigor roll or become afflicted.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Carrion Golem (Stand-In)

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4, Innate Powers d6 **Charisma:** –; **Pace:** –; **Parry:** 5; **Toughness:** 9 (2) **Edges:** Arcane Background (Super Powers), Frenzy

Powers: Disguise (impersonate master)

Special Abilities

- Armour +2: Flesh.
- Slams: Str+d6; Disease.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Disgusting:** All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Immunity: Magic.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- Disease: Make a Vigor roll or become afflicted.

Carrion Golem (Weaponized)

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

- Armour +2: Natural armour.
- Slams: Str+d6; Disease.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.
- **Disgusting:** All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Immunity: Magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.
- **Disease:** Make a Vigor roll or become afflicted.

Caryatid Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 11 (4)

Gear: Masterwork adamantine scythe (Str+d8)

Special Abilities

• Armour +4: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Immunity: Magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

Clay Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (4)

Edges: Berserk, Frenzy Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d6; Cursed Wound.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both adamantine and bludgeoning.

• **Cursed Wound:** Magical healing on these wounds suffers a −2 penalty.

• Size +3: Eight feet tall; Toughness +3.

Clockwork Golem

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 6; Parry: 8; Toughness: 16 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Coral Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +3: Nine feet tall; Toughness +3.

Flagstone Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12+1, Notice d4, Stealth d8

Charisma: -; Pace: 6; Parry: 8; Toughness: 14 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +3: Ten feet tall; Toughness +3.

Flesh Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (3)

Edges: Berserk, Frenzy Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.

• **Size +2:** Eight feet tall; Toughness +2.

Faceless Flesh Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (3)

Edges: Berserk, Frenzy Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size +2: Increases Toughness by +2.

Girallon Flesh Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Climbing d12, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3)

Edges: Berserk, Frenzy, Improved Frenzy

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6: Rend.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

2").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size +3: Increases Toughness by +3.

Flesh Golem Hound

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (3)

Edges: Berserk
Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.
 Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Immunity: Magic.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.

Fossil Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 6; Parry: 8; Toughness: 19 (4)

Edges: Combat Reflexes, Frenzy

Special Abilities

• Armour +4: Natural armour.

• Bites: Str+d8; Petrification.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both adamantine and bludgeoning.

• **Petrification:** Make a Vigor roll or be turned to stone.

• Size +7: Twenty feet tall; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Furnace Golem

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 22 (5)

Edges: Frenzy
Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8; +2 fire damage; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire and magic.

• Energy Resistance: -4 damage from cold.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gelatinous Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Notice d12+1

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3) Edges: Frenzy, Quick, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; +2 acid damage; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunities: Electricity and magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and magical.

• Paralysis: Victims must make a Vigor roll or be

paralysed until they next draw a Joker or hearts for initiative.

• Endurance: +2 to Soak rolls.

• Size +3: Eight feet tall; Toughness +3.

Glass Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +2: Ten feet tall; Toughness +2.

Ice Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 cold damage.

• Immunities: Cold and magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

Iron Golem

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 18 (5)

Edges: Frenzy
Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.

• Immunity: Magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Iron Golem Archer

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Notice d4, Throwing d12 Charisma: -; Pace: 4; Parry: 8; Toughness: 18 (5) Gear: Arrows of wrath (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy
Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Iron Maiden Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -4 damage from physical attacks, except those caused by adamantine weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Magnesium Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Dexterity Damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• Weakness: Rust vulnerability.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• **Dexterity Damage:** Make a Vigor roll or suffer a level of Fatigue.

Marrowstone Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; +2 necromantic damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to rise as some form of ghoul-like undead.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +2: Increases Toughness by +2.

Mask Golem

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d6, Spellcasting d4 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 8 (1) **Edges:** Arcane Background (Magic), Frenzy, Level

Headed, Quick

Powers: Detect Arcana (see invisibility)

Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• Weakness: Sonic (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Mithral Golem

Rank: Epic

Attributes: Agility d12+2, Smarts d4 (M), Spirit d6,

Strength d12+5, Vigor d12+3 **Skills:** Fighting d12+3, Notice d4

Charisma: -; Pace: 10; Parry: 9; Toughness: 21 (4)

Edges: Dodge, Improved Dodge, Frenzy

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -4 damage from physical attacks, except those caused by adamantine weapons.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mummy Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (3)

Edges: Frenzy

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both magical and slashing or piercing.

Noqual Golem

Rank: Epic

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+3, Notice d4

Charisma: -; Pace: 8; Parry: 9; Toughness: 22 (5)

Edges: Frenzy
Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8; Spell Sunder.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ooze Golem

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 14 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +3: Ten feet tall; Toughness +3.

Quantium Golem

Rank: Epic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+6, Vigor d12+4

Skills: Fighting d12+4, Notice d4

Charisma: -; Pace: 4; Parry: 10; Toughness: 27 (7)

Gear: Bastard sword (Str+d8)

Special Abilities

• Armour +7: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –5 damage from physical attacks, except from those that are both adamantine and bludgeoning.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Rope Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both adamantine and

slashing.

Stone Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 16 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stone Guardian Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Invisible:** Enemies suffer -4 to their attacks.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Energy Resistances: -1 damage from cold, electricity and fire.

Tallow Golem

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both adamantine and bludgeoning.

Wax Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Special AbilitiesArmour +2: Skin.Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• Weakness: Fire (double damage).

Sentient Wax Golem

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d6, Repair d8, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Magic.

• Weakness: Fire (double damage).

Witch-Doll Golem

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 6; Parry: 8; Toughness: 16 (4)

Gear: Needle (Str+d8) Edges: Frenzy Special Abilities

• Armour +4: Human skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Wood Golem

Rank: Veteran

Attributes: Agility d10, Smarts d4 (M), Spirit d10,

Strength d12, Vigor d10 **Skills:** Fighting d8, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 splinters damage.

• Immunity: Magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.

Gorbel

Gorbel

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d8, Stealth d10

Charisma: -; Pace: 1; Parry: 4; Toughness: 5 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Reddish skin.

• Claws: Str+d4; Grab.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they

require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb 0.

• Immunity: Gang Up bonuses.

• Physical Resistance: -2 damage from physical attacks, except those caused by either slashing or piercing weapons.

• Size -1: Reduces Toughness by -1.

Gorgimera

Gorgimera

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d12+1

Skills: Fighting d10, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 12 (2)

Edges: Alertness, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Dragon Bite: Str+d6. Lion Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -1.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 varies damage.

• Size +2: Increases Toughness by +2.

Metallic Gorgimera

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d12+1

Skills: Fighting d10, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 12 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Dragon Bite: Str+d6. • Lion Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb −1.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 varies

• Size +2: Increases Toughness by +2.

Gorgon

Gorgon

Attributes: Agility d6, Smarts d6 (A), Spirit d10,

Strength d12+2, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Notice d12+1 Charisma: -; Pace: 6; Parry: 6; Toughness: 15 (3)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Horn: Str+d6. • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 negates

• Size +3: Six feet tall; Toughness +3.

***Euryale**

Rank: Epic

Attributes: Agility d10, Smarts d12+2, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+5, Knowledge (Arcana) d12+4, Knowledge (Planes) d12+4, Persuasion d12+5, Repair d12+4, Survival d12+4, Notice d12+4, Stealth d12+2

Charisma: +4; Pace: 6; Parry: 8; Toughness: 19 (6) Edges: Ambidextrous, Frenzy, Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Tactics: Two Weapons Special Abilities

• Armour +6: Scaly flesh.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• Darkvision: No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb -1.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil

• Petrifying Gaze: All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunities: Sleep, shapechanging and paralysis.

• Physical Resistance: -4 damage from physical attacks, except from those that are both legendary and good.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Sthenno**

Rank: Legendary

Attributes: Agility d10, Smarts d12+2, Spirit d12+2,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Planes) d12+4, Persuasion d12+4, Repair d12+4, Survival d12+3, Notice d12+4, Stealth d12+1

Charisma: +4; Pace: 6; Parry: 8; Toughness: 19 (6) Edges: Ambidextrous, Frenzy, Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +6: Scaly flesh.

• Claws: Str+d8: Grab.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb -1.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunities: Sleep, shapechanging and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both legendary and good.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gorgoni

Gorgoni

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Climbing d8, Knowledge (Geography) d12+1, Repair d8, Tracking d10, Notice d10, Stealth d8, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Gear: Scimitar (Str+d6), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Alertness, Berserk, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Outsider (Native): This ability is only important for certain spells.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Gorilla Bear

Gorilla Bear

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Climbing d10, Tracking d8, Swimming

d10, Notice d8

Edges: Frenzy

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Special Abilities
• Armour +2: Dark fur.

Claws: Str+d6; Constrict.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Endurance: +2 to Soak rolls.

• **Size +2:** Eight feet tall; Toughness +2.

Gorynych

Gorynych

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+1, Knowledge (Arcana) d12, Knowledge (Nature) d12, Persuasion d12+1, Repair d12, Swimming d12+3, Notice d12+2, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 20 (4) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Quick, Strong Willed, Trademark Weapon (bite) Powers: Disguise (shapechange), Dispel, Light (dancing lights), Lower Trait (curse), Puppet (living humanoids only)

Special Abilities

• Armour +4: Scaly hide.

Bites: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Flight: Flying Pace of 20" and Climb -1.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.
- Immunities: Fire, sleep, poison and paralysis.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by lawful weapons.
- **Size +7:** Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Grave Risen

Grave Risen

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Climbing d10, Notice d10, Stealth

d10, Spellcasting d6

Charisma: +1; Pace: 6; Parry: 6; Toughness: 9 (1)

Edges: Arcane Background (Magic), Frenzy, Level

Headed, Trademark Weapon (claw)

Powers: Summon Ally (skeletons and zombies)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Blood Poisoning.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Blood Poisoning:** Make a Vigor roll or suffer a level of Fatique.
- Endurance: +2 to Soak rolls.

Gray Nisp

Gray Nisp

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+2

Skills: Fighting d8, Tracking d10, Swimming d12+3,

Notice d10, Stealth d10, Spellcasting d4

Charisma: -; Pace: 2; Parry: 6; Toughness: 15 (3) Edges: Alertness, Arcane Background (Magic), Frenzy,

Sweep, Trademark Weapon (claw)

Powers: Confusion, Entangle, Mind Reading, Slow

Special Abilities

• Armour +3: Slick skin.

Claws: Str+d6.Bite: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 15", and cannot drown.

• **Size +3:** Nine feet tall; Toughness +3.

Gray Render

Gray Render

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Survival d6, Tracking d10, Notice d10 Charisma: -; Pace: 6; Parry: 6; Toughness: 16 (3)

Edges: Trademark Weapon (claw)

Special Abilities

• Armour +3: Hairless skin.

• Bite: Str+d8.

• Claws: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Graymalkin

Greymalkin

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d8, Vigor d10

Skills: Fighting d8, Tracking d8, Notice d8, Stealth d6 **Charisma:** -; **Pace:** 8; **Parry:** 6; **Toughness:** 11 (2)

Edges: Alertness, Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Size +2: Eight feet long; Toughness +2.

Slinker

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4

Edges: Strong Willed Special Abilities
• Bite: Str+d4.
• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Reduces Toughness by -1.

Tether

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d8, Climbing d10, Tracking d8, Notice d8,

Stealth d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 4

Edges: Strong Willed Special Abilities
• Bite: Str+d4.
• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Reduces Toughness by -1.

Great old one

***Bokrug**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+4,

Strength d12+6, Vigor d12+7

Skills: Fighting d12+4, Repair d12+6, Swimming d12+10, Notice d12+8, Stealth d12+7, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 10; **Toughness:** 19 (4) **Edges:** Arcane Background (Magic), Combat Reflexes,

Level Headed, Strong Willed

Powers: Banish (plane shift self), Blast (tsunami), Dispel, Flight (wind walk), Obscure (illusionary terrain), Obscure (fog), Teleport (dimension door), Voice on the Wind (dream message)

Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Immortality: Reforms after a period of time if killed.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +7 to resist opposed magic, and

+7 armour against offensive magic.

• **Immunities:** Cold, disease, poison, paralysis, petrification, mind-affecting effects, aging and death magic.

• Energy Resistances: -6 damage from acid and fire.

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both legendary and lawful.

• Poison: Inflict poison if foe is Shaken or wounded.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Cthulhu**

Rank: Epic

Attributes: Agility d12+1, Smarts d12+4, Spirit d12+5,

Strenath d12+10, Vigor d12+8

Skills: Fighting d12+4, Knowledge (Arcana) d12+10, Repair d12+10, Swimming d12+10, Notice d12+10, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 10; Toughness: 37 (5) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy

Powers: Dispel, Obscure (fog), Summon Ally, Teleport, Voice on the Wind (dream message)

Special Abilities

• Armour +5: Natural armour.

• Cleaving Claws: Str+d8; Constrict.

• **Tentacles:** Str+d8; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Immortality: Reforms after a period of time if killed.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 40" and Climb 0.

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Arcane Resistance: +8 to resist opposed magic, and

+8 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

- **Immunities:** Cold, disease, paralysis, petrification, mind-affecting effects, aging and death magic.
- **Energy Resistances:** –6 damage from acid, electricity, fire and sonic.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both legendary and lawful.
- Size +20: One hundred feet tall; Toughness +20.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

***Hastur**

Rank: Epic

Attributes: Agility d12+7, Smarts d12+5, Spirit d12+4,

Strength d12+2, Vigor d12+7

Skills: Fighting d12+4, Intimidation d12+10, Knowledge (Nobility) d12+10, Repair d12+10, Notice d12+10,

Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 16; Parry: 10; Toughness: 14 (3)

Gear: Tattered lash (Str+d8; Bleed)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Improved Frenzy, Sneak Attack

Powers: Disguise (illusion), Dispel, Fear, Obscure (illusion), Puppet, Speak Language, Teleport (dimension door), Voice on the Wind (dream message)

Special Abilities

• Armour +3: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Immortality:** Reforms after a period of time if killed.
- Arcane Resistance: +8 to resist opposed magic, and
- +8 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures
- **Immunities:** Cold, sonic, disease, paralysis, petrification, mind-affecting effects, aging and death magic.
- Energy Resistances: -6 damage from acid, electricity and fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both legendary and lawful.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Gremlin

Gremlin

Rank: Novice

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4, Repair d6, Lockpicking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 4; Parry: 4; Toughness: 5 (1)

Gear: Shortsword (Str+d6)

Edges: Sneak Attack Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: 3½ feet tall; Toughness -1.

Fuath (Gremlin)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4–2, Climbing d6, Swimming d10, Notice

d6, Stealth d10, Faith d6

Charisma: -; Pace: 4; Parry: 2; Toughness: 4 (1)

Gear: Dart (Shooting; range 3/6/12; 2d4)

Edges: Arcane Background (Miracles), Level Headed **Powers:** Elemental Manipulation (water), Slumber

Special Abilities

• Armour +1: Natural armour.

• Claws: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Weakness: Fire (double damage).

• Energy Resistance: -2 damage from cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size -2: Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Grimple (Gremlin)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Swimming d6, Notice d6, Stealth d12

Charisma: -; Pace: 4; Parry: 2; Toughness: 3 Gear: Rock (Throwing; range 3/6/12; Str+d6)

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 4" and Climb -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Jinkin (Gremlin)

Rank: Novice

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4–2, Repair d10, Lockpicking d8, Notice

d6, Stealth d12, Spellcasting d8

Charisma: -; Pace: 8; Parry: 2; Toughness: 3

Gear: Short sword (Str+d6)

Edges: Arcane Background (Magic), Dodge, Sneak Attack

Powers: Teleport (dimension door)

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size -2: Two feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Nuglub (Gremlin)

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Climbing d8, Repair

d8, Notice d8, Stealth d12, Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Edges: Arcane Background (Magic), Trademark Weapon (claw)

Powers: Smite (shocking grasp)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Grab.

• Claws: Str+d4; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Knockback:** Opponent knocked back d4" on a raise, if they hit a solid object they suffer +d6 damage.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size -1: 2½ feet tall; Toughness -1.

Pugwampi (Gremlin)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d4–2, Repair d6, Riding d4, Lockpicking d4, Notice d6, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 6; Parry: 2; Toughness: 3 Gear: Dagger (Str+d4), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Arcane Background (Magic), Level Headed

Powers: Beast Friend Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24")

• **Arcane Resistance:** +1 to resist opposed magic, and +1 armour against offensive magic.

• **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Vexgit (Gremlin)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4–2, Climbing d10, Knowledge (Engineering) d4, Repair d6, Lockpicking d8, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 2; Toughness: 5 (1)

Gear: Warhammer (Str+d6; AP 2)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

• Size -2: 1½ feet tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Grick

Grick

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d4, Climbing d8, Tracking d10, Notice d10, Stealth d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Edges: Combat Reflexes

Special AbilitiesArmour +1: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1".

Darkvision: No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for

downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Jungle Grick

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d12, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d10, Tracking d12, Notice

d12, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Combat Reflexes Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1".

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

Griffon

Griffon

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 16" and Climb 0.

• Size +2: Eight feet long; Toughness +2.

Half-Fiend Griffon

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d8, Notice d12+1, Stealth d8, Spellcasting

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (2) Edges: Arcane Background (Magic), Strong Willed,

Trademark Weapon (bite)

Powers: Smite (Good), Obscure (darkness)

Special Abilities

• Armour +2: Black fur.

• Bite: Str+d6. • Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Outsider (Native): This ability is only important for certain spells.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 2.

• Immunity: Poison.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Grig

Gria

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4-2, Notice d6, Stealth d12, Spellcasting

Charisma: -; Pace: 6; Parry: 2; Toughness: 3 Gear: Short sword (Str+d6), longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge Powers: Disguise (illusion), Entangle, Invisibility **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 8" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: 1½ feet tall; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Dark Ice Grig

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4-2, Repair d6, Notice d6, Stealth d8, Spellcasting d6

Charisma: -; Pace: 4; Parry: 2; Toughness: 6 (2) Gear: Short sword (Str+d6), longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge Powers: Disguise (illusion), Entangle, Invisibility

Special Abilities

- Armour +2: Natural armour.
- Claws: Str; +2 cold damage.
- Low Light Vision: No penalties for dim or dark lighting.
- Flight: Flying Pace of 6" and Climb -1.
- Weakness: Fire (double damage).
- Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.
- Size -2: Reduces Toughness by -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Grig Swarm

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Repair d10, Notice d12, Stealth d12+3, Spellcasting d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 7 (1) Edges: Arcane Background (Magic), Dodge, Improved Dodae

Powers: Disguise (illusion), Entangle, Invisibility Special Abilities

- Armour +1: Blue skin.
- Low Light Vision: No penalties for dim or dark lighting.
- Swarm: +2 Parry, immune to most weapons.
- **Split:** May split into two SBT swarms, each with -2 Toughness.
- Flight: Flying Pace of 8" and Climb -1.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Grim Reaper

Grim Reaper

Rank: Epic

Attributes: Agility d8, Smarts d10, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d12+2, Knowledge (Planes) d12+5, Persuasion d12+7, Notice d12+6, Stealth d12+4, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 9; Toughness: 16 (3)

Gear: Scythe (Str+d8; Death Touch)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Improved Sweep, Improved Trademark Weapon (scythe)

Powers: Banish (plane shift self), Deflection (forcefield), Invisibility, Summon Ally

Special Abilities

- Armour +3: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.

- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 3.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both cold iron and good.
- **Death Touch:** Make a Vigor roll at -2 or suffer a level of Fatique.
- **Size +3:** Fifteen feet tall; Toughness +3.

Grimlock

Grimlock

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8,

Skills: Fighting d4, Climbing d8, Survival d6, Tracking d8,

Notice d8, Stealth d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Gear: Battleaxe (Str+d8)

Edges: Alertness **Special Abilities**

- Armour +1: Natural armour.
- Blindsight: Ignore sight-based penalties and gaze attacks (range 8").
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Immunities: Gaze attacks and visual effects.

Grimm

Grimm

Rank: Epic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12+4, Climbing d12+2, Healing d10, Persuasion d12+1, Notice d12+4, Stealth d12+3, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 15 (3) Edges: Arcane Background (Magic), Combat Reflexes, Hard to Kill, Level Headed, Strong Willed

Powers: Blast (lightning storm), Obscure (darkness)

Special Abilities

- Armour +3: Black flesh.
- Bite: Str+d8.
- Claws: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.

- Hardy: A second Shaken result doesn't become a wound.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both silver and good.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Grimstalker

Grimstalker

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Knowledge (Nature) d10, Survival d8, Notice d10, Stealth

Charisma: +1; Pace: 8; Parry: 6; Toughness: 8 (1) Edges: Combat Reflexes, Frenzy, Level Headed, Sneak Attack

Special Abilities

• Armour +1: Brown skin.

• Claws: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• **Poison:** Claws inflict poison if foe is Shaken or wounded.

Grindylow

Grindylow

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d10, Notice d6, Stealth

d12, Throwing d4

Charisma: -; Pace: 3; Parry: 5; Toughness: 5 (1)
Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size -1: Four feet long; Toughness -1.

Grippli

Grippli

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Healing d8, Survival d8,

Tracking d8, Notice d6, Stealth d10, Shooting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1)

Gear: Leather armour (+1), short sword (Str+d6), dart

(Shooting; range 3/6/12; 2d4) **Edges:** Beast Master, Woodsman

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

• **Humanoid:** Affected by spells that only work on humanoids

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Two feet tall; Toughness -1.

Groaning Spirit

Groaning Spirit

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Intimidation d12+1, Knowledge

(Religion) d12, Notice d12+1, Stealth d12

Charisma: -; Pace: -; Parry: 6; Toughness: 7
Edges: Alertness, Level Headed, Trademark Weapon (incorporeal touch)

Special Abilities

• Incorporeal Touch: Str+d6; Chill Touch.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• Ethereal: Intangible and can only be hurt by magical attacks.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Fear −1:** Anyone who sees this creature must make a Fear check at −1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Immunities:** Electricity, cold, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• **Chill Touch:** Make a Vigor roll or suffer a level of Fatigue.

Grodair

Grodair

Rank: Seasoned

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Knowledge (Nature) d8, Survival d8,

Swimming d12+2, Notice d4, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Gear: Water blast (Throwing; range 3/6/12; Str+d6;

Push)

Edges: Combat Reflexes, Strong Willed, Trademark

Weapon (water blast)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

• Amphibious: Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• Hardy: A second Shaken result doesn't become a wound.

Gro'Kosh

Gro'Kosh

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Knowledge (Geography) d12, Knowledge (Nature) d12, Notice d12, Spellcasting d8 Charisma: +4; Pace: 8; Parry: 7; Toughness: 11 (3) Edges: Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Strong Willed, Trademark Weapon (vine)

Powers: Slow **Special Abilities**

• Armour +3: Natural armour.

• Vines: Str+d8; Reach 1".

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Physical Resistance: -3 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

Gronk

Gronk

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d6, Survival d10,

Tracking d10, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour.

• Horn: Str+d6. • Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Nine feet tall; Toughness +2.

Grootslang

Grootslang

Rank: Epic

Attributes: Agility d12, Smarts d8, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12, Tracking d12+4,

Swimming d12+9, Notice d12+4, Stealth d10 Charisma: -; Pace: 8; Parry: 9; Toughness: 24 (5)

Gear: Stomps (Str+d8)

Edges: Ambidextrous, Dodge, Improved Dodge, Sweep

Tactics: Two Weapons **Special Abilities**

• Armour +5: Natural armour.

• Bite: Str+d8.

• Darkvision: No vision penalties for darkness (range 24").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Natural Swimmer: Swimming Pace of 10", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Twenty feet tall; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gryph

Gryph

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d10 Charisma: -; Pace: 6; Parry: 6; Toughness: 5

Special Abilities • Bite: Str+d4.

• Claw: Str+d4; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb 2.

• Size -1: Three feet tall; Toughness -1.

Guardian Doll

Guardian Doll

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d8, Notice d6, Stealth d12, Spellcasting

Charisma: -; Pace: 6; Parry: 6; Toughness: 2 **Gear:** Doll (Str+d4; +2 cold damage; Paralysis) Edges: Arcane Background (Magic), Level Headed **Powers:** Bolt (ray of frost), Flight (levitate), Puppet (living humanoids only)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Cold.

• Weaknesses: Fire (double damage) and mind-affecting effects.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Paralysis: Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Graven Guardian

Graven Guardian

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4, Spellcasting d4 Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (2)

Gear: Keen scimitar (Str+d8; Bleed) **Edges:** Arcane Background (Magic)

Powers: Quickness **Special Abilities**

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop

bleeding, on a failure they become Shaken (this can cause a wound)

Guecubu

Guecubu

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d8, Knowledge (Nature) d10, Notice

d12+1, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 12 (2) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Level Headed

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +2: Rotting flesh. • Bite: Str+d6; Misfortune. • Slams: Str+d6: Misfortune.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 3".

• Immunities: Electricity, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• Energy Resistance: -2 damage from cold.

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Misfortune: Make a Spirit roll or suffer a level of

• Misfortune: Make a Spirit roll or suffer a level of Fatigue.

Gua

Guq

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Climbing d12, Survival d12+2,

Notice d12+4, Stealth d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 15 (3)

Edges: Combat Reflexes

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8. • Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Disease and poison.

• Size +4: Sixteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gug Savant

Gug Savant

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Climbing d12, Survival d12+2,

Notice d12+4, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (3) Edges: Arcane Background (Magic), Combat Reflexes

Powers: Invisibility Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range

12").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Disease and poison.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Gutslug

Gutslug

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 7 (1)

Edges: Sneak Attack **Special Abilities**

Armour +1: Natural armour.
Bite: Str+d6; Grab; Draining.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb 3.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

Hadhayosh

Hadhayosh

Rank: Epic

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+2, Notice d12+3

Charisma: -; Pace: 8; Parry: 9; Toughness: 25 (6) Edges: Ambidextrous, Combat Reflexes, Sweep,

Improved Sweep
Tactics: Two Weapons
Special Abilities
• Armour +6: Skin.
• Horns: Str+d8.

• **Bite:** Str+d8; +2 fire damage.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• Fear -3: Anyone who sees this creature must make a

Fear check at -3.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Electricity, acid, fire and sonic.

• Weakness: Cold (double damage).

• **Size +10:** Fifty-two feet tall; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Haq

Annis Hag

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Intimidation d12+1, Persuasion d8,

Notice d10, Stealth d8, Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 15 (3)

Edges: Alertness, Arcane Background (Magic)

Powers: Disguise (shapechange), Obscure (fog cloud) **Special Abilities**

• Armour +3: A-coloured skin.

• Bite: Str+d8.

• Claws: Str+d8; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Boreal Annis Hag

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Intimidation d12+1, Persuasion d8, Tracking d10, Notice d10, Stealth d8, Spellcasting d6 **Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 15 (3)

Edges: Alertness, Arcane Background (Magic) **Powers:** Disguise (shapechange), Obscure (fog cloud)

Special Abilities

• Armour +3: White skin.

• Bite: Str+d8; +2 cold damage.

• Claws: Str+d8; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Trackless: Leaves no tracks in its natural environment.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Blood Hag

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d12+1,

Strength d12+1, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+1, Knowledge (Arcana) d10, Persuasion d10, Repair d10,

Notice d12+1, Stealth d12, Spellcasting d12

Charisma: +2; Pace: 6; Parry: 7; Toughness: 11 (3)

Gear: Blood-drinking hair (Str+d8; Grab)

Edges: Arcane Background (Magic), Strong Willed **Powers:** Disguise (illusion), Environmental Protection (underwater), Lower Trait (curse), Invisibility, Speak Language

Special Abilities

• Armour +3: Leathery flesh.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

Dusk Hag

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d10, Knowledge (Planes) d10, Repair d10, Notice d10, Stealth d10,

Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (3) Edges: Arcane Background (Magic), Frenzy, Strong Willed Powers: Detect Arcana (sense magic), Disguise (illusion), Obscure (fog cloud), Speak Language, Voice on the Wind (dream message)

Special Abilities

• Armour +3: Tough skin.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both cold iron and

magical.

Green Hag

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d8, Knowledge (Arcana) d10, Swimming d12+1, Notice d12, Stealth d10, Spellcasting d8 **Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: Alertness, Arcane Background (Magic), Frenzy Powers: Disguise (shapechange), Environmental Protection (underwater), Light (dancing lights),

Invisibility, Speak Language

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Weakness.

• **Darkvision:** No vision penalties for darkness (range 18")

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• **Hardy:** A second Shaken result doesn't become a wound.

• Weakness: Make a Vigor roll or suffer a level of Fatique.

Mute Hag

Rank: Heroic

Attributes: Agility d12+1, Smarts d12+1, Spirit d12, Strength d12+2, Vigor d12+2

Skills: Fighting d12, Intimidation d12+2, Healing d10, Knowledge (Arcana) d10, Knowledge (History) d12+1, Knowledge (Local) d10, Knowledge (Nature) d10, Persuasion d12+1, Repair d12, Tracking d12+2, Notice d12+2, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 11 (1) Edges: Alertness, Arcane Background (Magic), Frenzy Powers: Detect Arcana (sense magic), Dispel (plant trappings only), Healing (cure wounds), Lower Trait (curse), Invisibility, Mind Reading, Obscure (fog)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Bleed.

• Bite: Str+d6.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

- Immunities: Acid, cold, sleep, fear and gaze attacks.
- Weakness: Fire (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and magical.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Endurance: +2 to Soak rolls.
- Size +1: Seven feet tall; Toughness +1.

Night Hag

Rank: Veteran

Attributes: Agility d12, Smarts d12, Spirit d10, Strength d12+1, Vigor d12+2

Skills: Fighting d8, Intimidation d12, Knowledge (Arcana) d10, Knowledge (Planes) d12, Persuasion d10, Repair d12, Riding d12, Notice d12, Spellcasting d12

Charisma: +2; Pace: 6; Parry: 6; Toughness: 12 (3) Edges: Alertness, Arcane Background (Magic), Frenzy, Trained Rider

Powers: Bolt (magic missile), Detect Arcana (sense magic), Lower Trait (Strength), Invisibility, Intangibility, Slumber

Special Abilities

- Armour +3: Natural armour.
- Claws: Str+d6.
- Bite: Str+d6; Disease.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Fire, cold, sleep and fear.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and magical.
- Disease: Make a Vigor roll or become afflicted.

Pit Hag

Rank: Legendary

Attributes: Agility d12+1, Smarts d10, Spirit d12,

Strength d12+1, Vigor d12

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+1, Persuasion d10, Repair d12+2, Notice d12+4, Stealth d12+3, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 11 (3)

Gear: Pitchfork (Str+d8)

Edges: Alertness, Arcane Background (Magic), Dodge,

Level Headed, Strong Willed

Powers: Blast (fireball), Bolt (lightning bolt), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Burst

(burning hands), Deflection (blur), Detect Arcana (sense magic), Lower Trait (curse), Puppet (living humanoids only), Stun (daze)

Special Abilities

- Armour +3: Blistered skin.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire and poison.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

Sea Hag

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Swimming d12+1, Notice d10, Stealth

d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Edges: Frenzy
Special Abilities

- Armour +1: Algae-colored skin.
- Claws: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

Dracolisk

Dracolisk

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (3)

Edges: Strong Willed **Special Abilities**

- Armour +3: Scaly hide.
- Bite: Str+d6.Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Flight: Flying Pace of 8" and Climb 0.
- Hardy: A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d6 acid damage.

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunities: Acid, sleep and paralysis.

Half Ogre

Half Ogre

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10. Vigor d8

Skills: Fighting d4, Climbing d8, Notice d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 7 (1)

Gear: Hide armour (+1), greatsword (Str+d10; Parry −1),

longspear (Str+d6; Reach 1"; Parry +1) **Edges:** Trademark Weapon (greatsword)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids.

Hanged Man

Hanged Man

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Climbing d8, Notice d8, Stealth d8,

Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 9 (1) **Gear:** Rope (Throwing; range 3/6/12; Str+d6; Entangle) Edges: Frenzy, Level Headed, Trademark Weapon (rope)

Special Abilities

• Armour +1: Pale skin.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range • Undead: +2 Toughness, +2 to recover from Shaken,

ignore wound modifiers, disease, poison, and extra damage from called shots. • Immunities: Sleep, paralysis, mind-affecting effects,

aging, bleeding and death magic.

Hangman tree

Hangman Tree

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 19 (3) Edges: Frenzy, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Vines: Str+d8; Reach 1"; Constrict; Pull.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Spores: Cone Template; victims must make a Vigor roll or suffer Fatique.

• Constrict: Pin opponent on a raise, inflict Str+d6 per

round after that, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Weakness: Electricity (double damage).
- Pull: On a raise, the victim can be automatically moved adjacent to this creature as if pushed.
- Size +7: Thirty feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Advanced Hangman Tree

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+3

Skills: Fighting d6, Notice d12+1, Stealth d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 20 (3) Edges: Frenzy, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

- Vines: Str+d8; Reach 1"; Constrict; Pull.
- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Spores: Cone Template; victims must make a Vigor roll or suffer Fatique.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Weakness: Electricity (double damage).
- Pull: On a raise, the victim can be automatically moved adjacent to this creature as if pushed.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Harpy

Harpy

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8

Charisma: +2; Pace: 4; Parry: 6; Toughness: 6 (1) Gear: Leather armour (+1), morningstar (Str+d6)

Edges: Dodge Special Abilities • Talons: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on

humanoids.

• Flight: Flying Pace of 16" and Climb 0.

• Hardy: A second Shaken result doesn't become a

wound.

Harridan

Harridan

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d12+1, Climbing d12+1, Knowledge (Arcana) d6, Persuasion d10, Notice d12+1, Stealth d10,

Spellcasting d6

Charisma: +1; Pace: 12; Parry: 7; Toughness: 18 (3)

Gear: Breastplate (+3), masterwork greatsword

(Str+d10; Parry -1)

Edges: Ambidextrous, Arcane Background (Magic), Dodge, Improved Dodge, Strong Willed, Trademark Weapon (greatsword)

Powers: Barrier (whirling blades), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Healing (cure

wounds)

Special Abilities
• Claws: Str+d10.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Harvest Haunt

Harvest Haunt

Rank: Seasoned

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d10, Survival d8,

Notice d10, Stealth d12+3, Spellcasting d6

Charisma: +4; Pace: 4; Parry: 5; Toughness: 3 Edges: Alertness, Arcane Background (Magic), Dodge

Powers: Invisibility Special Abilities

• Blighting Touch: Str; +2 necromantic damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Haunt

Haunt

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d10, Stealth

d10

Charisma: -; Pace: 4; Parry: 4; Toughness: 7

Edges: Dodge, Level Headed

Special Abilities

Incorporeal Touch: Str+d6; +2 cold damage; Dex.
 Darkvision: No vision penalties for darkness (range

12").

• Ethereal: Intangible and can only be hurt by magical

attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Change Form: Can assume an alternate form as a normal action.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Havero

*** Havero**

Rank: Epic

Attributes: Agility d6, Smarts d4, Spirit d12+4, Strength d12+6, Vigor d12+3

Skills: Fighting d12+3, Notice d12+6

Charisma: +4; Pace: 4; Parry: 9; Toughness: 34 (9)

Gear: Variable (Str+d8; See Below)

Edges: Combat Reflexes, Level Headed, Quick, Sweep,

Improved Sweep, Strong Willed

Special Abilities

• Armour +9: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 20")

• **Madness:** Anyone attempting to read, control or contact the mind of this creature suffers an automatic level of Fatigue.

• Flight: Flying Pace of 12" and Climb -2.

• **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Arcane Resistance: +7 to resist opposed magic, and

+7 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Cold and mind-affecting effects.

• Weakness: Light sensitive.

• **Energy Resistances:** –6 damage from acid, electricity and fire.

• Endurance: +2 to Soak rolls.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Havero Tentacle

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d12+1,

Strength d12+3, Vigor d12+1 **Skills:** Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 18 (3)

Special Abilities

• Armour +3: Natural armour.

• Tentacle: Str+d8; Reach 1"; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Immunities: Cold, poison and mind-affecting effects.

• Energy Resistances: -2 damage from acid and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Heat Swarm

Heat Swarm

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Knowledge (Planes) d10, Survival d10,

Notice d12, Stealth d12+1

Charisma: -; Pace: 6; Parry: 4; Toughness: 7

Edges: Dodge, Level Headed

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 0.

• Hardy: A second Shaken result doesn't become a

wound.

• Immunity: Fire.

• Weakness: Cold (double damage).

Hedgehog

Hedgehog

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d4

Skills: Fighting d4–2, Climbing d6, Swimming d6, Notice

d4, Stealth d12+1

Charisma: -; Pace: 4; Parry: 2; Toughness: 1

Hindrances: Small (M) Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Helix moth

Helix Moth, Mature

Rank: Legendary

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (3)

Edges: Level Headed **Special Abilities**

• Armour +3: Natural armour.

• Bite: Str+d8; +2 acid damage; Grab.

• Tail Sting: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• **Poison:** Tail sting inflicts poison if foe is Shaken or wounded.

• Size +5: Twenty feet long; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Helix Moth, Larva

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 2; Parry: 6; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab; +2 acid damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Size +2: Increases Toughness by +2.

Hellcat

Hellcat

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d8, Climbing d12+1, Survival d12, Tracking d12+1, Swimming d12+1, Notice d12+1, Stealth d12+1

Charisma: -; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

• Size +2: Nine feet long; Toughness +2.

Giant Hellgrammite

Giant Hellgrammite

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d8, Swimming d8, Notice d6,

Stealth d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Constrict.

• Tail Slap: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

• Size +2: Ten feet long; Toughness +2.

Hell hound

Hell Hound

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Survival d8, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (2)

Edges: Level Headed
Special Abilities

• Armour +2: Reddish-brown fur.

• Bite: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

Nessian Warhound

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Survival d10, Tracking d10, Notice

d10, Stealth d12+2

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (2)

Gear: Chainmail (+2)

Edges: Alertness, Level Headed, Trademark Weapon

Special Abilities

• Bite: Str+d8; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- Evil: Affected by powers and abilities that work on evil creatures.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunity: Fire.

Weakness: Cold (double damage).
Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hell Moth

Hell Moth

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d8 Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (2)

Edges: Hard to Kill, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 8" and Climb 0.

• Energy Resistance: -4 damage from fire.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Hellwasp Swarm

Hellwasp Swarm

Rank: Heroic

Attributes: Agility d12+2, Smarts d4, Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d8 damage

within a MBT), Notice d6, Stealth d12+3

Charisma: -; Pace: 1; Parry: 4; Toughness: 7 Edges: Dodge, Level Headed, Strong Willed

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Swarm: +2 Parry, immune to most weapons.
- **Split:** May split into two SBT swarms, each with -2

Toughness.

• Flight: Flying Pace of 8" and Climb 2.

• **Energy Resistance:** –2 damage from fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

Herald Of The Pirate Queen

***Herald Of The Pirate Oueen**

Rank: Legendary

Attributes: Agility d4, Smarts d6, Spirit d8, Strength

d12+6, Vigor d12+4

Skills: Fighting d12+1, Knowledge (Nature) d10, Knowledge (Planes) d10, Knowledge (Engineering) d10, Survival d12+2, Tracking d12+2, Swimming d12+9, Notice d12+2, Throwing d12, Spellcasting d6

Charisma: +2; Pace: -; Parry: 8; Toughness: 31 (5) Gear: Telekinesis (Throwing; range 3/6/12; Str+d6; Varies)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed

Powers: Banish (plane shift self), Divination (commune with nature), Environmental Protection (underwater), Light (dancing lights), Invisibility, Obscure (fog cloud), Puppet (living humanoids only), Summon Ally, Telekinesis, Teleport

Special Abilities

• Armour +5: Natural armour.

- **Incorporeal Touch:** Str+d8; +2 electricity damage; +2 fire damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 10", and +2 to resist drowning.
- **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

- Energy Resistances: -6 damage from acid, cold, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by lawful weapons.
- Size +16: Increases Toughness by +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Herd animal

Antelope

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d4, Notice d6

Charisma: -; Pace: 12; Parry: 4; Toughness: 5

Edges: Level Headed Special Abilities • Horns: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

Cina da Farra 4

• Size -1: Four feet long; Toughness -1.

Aurochs

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (1)

Special Abilities

• Armour +1: Shaggy hide.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size +3: Increases Toughness by +3.

Mountain Aurochs

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+4, Vigor d12+3

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 19 (2)

Special Abilities

• Armour +2: Shaggy hide.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Storval Aurochs

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+3

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 18 (1)

Special Abilities

• Armour +1: Shaggy hide.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bison/Buffalo

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 14 (2)

Special AbilitiesArmour +2: Fur.Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dire Bison

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Notice d12+1 Charisma: -; Pace: 10; Parry: 6; Toughness: 19 (2)

Edges: Alertness Special Abilities

• Armour +2: Black fur.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Bull

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d6, Tracking d6, Notice d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 11

Special Abilities• **Horns:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Size +3:** Increases Toughness by +3.

Camel

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d8

Skills: Fighting d6, Tracking d6, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 8

Special Abilities• **Bite:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size +2: Increases Toughness by +2.

Cow

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 8

Special Abilities
• Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Docile:** This creature is not trained for combat, and

automatically flees if Shaken.

• Size +2: Increases Toughness by +2.

Deer

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d10, Swimming d6, Notice

d10, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 5

Edges: Dodge, Improved Dodge

Special AbilitiesAntlers: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

Elk

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d8, Vigor d10 **Skills:** Fighting d6, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 7

Edges: Level Headed Special Abilities • Antlers: Str+d6. • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

Fast Runner: Roll d8 when running instead of d6.
Gore: +4 damage if move 6" or more in straight line

before attacking.

Giant Elk

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 13 (1)

Edges: Alertness, Level Headed

Special Abilities

• Armour +1: Thick pelt.

• Antlers: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

River Elk

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d6, Swimming d10, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 11 (1)

Edges: Level Headed
Special Abilities

• Armour +1: Thick pelt.

Antlers: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size +2: Six feet tall; Toughness +2.

Giraffe

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 14 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Spotted pelt.

Hooves: Str+d4.Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• Size +5: Twenty feet tall; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Goat

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Climbing d6, Notice d4 Charisma: -; Pace: 6; Parry: 4; Toughness: 4

Special Abilities• **Horns:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size -1: Reduces Toughness by -1.

Dire Goat

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (2)

Edges: Alertness **Special Abilities**

• Armour +2: Whitish-brown fur.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• **Hardy:** A second Shaken result doesn't become a wound.

Grangeri

Rank: Heroic

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Notice d10, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 17 (2)

Edges: Alertness Special Abilities

• Armour +2: Thick pelt.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Hardy:** A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size +7: Thirty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Llama

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 6

Special Abilities• **Bite:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

Moose

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d10, Swimming d8, Notice

d10, Stealth d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Thick pelt.

Antlers: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size +2: Eight feet tall; Toughness +2.

Scythe Horn

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)

Edges: Strong Willed, Trademark Weapon (antlers)

Special Abilities

• **Armour +2:** Thick pelt.

• Antlers: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• Size +3: Thirteen feet long; Toughness +3.

Sheep

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Special Abilities

• Armour +1: Thick wool.

Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

Ram

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d8, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 5

Special Abilities • Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

Dire Ram

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Notice d12

Charisma: -; Pace: 10; Parry: 5; Toughness: 12 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Thick coat.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Hippocampus

Hippocampus

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Tracking d6, Swimming d10, Notice

Charisma: -; Pace: 1; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size +2: Increases Toughness by +2.

Hippogriff

Hippogriff

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (1)

Edges: Dodge **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 20" and Climb 0.

• Size +2: Eleven feet long; Toughness +2.

Hippopotamus

Hippopotamus

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d8, Swimming d10, Notice d8, Stealth d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2) **Special Abilities**

• Armour +2: Thick skin.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- Size +2: Increases Toughness by +2.

Behemoth Hippopotamus

Rank: Heroic

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Swimming d10, Notice d10, Stealth

d4

Charisma: -; Pace: 10; Parry: 7; Toughness: 20 (4)

Edges: Hard to Kill, Level Headed, Strong Willed

Special Abilities

Armour +4: Thick skin.Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Hold Breath:** Can hold breath for Vigor x 10 minutes.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Dire Hippopotamus

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Tracking d12+2, Swimming d12+2,

Notice d12+2

Charisma: -; Pace: 8; Parry: 6; Toughness: 19 (3)

Edges: Level Headed Special Abilities

• Armour +3: Thick skin.

• Bite: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- **Hardy:** A second Shaken result doesn't become a wound.
- Endurance: +2 to Soak rolls.
- **Size +7:** Twenty feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hoar Fox

Hoar Fox

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d8, Survival d4, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 cold damage.
- Immunity: Cold.
- Weakness: Fire (double damage).
- Size -1: Reduces Toughness by -1.

Hoar Spirit

Hoar Spirit

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d10, Stealth d8 Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Edges: Alertness, Frenzy, Trademark Weapon (claws) Special Abilities

• Armour +2: Pale skin.

• Claws: Str+d6; +2 cold damage; Glaciate.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Fire (double damage).
- Glaciate: Make a Vigor roll or suffer a level of Fatigue.

Hobgoblin

Hobgoblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d8, Notice d4, Stealth d6, Shooting d6 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1) **Gear:** Studded leather armour (+1), longsword (Str+d8), medium shield (+1 Parry), longbow (Shooting; range 15/30/60; 2d6)

Edges: Trademark Weapon (longsword)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Endurance: +2 to Soak rolls.

Hodag

Hodag

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d8, Swimming

d8, Notice d8, Stealth d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Edges: Ambidextrous, Strong Willed

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 3".

• Size +2: Increases Toughness by +2.

Hollow Serpent

Hollow Serpent

Rank: Epic

Attributes: Agility d12+4, Smarts d4, Spirit d12,

Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Climbing d12+4, Notice d12+1,

Stealth d12+1

Charisma: +4; Pace: 10; Parry: 8; Toughness: 17 (3)

Edges: Dodge, Frenzy, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Lifesense: Can sense and accurately pinpoint living

creatures within 12".Grab: Pin your opponent if you hit with a raise, they

require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra

damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.

• Endurance: +2 to Soak rolls.

• Size +4: Fifteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Homunculus

Homunculus

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d4

Skills: Fighting d4, Notice d4, Stealth d10
Charisma: -: Pace: 4: Parry: 4: Toughness: 2

Charisma: -; Pace: 4; Parry: 4; Toughness: 2 Edges: Quick

Special Abilities
• Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 2.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Alchemy Beetle

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 5 (1)

Special Abilities

• Armour +1: Steel shell.

• Bite: Str+d4; +2 energy damage.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size -1: Reduces Toughness by -1.

Arbalester

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4, Notice d4, Stealth d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 2 Gear: Masterwork light crossbow (Str+d4)

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dedicated Wright

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Repair d8, Notice d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 3

Gear: Hammer (Str+d6; AP 2)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Expeditious Messenger

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Notice d4, Stealth d12 Charisma: -; Pace: 4; Parry: 2; Toughness: 1

Hindrances: Small (M)

Edges: Quick Special Abilities • Stina: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 3.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Furtive Filcher

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4, Notice d4, Stealth d10

Charisma: -; Pace: 10; Parry: 4; Toughness: 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Iron Defender

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d8, Notice d6, Stealth d4

Charisma: -; Pace: 10; Parry: 6; Toughness: 7 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Iron plates.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Fast Runner: Roll d8 when running instead of d6.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Size -1: Reduces Toughness by -1.

Packmate

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d6, Swimming d6, Notice d4,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Brawny **Special Abilities**

• Armour +1: Natural armour.

• Slam: Str+d4.

• **Splash:** Throwing; range 3/6/12; Str+d6; SBT.

• **Darkvision:** No vision penalties for darkness (range

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Persistent Harrier

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 5 (1)

Gear: Spike (Str+d6) **Special Abilities**

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size -1: Reduces Toughness by -1.

Snapjaw

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d12 Charisma: -; Pace: 4; Parry: 4; Toughness: 3

Edges: Dodge, Quick **Special Abilities**

• Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

- Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called
- Flight: Flying Pace of 10" and Climb 2.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Horse

Riding Horse

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d4, Tracking d6, Notice d6

Charisma: -; Pace: 10; Parry: 4; Toughness: 9

Edges: Frenzy **Special Abilities** • Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6. • Docile: This creature is not trained for combat, and

automatically flees if Shaken.

• Size +2: Six feet tall; Toughness +2.

Warhorse

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 11

Edges: Frenzy **Special Abilities** • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Size +3: Increases Toughness by +3.

Donkey

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Tracking d4, Notice d4 Charisma: -; Pace: 8; Parry: 4; Toughness: 6

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Docile: This creature is not trained for combat, and automatically flees if Shaken.

• Size +1: Six feet tall; Toughness +1.

Draft Horse

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d12+1, Vigor d12+1

Skills: Fighting d4, Tracking d8, Notice d8

Charisma: -; Pace: 10; Parry: 4; Toughness: 11 (1)

Special Abilities

• Armour +1: Thick coat.

• Bite: Str.

• Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Docile: This creature is not trained for combat, and automatically flees if Shaken.

• Size +2: Six feet tall; Toughness +2.

Magebred Heavy Horse

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d10,

Strength d12+2, Vigor d12+2

Skills: Fighting d4, Tracking d10, Notice d10

Charisma: -; Pace: 12; Parry: 4; Toughness: 13 (1)

Edges: Alertness **Special Abilities**

• Armour +1: Thick coat.

• Bite: Str. • Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Docile: This creature is not trained for combat, and automatically flees if Shaken.

• Size +3: Increases Toughness by +3.

Fiendish Heavy War Horse

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d8, Notice d8, Innate Powers

d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 11 (1)

Edges: Arcane Background (Super Powers)

Powers: Smite (Good)
Special Abilities

• Armour +1: Thick coat.

Bite: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Fast Runner: Roll d8 when running instead of d6.
- Arcane Resistance: +1 to resist opposed magic, and
- +1 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Energy Resistances: -1 damage from cold and fire.
- Size +2: Increases Toughness by +2.

Mule

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d4, Tracking d6, Notice d6 Charisma: -; Pace: 6; Parry: 4; Toughness: 9

Edges: Alertness Special Abilities • Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Docile:** This creature is not trained for combat, and

automatically flees if Shaken.

• Size +2: Six feet tall; Toughness +2.

Pony

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6 Charisma: -; Pace: 8; Parry: 4; Toughness: 7

Edges: Frenzy Special Abilities • Hooves: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Docile:** This creature is not trained for combat, and automatically flees if Shaken.

• Size +1: Four feet tall; Toughness +1.

War Pony

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d10, Vigor d12

Skills: Fighting d6, Tracking d8, Notice d8
Charisma: -; Pace: 8; Parry: 5; Toughness: 9

Edges: Frenzy
Special Abilities
• Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Size +1:** Four feet tall; Toughness +1.

Zebra

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Tracking d6, Notice d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 7

Edges: Frenzy Special Abilities • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Size +1: Four feet tall; Toughness +1.

Hound Of Hell

Hound Of Hell

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Survival d8, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Bite: Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Go for the Throat: Target least armoured location on a raise
- Evil: Affected by powers and abilities that work on evil creatures.

Hound Of Tindalos

Hound Of Tindalos

Rank: Veteran

Attributes: Agility d12+1, Smarts d10, Spirit d12+1,

Strength d10, Vigor d10

Skills: Fighting d12, Intimidation d12, Knowledge (Arcana) d12, Knowledge (Geography) d10, Knowledge (Planes) d12, Survival d12+1, Notice d12+1, Stealth d12+1, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 8; Toughness: 9 (2) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed

Powers: Invisibility, Obscure (fog cloud), Quickness, Slow **Special Abilities**

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Ripping Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Immunities: Poison and mind-affecting effects.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Howler

Howler

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d6, Climbing d10, Notice d10, Stealth d6 **Charisma:** –; **Pace:** 12; **Parry:** 5; **Toughness:** 9 (1) **Edges:** Combat Reflexes, Level Headed, War Cry

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Quills: Str+d6; Pain.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Evil: Affected by powers and abilities that work on evil creatures.

• Size +2: Increases Toughness by +2.

Huecuva

Huecuva

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Survival d8, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1) Edges: Frenzy, Level Headed, Trademark Weapon (claw) Special Abilities

• Armour +1: Withered flesh.

• Claws: Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either magical or silver weapons.

• Disease: Make a Vigor roll or become afflicted.

Huggermugger

Huggermugger

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 4

Gear: Hook-blade (Str+d6)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Size -1: Four feet tall; Toughness -1.

Huldra

Huldra

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d8, Knowledge (Nature) d10, Tracking

d10, Notice d10, Stealth d10, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 7 (1) Edges: Arcane Background (Magic), Dodge, Improved Dodge

Powers: Environmental Protection (heat and cold), Puppet (living humanoids only), Slumber, Stun (daze)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• Tail Slap: Str+d6; Damage.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12")
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Energy Resistance: -2 damage from cold.

Humbaba

Humbaba

Rank: Epic

Attributes: Agility d10, Smarts d6, Spirit d12+2,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+9, Climbing d12+6, Survival d12+5, Notice d12+5, Throwing d12+1, Spellcasting d6

Charisma: +4; Pace: 12; Parry: 9; Toughness: 32 (5) Gear: Longsword (Str+d8), rock (Throwing; range

3/6/12; Str+d6)

Edges: Arcane Background (Magic), Level Headed,

Sweep, Strong Willed **Powers:** Blast (earthquake)

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sonic and death magic.

• Size +17: Increases Toughness by +17.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Hydra

5-Headed Hydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2) Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

6-Headed Hydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to

resist drowning.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

7-Headed Hydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.

• Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

8-Headed Hydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.

• **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

9-Headed Hydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d12, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 6; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.

• **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

10-Headed Hydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice

d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3)

Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.

• Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

11-Headed Hydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice

d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

12-Headed Hydra

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12+1, Swimming d10,

Notice d12+1

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3)

Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.

• Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack

with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

5-Headed Cryohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

6-Headed Cryohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

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Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Multiple Heads:** This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

7-Headed Cryohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Breath Weapons: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

8-Headed Cryohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2) Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically

severs one head, and the creature dies if all its heads are severed.

- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Breath Weapons: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

9-Headed Cryohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d12, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 6; Toughness: 16 (3)

Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

10-Headed Cryohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• **Immunity:** Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

11-Headed Cryohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice

d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3)

Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Multiple Heads:** This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at –2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

12-Headed Cryohydra

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d10, Tracking d12+1, Swimming d10,

Notice d12+1

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 cold damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

5-Headed Pyrohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

6-Headed Pyrohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d12

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Skills: Fighting d6, Tracking d10, Swimming d10, Notice d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 15 (2) Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are

severed.

- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at –2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Fire.

Weakness: Cold (double damage).
Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

7-Headed Pyrohydra

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2)

Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to

resist drowning.

• **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

8-Headed Pyrohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d10, Swimming d10, Notice

d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (2) Edges: Combat Reflexes, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bites: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Endurance: +2 to Soak rolls.
- Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

9-Headed Pryohydra

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d12, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 6; Toughness: 16 (3)

Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Breath Weapons: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Endurance: +2 to Soak rolls.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

10-Headed Pyrohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Breath Weapons: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Endurance: +2 to Soak rolls.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

11-Headed Pyrohydra

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d10, Tracking d12, Swimming d10, Notice

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- Regrow heads: When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Endurance: +2 to Soak rolls.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

12-Headed Pyrohydra

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d10, Tracking d12+1, Swimming d10, Notice d12+1

Charisma: -; Pace: 4; Parry: 7; Toughness: 16 (3) Edges: Combat Reflexes, Quick, Strong Willed,

Trademark Weapon (bite)

Special Abilities

- Armour +3: Natural armour.
- Bites: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically

severs one head, and the creature dies if all its heads are severed.

- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new heads at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or cold attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or cold weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Endurance: +2 to Soak rolls.
- **Size +5:** Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Hyena

Hyena

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d6 Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1) Special Abilities

- Armour +1: Tan-colored fur.
- Bite: Str+d6; Go for the Throat.
- Low Light Vision: No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Go for the Throat: Target least armoured location on a raise.

Dire Hyena

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (1) Special Abilities

- Armour +1: Spotted pelt.
- Bite: Str+d6; Go for the Throat.
- Low Light Vision: No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• Size +2: Six feet tall; Toughness +2.

Giant Hyena

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Survival d6, Tracking d10, Notice d10,

Stealth d4

Charisma: -; Pace: -; Parry: 6; Toughness: 14 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Spotted pelt.

• Bite: Str+d8: Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

• Endurance: +2 to Soak rolls.

• Size +4: Eight feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ifrit

Ifrit

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d4, Strength

d6, Vigor d6

Skills: Fighting d4–2, Knowledge (Arcana) d6, Repair d6

Charisma: +2; Pace: 6; Parry: 2; Toughness: 5

Gear: Scimitar (Str+d6) **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range

• Outsider (Native): This ability is only important for

certain spells.
• Energy Resistance: -1 damage from fire.

Iku-Turso

Iku-Turso

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Survival d10, Swimming d12, Notice

d10, Stealth d12

Charisma: +2; Pace: 4; Parry: 6; Toughness: 10 (2) Edges: Combat Reflexes, Dodge, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Disease.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

L2").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Disease.

• Disease: Make a Vigor roll or become afflicted.

Incutilis

Incutilis

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Climbing d10, Swimming d12+1,

Notice d8, Stealth d12+1

Charisma: -; Pace: 1; Parry: 5; Toughness: 4 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Crimson-streaked flesh.

• Tentacles: Str; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Inevitable

Arbiter

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Knowledge (Planes) d6, Persuasion

d8, Notice d6, Stealth d12, Spellcasting d6
Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Gear: Short sword (Str+d6)

Edges: Arcane Background (Magic)

Powers: Divination Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 0.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Kolyarut

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Knowledge (Planes) d12, Persuasion d12+2, Survival d12+1, Notice d12+2, Spellcasting d6 Charisma: +1; Pace: 6; Parry: 7; Toughness: 12 (3)

Gear: Bastard sword (Str+d8)

Edges: Alertness, Arcane Background (Magic), Combat

Reflexes, Level Headed, Quick

Powers: Disguise (illusion), Entangle, Fear, Invisibility,

Puppet

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Physical Resistance: -3 damage from physical attacks, except those caused by chaotic weapons.

Lhaksharut

Rank: Epic

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+3, Knowledge (Geography) d12+3, Knowledge (Planes) d12+4, Repair d12+3, Notice d12+6, Throwing d12+1, Spellcasting d8

Charisma: +4; Pace: -; Parry: 10; Toughness: 21 (4) **Gear:** Wounding spear (Str+d6; Reach 1"; Parry +1; Bleed), wounding longsword (Str+d8; Bleed), energy bolts (Throwing; range 3/6/12; Str+d6; +2 energy damage)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Two-Fisted

Powers: Banish (plane shift self), Deflection (forcefield), Detect Arcana (sense magic), Dispel, Teleport

Special Abilities

• Armour +4: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Physical Resistance: -4 damage from physical attacks, except those caused by chaotic weapons.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +8:** Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Marut

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+5, Vigor d12+2

Skills: Fighting d12, Intimidation d12+3, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d12+3, Survival d12+2, Notice d12+3, Spellcasting d6 Charisma: +4; Pace: 6; Parry: 8; Toughness: 17 (4) Edges: Arcane Background (Magic), Dodge, Frenzy Powers: Banish (plane shift self), Blast (earthquake), Dispel, Fear, Teleport (dimension door)

Special Abilities

• Armour +4: Revealing flesh.

• **Slams:** Str+d8; +2 electricity damage or Sonic; Blindness or Deafness.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Physical Resistance: -4 damage from physical attacks, except those caused by chaotic weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Zelekhut

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d12+3, Vigor d10

Skills: Fighting d12, Persuasion d12, Survival d12, Notice d12+1, Spellcasting d6

Charisma: +2; Pace: 10; Parry: 8; Toughness: 13 (2) **Gear:** Chains (Str+d8; +2 electricity damage; Knockback) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (chain)

Powers: Dispel, Entangle, Fear

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging,

invisibility, etc.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.
- Flight: Flying Pace of 12" and Climb 0.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by chaotic weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Inphidian

Common Inphidian

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d8, Repair d8, Notice d10,

Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Alertness, Frenzy, Level Headed

Special Abilities

• Armour +1: Blue-green scales.

• Snake-hand Bites: Str+d6; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Poison:** Snake-hand bites inflict poison if foe is Shaken or wounded.

Cobra-Back Inphidian

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Repair d8, Notice d10, Stealth d10 Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Edges: Alertness, Frenzy

Special Abilities

• Armour +2: Green scales.

• Snake-hand Bites: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12")

- **Humanoid:** Affected by spells that only work on humanoids.
- Hardy: A second Shaken result doesn't become a wound
- **Poison:** Snake-hand bites inflict poison if foe is Shaken or wounded.

Dancer Inphidian

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Alertness, Frenzy

Special Abilities

• Armour +1: Green scales.

• Snake-hand Bites: Str+d6; Poison.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- **Poison:** Snake-hand bites inflict poison if foe is Shaken or wounded.

Night Adder Inphidian

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d8

Skills: Fighting d8, Knowledge (Nature) d8, Repair d10,

Notice d12, Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Edges: Arcane Background (Magic), Frenzy, Level Headed Powers: Confusion (hypnotic pattern), Fear, Obscure

(darkness), Puppet Special Abilities

• Armour +1: Black scales.

• Snake-hand Bites: Str+d6; Poison.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Poison:** Snake-hand bites inflict poison if foe is Shaken or wounded.

Rattler Inphidian

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Climbing d12+2, Persuasion d8, Swimming d10, Notice d12, Stealth d10 **Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (1)

Edges: Frenzy
Special Abilities
• Armour +1: Flesh.

- Snake-hand Bites: Str+d6; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Poison:** Snake-hand bites inflict poison if foe is Shaken or wounded.
- Size +1: Increases Toughness by +1.

Intellect Devourer

Intellect Devourer

Rank: Veteran

Attributes: Agility d12+2, Smarts d10, Spirit d6,

Strength d6, Vigor d12+1

Skills: Fighting d8, Knowledge (Local) d12, Notice d12+1,

Stealth d12+4

Charisma: +2; Pace: 8; Parry: 6; Toughness: 9 (2) Edges: Frenzy, Improved Frenzy, Level Headed, Sneak

Attack, Strong Willed Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d4.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Immunities: Fire and mind-affecting effects.
- Energy Resistances: -4 damage from cold, electricity and sonic.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both adamantine and magical.
- Endurance: +2 to Soak rolls.
- **Size -1:** Three feet long; Toughness -1.

Invisible stalker

Invisible Stalker

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d12, Vigor d12+2

Skills: Fighting d10, Knowledge (Planes) d10, Survival

d10, Tracking d10, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Combat Reflexes, Frenzy, Level Headed, Quick, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

Advanced Invisible Stalker

Rank: Seasoned

Attributes: Agility d12+2, Smarts d12, Spirit d12,

Strength d12+2, Vigor d12+3

Skills: Fighting d10, Healing d10, Knowledge (Planes) d10, Survival d10, Tracking d12, Notice d12, Stealth d12 **Charisma:** –; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (2) **Edges:** Combat Reflexes, Frenzy, Level Headed, Quick, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

Irlgaunt

Irlgaunt

Rank: Heroic

Attributes: Agility d12+4, Smarts d10, Spirit d12,

Strength d12+3, Vigor d12+1

Skills: Fighting d10, Climbing d12+5, Survival d12+2, Swimming d12+3, Notice d12+2, Stealth d12+2,

Throwing d8, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 7; Toughness: 15 (3) Gear: Gastrolith (Throwing; range 3/6/12; Str+d6; +2 acid damage)

Edges: Arcane Background (Magic), Combat Reflexes,

Frenzy, Level Headed, Quick

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +3: Red flesh.

• Slams: Str+d8; +2 acid damage.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunities: Acid and cold.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +4: Thirteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Isopod

Giant Isopod

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d4, Vigor d8

Skills: Fighting d4–2, Swimming d6, Notice d6 Charisma: -; Pace: 4; Parry: 2; Toughness: 5 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 6", and cannot drown.

• **Immunity:** Mind-affecting effects.

• Size -2: 21/2 feet long; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2

Jabberwock

Jabberwock

Rank: Epic

Attributes: Agility d12+1, Smarts d6, Spirit d12+4,

Strength d12+6, Vigor d12+5

Skills: Fighting d12+3, Intimidation d12+7, Knowledge (Nature) d12+4, Tracking d12+7, Notice d12+7, Shooting

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (6)

Edges: Dodge, Improved Dodge

Special Abilities

• Armour +6: Scaly hide.

Bite: Str+d8.

• Claws: Str+d8; Grab.

• Eye Rays: Shooting; range 12/24/48; 2d8; Burn.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 16" and Climb -1.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Immunities: Fire, sleep and paralysis.

• Weakness: Cold (double damage).

• Energy Resistances: -6 damage from acid, electricity and sonic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by vorpal weapons.

• Size +8: Thirty-five feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Lesser Jabberwock

Rank: Epic

Attributes: Agility d10, Smarts d4, Spirit d12+3,

Strength d12+5, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+5, Tracking

d12+5, Notice d12+5, Shooting d12+1

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (6)

Edges: Dodge, Improved Dodge

Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8; Grab.

• Eye Rays: Shooting; range 12/24/48; 2d8; +2 fire damage; Burn.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Fear -4:** Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 16" and Climb -1.

• **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Energy Resistances:** –6 damage from acid, electricity and sonic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by vorpal weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Jack-O-Lantern

Jack-O-Lantern

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Gear: Pitchfork (Str+d8)

Edges: Dodge, Improved Dodge, Frenzy

Special Abilities

• **Slams:** Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Jaculi

Jaculi

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Tracking d6, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

Jadeling

Jadeling

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d8, Persuasion d10, Swimming d8, Notice

d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 5 (1)

Special Abilities

• Armour +1: Scaly hide.

Bite: Str+d4.Claws: Str+d4.

• Flight: Flying Pace of 20" and Climb 0.

• Natural Swimmer: Swimming Pace of 7", and +2 to

resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 acid damage.

• Immunities: Acid, sleep and paralysis.

• Size -1: Reduces Toughness by -1.

Marsh jelly

Marsh Jelly

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d8 Charisma: -; Pace: 1; Parry: 5; Toughness: 8 (2) Edges: Frenzy, Improved Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Flight: Flying Pace of 6" and Climb 0.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either piercing or slashing weapons.

• **Poison:** Tentacles inflict poison if foe is Shaken or wounded.

Jubilex-Touched Marsh

Jelly

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Tracking d12+4,

Notice d12+4, Stealth d12+1

Charisma: -; Pace: 1; Parry: 7; Toughness: 13 (2) Edges: Alertness, Frenzy, Improved Frenzy, Level Headed, Quick, Trademark Weapon (tentacle)

Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; +2 acid damage; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Flight: Flying Pace of 6" and Climb 0.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Energy Resistances: -2 damage from acid, cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both slashing or piercing and good.

• **Poison:** Tentacles inflict poison if foe is Shaken or wounded.

• Size +3: Increases Toughness by +3.

Jelly

Mustard Jelly

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d12+2

Skills: Fighting d8, Notice d12+1, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Sweep, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Sleep, poison, shapechanging, paralysis, Gang Up bonuses, gaze attacks and visual effects.

• Energy Resistance: -2 damage from cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• **Size +2:** Increases Toughness by +2.

Ochre Jelly

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d12+2

Skills: Fighting d6, Climbing d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Electricity, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- Size +2: Increases Toughness by +2.

Stunjelly

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d12+2 **Skills:** Fighting d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage; Paralysis.

- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Size +2: Increases Toughness by +2.

Tar Jelly

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d6

Skills: Fighting d6, Climbing d12, Stealth d12+1

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 Special Abilities

• Slam: Str+d4; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Fire, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size -1: Reduces Toughness by -1.

Whip Jelly

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d6, Vigor d10

Skills: Fighting d6, Climbing d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Edges: Frenzy, Improved Frenzy

Special Abilities

• **Armour +1:** Natural armour.

• **Tendrils:** Str+d6; Reach 1"; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Jellyfish

Death'S Head Jellyfish

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d10

Skills: Fighting d6, Swimming d8, Notice d4 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 6

Edges: Frenzy **Special Abilities**

• Tentacles: Str+d4; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12")

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 8", and cannot drown.

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• Immunity: Mind-affecting effects.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either piercing or slashing weapons.

• Poison: Tentacles inflict poison if foe is Shaken or

wounded.

• Size -1: Reduces Toughness by -1.

Jellyfish, Giant

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d12+2

Skills: Fighting d6, Swimming d10, Notice d4 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 11

Edges: Frenzy, Improved Frenzy

Special Abilities

• Tentacles: Str+d6; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunity: Mind-affecting effects.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either piercing or slashing weapons.

• **Poison:** Tentacles inflict poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Monstrous Jellyfish

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Swimming d8, Notice d4, Stealth d6 Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1) Special Abilities

• Armour +1: Natural armour.

• Tentacles: Str+d6; Reach 1"; Poison; Grab.

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• **Poison:** Tentacles inflict poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Sapphire Jellyfish

Rank: Heroic

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+2

Skills: Fighting d8, Swimming d12, Notice d4

Charisma: -; Pace: -; Parry: 6; Toughness: 19 (3)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +3: Natural armour.

• Tentacles: Str+d8; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint

things within 6", attacks using blindsense are made at -2.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity and mind-affecting effects.

• **Poison:** Tentacles inflict poison if foe is Shaken or wounded.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tiny Monstrous Sea Wasp

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Swimming d8, Notice d6, Stealth d12+1

Charisma: -; Pace: -; Parry: 2; Toughness: 3 Special Abilities

• Tentacle: Str; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 8", and cannot drown.

• **Poison:** Tentacle inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Small Monstrous Sea Wasp

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Swimming d8, Notice d6, Stealth d12 **Charisma:** –; **Pace:** –; **Parry:** 4; **Toughness:** 4

Special Abilities

• Tentacle: Str+d4; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Watersense:** Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 8", and cannot drown.

• **Poison:** Tentacle inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Medium Monstrous Sea Wasp

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4, Swimming d8, Notice d6, Stealth d10

Charisma: -; Pace: -; Parry: 4; Toughness: 5 Special Abilities

• Tentacle: Str+d6; Reach 1"; Poison.

- **Darkvision:** No vision penalties for darkness (range 12").
- Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Aquatic: Swimming Pace of 8", and cannot drown.
- **Poison:** Tentacle inflicts poison if foe is Shaken or wounded.

Large Monstrous Sea Wasp

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Swimming d8, Notice d6, Stealth d8 Charisma: -; Pace: -; Parry: 5; Toughness: 8 (1) Special Abilities

• Armour +1: Natural armour.

• Tentacle: Str+d6; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 8", and cannot drown.

• **Poison:** Tentacle inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Huge Monstrous Sea Wasp

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d6, Stealth d4 Charisma: -; Pace: -; Parry: 5; Toughness: 12 (1) Special Abilities

• Armour +1: Natural armour.

• Tentacle: Str+d8; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Poison:** Tentacle inflicts poison if foe is Shaken or wounded.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Gargantuan Monstrous Sea Wasp

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d10, Swimming d10, Notice d6, Stealth

d10

Charisma: -; Pace: -; Parry: 7; Toughness: 17 (3) Special Abilities

• Armour +3: Natural armour.

• Tentacle: Str+d8; Reach 1"; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Poison:** Tentacle inflicts poison if foe is Shaken or wounded

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Jellyfish Swarm

Rank: Heroid

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d8 damage within a MBT), Swimming d8, Notice d4, Stealth d12+4

Charisma: -; Pace: -; Parry: 4; Toughness: 6 Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Aquatic: Swimming Pace of 8", and cannot drown.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Jinmenju

Jinmenju

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Notice d12+1

Charisma: -; Pace: 2; Parry: 6; Toughness: 20 (4)

Edges: Combat Reflexes, Level Headed, Quick,

Trademark Weapon (slam)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

- Immunities: Poison and Gang Up bonuses.
- **Size +7:** Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Jorogumo

Jorogumo

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d12, Climbing d12+4, Persuasion d12+1,

Swimming d12, Notice d12+1, Stealth d12+1,

Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 12 (3) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Sneak Attack, Strong Willed

Powers: Entangle, Lower Trait (curse), Mind Reading, Puppet, Puppet (living humanoids only), Summon Ally (animals and elementals)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Poison.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Poison.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both cold iron and magical.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Jubear

Jubear

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d6, Survival d6, Tracking d8, Notice d8,

Stealth d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 16 (3)

Edges: Alertness, Frenzy, Level Headed

Special AbilitiesArmour +3: Fur.Claws: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Acid.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Jubjub Bird

Jubjub Bird

Rank: Epic

Attributes: Agility d8, Smarts d6 (A), Spirit d10,

Strength d12+6, Vigor d12+2

Skills: Fighting d12+1, Tracking d12+3, Notice d12+3 **Charisma:** -; **Pace:** 10; **Parry:** 8; **Toughness:** 22 (5) **Edges:** Combat Reflexes, Dodge, Improved Dodge,

Sweep, Strong Willed **Special Abilities**

• Armour +5: Purple feathers.

Bite: Str+d8; Grab.Talons: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Flight: Flying Pace of 4" and Climb -1.

• Immunity: Acid.

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Juggernaut

Juggernaut

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+3, Notice d4

Charisma: -; Pace: 16; Parry: 9; Toughness: 25 (6)

Gear: Crush (Str+d8; Dc)

Special Abilities

• Armour +6: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Human Juju Zombie

Human Juju Zombie

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d6, Climbing d12, Survival d4, Lockpicking d8, Swimming d8, Notice d6, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (1)

Gear: Masterwork short sword (Str+d6)

Edges: Dodge, Level Headed, Sneak Attack, Thief

Special Abilities

• Armour +1: Leathery skin.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunities: Electricity, cold, sleep, paralysis, mindaffecting effects, magic, aging, bleeding and death magic.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both magical and slashing.

• Endurance: +2 to Soak rolls.

Jupiter Bloodsucker

Jupiter Bloodsucker

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 9 (2)

Gear: Vine leaves (Str+d6; Draining; Grab)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +2: Natural armour.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Fire (double damage).

• Draining: Make a Vigor roll or suffer a level of Fatigue.

Jyoti

Jyoti

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d8, Vigor d12

Skills: Fighting d10, Intimidation d12, Healing d12, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Notice d12+1, Stealth d12+1, Shooting d8, Spellcasting d6

Charisma: -; Pace: 6; Parry: 8; Toughness: 10 (2) Gear: Ghost touch spear (Str+d6; Reach 1"; Parry +1; +2 fire damage)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Strong Willed

Powers: Armor, Healing (cure wounds), Teleport (dimension door)

Special Abilities

• Armour +2: Permanent armour spell.

• Bite: Str+d6; +2 fire damage.

• Ray: Shooting; range 12/24/48; 2d6; By Spell.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 18" and Climb 2.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunities: Disease and poison.

• Energy Resistances: -2 damage from acid, cold, electricity, fire and sonic.

Kakuen-Taka

Kakuen-Taka

Rank: Epic

Attributes: Agility d12+2, Smarts d4, Spirit d10, Strength d10, Vigor d12

Strength d10, Vigor d12

Skills: Fighting N/A (automatically hits, 2d12 damage within a MBT), Intimidation d12+3, Survival d10, Notice d12+5, Stealth d10

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 Edges: Dodge, Level Headed, Quick, Strong Willed Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Fast Runner: Roll d8 when running instead of d6.
- Swarm: +2 Parry, immune to most weapons.
- **Split:** May split into two SBT swarms, each with -2 Toughness.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Poison.
- Energy Resistances: -2 damage from acid, cold, electricity and fire.
- **Dimensional Snare:** Make a Spirit roll or suffer a level of Fatique.
- Endurance: +2 to Soak rolls.

Kamadan

Kamadan

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2) Edges: Combat Reflexes, Dodge, Improved Dodge Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12")
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- Size +2: Nine feet long; Toughness +2.

Dusk Kamadan

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d8
Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)
Edges: Combat Reflexes, Dodge, Improved Dodge
Special Abilities

• Armour +2: Black fur.

Bite: Str+d6.Claws: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- Size +2: Nine feet long; Toughness +2.

Kamadan, Poisonous

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (2)

Edges: Dodge, Frenzy Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Size +2: Nine feet long; Toughness +2.

Polar Kamadan

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d8
Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)
Edges: Combat Reflexes, Dodge, Improved Dodge
Special Abilities

• Armour +2: White fur.

Bite: Str+d6.Claws: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Pounce: +4 attack/damage and -2 Parry after leaping

d6" in a straight line towards non-adjacent foe.

- Flight: Flying Pace of 12" and Climb 0.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- Size +2: Nine feet long; Toughness +2.

Kami

Dosojin Kami

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d8. Vigor d10

Skills: Fighting d10, Knowledge (Nature) d12, Persuasion

d12, Survival d12, Notice d6, Spellcasting d6

Charisma: +2; Pace: 6; Parry: 7; Toughness: 9 (2) Edges: Alertness, Arcane Background (Magic), Frenzy, Level Headed, Strong Willed, Trademark Weapon (slam) Powers: Conceal Arcana, Dispel, Elemental Manipulation (earth), Invisibility, Obscure (illusion), Obscure (fog cloud)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

- **Darkvision:** No vision penalties for darkness (range
- Outsider (Native): This ability is only important for certain spells.
- Immunities: Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity and fire.
- Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Fukujin Kami

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d6, Knowledge (Nature) d8, Persuasion

d8, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4

Gear: Short sword (Str+d6) Edges: Alertness, Level Headed

Special Abilities

- Darkvision: No vision penalties for darkness (range
- Outsider (Native): This ability is only important for certain spells.
- Immunities: Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity
- Physical Resistance: -2 damage from physical attacks, except those caused by either cold iron or evil weapons.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

***Jinushigami**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2, Strength d12+3, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+6, Healing d12+6, Knowledge (Geography) d12+5, Knowledge (Nature) d12+5, Persuasion d12+6, Repair d12+5, Survival d12+5, Notice d12+7, Stealth d12+2, Spellcasting d12

Charisma: +4; **Pace:** 10; **Parry:** 11; **Toughness:** 24 (5)

Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1),

quarterstaff (Str+d4; Reach 1"; Parry +1)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed, Quick, Strong Willed, Two-Fisted

Powers: Beast Friend, Blast (earthquake), Elemental Manipulation (earth), Greater Healing, Mind Reading, Summon Ally (animals and elementals), Teleport **Special Abilities**

• Armour +5: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Outsider (Native): This ability is only important for certain spells.
- Burrow: Can burrow and reappear within 8".
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity and fire.
- Physical Resistance: -4 damage from physical attacks, except from those that are both cold iron and bludaeonina.
- Size +10: Thirty-eight feet tall; Toughness +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Kaminari Kami

Rank: Epic

Attributes: Agility d12+1, Smarts d10, Spirit d10, Strength d12+3, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Nature) d12+4, Knowledge (Planes) d12+4, Persuasion d12+5, Notice d12+4, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 9; Toughness: 20 (4) Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Blast (lightning storm), Dispel, Invisibility, Obscure (fog)

Special Abilities

- Armour +4: Green skin.
- Slams: Str+d8; Cacophonous Blow.
- Darkvision: No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb 3.

- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Immunities:** Electricity, sonic, shapechanging, petrification, mind-affecting effects and bleeding.
- Energy Resistances: -2 damage from acid and fire.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by cold iron weapons.
- **Size +7:** Twenty–five feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Kodama

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8,

Vigor d10

Skills: Fighting d6, Climbing d10, Survival d10, Notice

d10, Stealth d12, Spellcasting d6

Charisma: +2; Pace: 6; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Magic), Frenzy, Sneak Attack

Powers: Entangle, Puppet (animals only)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

- **Darkvision:** No vision penalties for darkness (range 12")
- Outsider (Native): This ability is only important for certain spells.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Distracting Gaze:** All creatures within 12" must make a Spirit roll to resist.
- **Immunities:** Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Three feet tall; Toughness -1.

Shikigami Kami

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d4, Vigor d6

Skills: Fighting d4, Healing d8, Knowledge (Nature) d6, Survival d8, Notice d10, Stealth d12, Throwing d4, Spellcasting d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 4 (1) Gear: Improvised weapon (Str+d4), improvised weapon (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Arcane Background (Magic),

Improvisational Fighter, Strong Willed

Powers: Divination (commune with nature), Invisibility **Special Abilities**

• Armour +1: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- **Immunities:** Shapechanging, petrification, mindaffecting effects and bleeding.

- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -2: Two feet tall; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Suijin Kami

Rank: Legendary

Attributes: Agility d8, Smarts d12, Spirit d12+2,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Nature) d12+3, Persuasion d12+2, Survival d12+4, Swimming d12+6, Notice d12+4, Spellcasting d12 **Charisma:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 16 (4) **Edges:** Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Quick

Powers: Beast Friend, Dispel, Elemental Manipulation (water), Telekinesis

Special Abilities

- Armour +4: Rainbow-colored scales.
- Bite: Str+d6.
- **Tail Slap:** Str+d6; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb 3.
- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.
- **Immunities:** Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and evil.
- Size +3: Twenty feet tall; Toughness +3.

Toshigami

Rank: Epic

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d8, Vigor d12+1

Skills: Fighting d12+2, Healing d12+3, Knowledge (Nature) d12+3, Persuasion d12+4, Survival d12+3, Notice d12+3, Stealth d12+4, Spellcasting d8

Charisma: +4; Pace: 12; Parry: 11; Toughness: 11 (3) Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1; Touch of Ages), quarterstaff (Str+d4; Reach 1"; Parry +1; Touch of Ages)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed, Quick, Strong Willed, Two-Fisted, Trademark Weapon (quarterstaff) **Powers:** Healing (cure wounds), Quickness, Slow

Special Abilities

- Armour +3: Natural armour.
- Darkvision: No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- **Immunities:** Shapechanging, petrification, mindaffecting effects and bleeding.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and evil.
- **Touch of Ages:** Make a Vigor roll at −1 or suffer a level of Fatique.
- **Touch of Ages:** Make a Vigor roll at −1 or suffer a level of Fatique.

Zuishin

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d12,

Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Healing d12+1, Knowledge (Nature) d12, Notice d12+1, Stealth d12+1, Shooting d12, Spellcasting d6

Charisma: +4; Pace: -; Parry: 8; Toughness: 10 (2) Gear: Breastplate (+2), holy halberd (Str+d8; Reach 1"), holy composite longbow (Shooting; range 15/30/60; 2d6) Edges: Arcane Background (Magic), Level Headed, Marksman, Strong Willed, Trademark Weapon (longbow) Powers: Detect Arcana (see invisibility), Dispel, Greater Healing, Healing (cure wounds), Teleport (dimension

door)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 6" and Climb 0.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- **Immunities:** Shapechanging, petrification, mindaffecting effects and bleeding.
- **Energy Resistances:** –2 damage from acid, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

Kampfult

Kampfult

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (2)

Edges: Frenzy, Improved Frenzy

Special Abilities

- Armour +2: Natural armour.
- Tendrils: Str+d6; Reach 1"; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Kangaroo

Kangaroo

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6

Charisma: -; Pace: 10; Parry: 4; Toughness: 7 (1)

Special Abilities

- Armour +1: Thick pelt.
- Kick: Str+d4; Knockback.
- Low Light Vision: No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

Kappa

Kappa

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4, Healing d6, Swimming d8, Notice d4 Charisma: -; Pace: 4; Parry: 4; Toughness: 4

Edges: Frenzy
Special Abilities

- Claws: Str+d4; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.
- Hardy: A second Shaken result doesn't become a wound.
- Energy Resistances: -1 damage from acid and cold.
- Size -1: Reduces Toughness by -1.

Kapre

Kapre

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d10, Climbing d12+1, Survival d8, Lockpicking d12+1, Notice d12+2, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 10; Parry: 7; Toughness: 17 (3) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Hard to Kill, Quick, Strong Willed

Powers: Invisibility Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Karrnathi undead

*Karrnathi Battlemaster

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Climbing

d12+4, Notice d12+1

Charisma: -; Pace: 6; Parry: 7; Toughness: 18 (3) **Edges:** Command, Frenzy, Natural Leader, Trademark Weapon (slam)

Special Abilities

• **Armour +3:** Stone covered in thorny spikes.

• Slams: Str+d10; Knockback.

• Darkvision: No vision penalties for darkness (range

• Thorns: Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage.

• Knockback: Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

*Karrnathi Dread Marshal

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d10, Climbing d10, Knowledge (Religion) d6, Persuasion d6, Riding d8, Survival d4, Notice d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 11 (2) Gear: Breastplate (+2), greatsword (Str+d10; Parry -1; +2 necromantic damage)

Edges: Level Headed, Quick, Trademark Weapon (greatsword)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Karrnathi Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d8, Climbing d4, Notice d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (3) **Gear:** Breastplate (+3), masterwork scimitar (Str+d8), masterwork scimitar (Str+d8)

Edges: Florentine, Two-Fisted, Trademark Weapon (scimitar)

Tactics: Two Weapons **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except from those that are both bludgeoning and magical.

Karrnathi Skeleton Archer

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Climbing d4, Notice d6, Shooting d8 Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (3) **Gear:** Breastplate (+3), masterwork scimitar (Str+d8), masterwork scimitar (Str+d8), composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Marksman, Two-Fisted, Trademark Weapon (scimitar)

Tactics: Two Weapons **Special Abilities**

• Darkvision: No vision penalties for darkness (range

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except from those that are both bludgeoning and magical.

Karrnathi Zombie

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Climbing d4, Notice d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (3) Gear: Platemail (+3), helmet (+3), masterwork longsword (Str+d8), medium shield (+1 Parry) Edges: Trademark Weapon (longsword)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both slashing and magical.

• Endurance: +2 to Soak rolls.

Karrnathi Zombie Archer

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Climbing d4, Notice d6, Shooting d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (3) Gear: Platemail (+3), helmet (+3), masterwork

longsword (Str+d8), medium shield (+1 Parry), composite

longbow (Shooting; range 15/30/60; 2d6)

Edges: Marksman **Special Abilities**

 Darkvision: No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except from those that are both slashing and magical.

• Endurance: +2 to Soak rolls.

Kathlin

Kathlin

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (1)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +1: Natural armour.

Hooves: Str+d4.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Size +2:** Increases Toughness by +2.

Kech

Kech

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Climbing d12, Notice d10, Stealth

d10, Shooting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1) Gear: Longbow (Shooting; range 15/30/60; 2d6)

Edges: Dodge, Improved Dodge

Special Abilities

• Armour +1: Leathery skin.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Kelp Devil

Kelp Devil

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Swimming d12+1, Notice d10, Stealth

d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 18 (3)

Gear: Fronds (Str+d8; Grab)

Edges: Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Electricity.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either slashing or piercing

weapons.

• Size +7: Ten feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Kelpie

Kelpie

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Swimming d10, Notice d10, Stealth

d10

Charisma: +2; Pace: 8; Parry: 6; Toughness: 7 (1)

Edges: Alertness, Frenzy, Level Headed

Special Abilities

• Armour +1: Transparent skin.

• Slams: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Energy Resistance: -2 damage from fire.

Khaei

Khaei

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Notice d8, Stealth d12, Throwing d4,

Spellcasting d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1) Gear: Club (Str+d6), sling (Throwing; range 4/8/16;

Str+d4)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Deflection (blur), Light (dancing lights)

Special Abilities

• Armour +1: Natural armour.

• Touch: Str+d4; Lost Time.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on humanoids.

Lost Time: Make a Vigor roll or suffer a level of Fatigue.
 Size -1: Four feet tall; Toughness -1.

Khala

Khala

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+2, Spirit d12+1,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+4, Knowledge

(Geography) d12+4, Knowledge (Local) d12+4,

Knowledge (Nature) d12+4, Persuasion d12+4, Survival d12+3, Notice d12+4, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 17 (4) Edges: Alertness, Arcane Background (Magic), Frenzy, Level Headed

Powers: Blast (ice storm), Deflection (forcefield), Obscure (fog), Puppet

Special Abilities

• Armour +4: Scaly hide.

• **Bites:** Str+d8; Disease.

• Tail: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 18" and Climb 2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.

• Immunities: Cold, sleep, disease, paralysis and magic.

• Weakness: Fire (double damage).

• Energy Resistances: -2 damage from acid and electricity.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Khargra

Khargra

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Survival d8, Notice d10, Stealth d12 Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (3)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +3: Metallic scales.

• Claws: Str+d4; Grab.

• Bite: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 6".

• Immunities: Fire and cold.

• Endurance: +2 to Soak rolls.

• Size -1: Five feet long; Toughness -1.

Kijimuna

Kijimuna

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Survival d6, Swimming d10, Notice

d4, Stealth d12, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 Gear: Spear (Str+d6; Reach 1"; Parry +1), net (Throwing; range 3/6/12; Str+d6; Special)

Edges: Dodge Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on

humanoids.

• Size -1: Three feet tall; Toughness -1.

Killmoulis

Killmoulis

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d4-2, Repair d6, Notice d8, Stealth d12+2

Charisma: -; Pace: 8; Parry: 2; Toughness: 2

Gear: Needle (Str+d4) Hindrances: Small (M) Edges: Dodge Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: One foot tall; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Kirin

Kirin

Rank: Veteran

Attributes: Agility d12+2, Smarts d12, Spirit d12+1,

Strength d12+1, Vigor d12

Skills: Fighting d10, Knowledge (History) d10, Persuasion

d12, Tracking d12+1, Notice d12+1, Faith d12

Charisma: +4; Pace: 12; Parry: 7; Toughness: 12 (2)

Edges: Arcane Background (Miracles), Holy Warrior,

Strong Willed, Trademark Weapon (gore)

Powers: Bolt (lightning bolt), Bolt (scorching ray), Detect

Arcana (sense magic), Disguise (illusion), Dispel, Elemental Manipulation (water), Fear, Flight (wind walk), Healing (cure wounds), Intangibility (gaseous form),

Pummel (wind)

Special Abilities

• Armour +2: Draconic scales.

Horns: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 24" and Climb 2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Energy Resistances: -2 damage from cold, electricity and fire.

• Size +2: Increases Toughness by +2.

***Emperor Kirin**

Rank: Heroic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+3, Strength d12+2, Vigor d12+2

Strength d12+2, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (History) d12+2, Persuasion d12+4, Tracking d12+3, Notice d12+3, Faith d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 14 (2) Edges: Arcane Background (Miracles), Holy Warrior,

Strong Willed, Trademark Weapon (gore)

Powers: Barrier (wind), Bolt (lightning bolt), Bolt (scorching ray), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Elemental Manipulation (water), Fear, Flight (wind walk), Healing (cure wounds), Intangibility (gaseous form), Pummel (wind), Quickness

Special Abilities

• Armour +2: Draconic scales.

Horns: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 24" and Climb 2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• **Energy Resistances:** –2 damage from cold, electricity and fire.

• **Endurance:** +2 to Soak rolls.

• **Size +3:** Increases Toughness by +3.

Kobold

Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1)

Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Black Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Repair d6, Swimming d6, Notice d6,

Stealth d6, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Black Dragonbreath Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Repair d6, Swimming d6, Notice d6,

Stealth d6, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 acid damage.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Blue Kobold

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on

humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Blue Dragonbreath **Kobold**

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 lightning

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Green Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d4, Repair d6, Notice d6, Stealth d8,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Green Dragonbreath Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d4, Repair d6, Notice d6, Stealth d8,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4) **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 poisonous gas damage.

• Weakness: Light sensitive.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Red Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Edges: Brave **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Red Dragonbreath Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Edges: Brave **Special Abilities**

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids. • Breath Weapon: All targets within a Cone Template

must make an Agility roll at -2 or suffer 2d4 fire damage.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

White Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: +1; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

White Dragonbreath Kobold

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Repair d6, Notice d6, Stealth d6,

Throwing d4

Charisma: +1; Pace: 6; Parry: 5; Toughness: 5 (1) **Gear:** Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1), sling (Throwing; range 4/8/16; Str+d4)

Special Abilities

• Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 cold damage.

• Weakness: Light sensitive.

• Size -1: Reduces Toughness by -1.

Kongamato

Kongamato

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12, Climbing d12+1, Survival d12+1, Notice d12+2, Stealth d10 Charisma: +2; Pace: 8; Parry: 8; Toughness: 21 (4)

Edges: Ambidextrous, Level Headed, Quick

Tactics: Two Weapons **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d8. • Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Wail: Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Flight: Flying Pace of 32" and Climb 0.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Sleep, paralysis and magic.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Korir-Kokembe

Korir-Kokembe

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+2, Knowledge (Nature) d10, Repair d10, Survival d10, Tracking d12+1, Swimming d12+3, Notice d12+1, Stealth d10. Spellcasting d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 18 (3) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Entangle Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d8; Disease; Constrict.

• Claws: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• Flight: Flying Pace of 16" and Climb 1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Immunities: Sleep, disease, paralysis and magic.

• **Disease:** Make a Vigor roll or become afflicted.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Korred

Korred

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d6, Repair d10, Notice d12, Stealth d12,

Throwing d4, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Club (Str+d8), rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Kraken

Kraken

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+4, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Geography) d12+3, Knowledge (Nature) d12+3, Swimming d12+8, Notice d12+4, Stealth d10,

Spellcasting d12

Charisma: +4; Pace: 2; Parry: 8; Toughness: 26 (6)

Gear: Arms (Str+d8; Constrict)

Edges: Ambidextrous, Arcane Background (Magic),

Frenzy, Level Headed, Sweep **Powers:** Obscure (fog), Puppet

Tactics: Two Weapons
Special Abilities

• Armour +6: Natural armour.

• **Tentacles:** Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 20", and cannot drown.

• Immunities: Cold, poison and mind-affecting effects.

• Size +10: One hundred feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sand Kraken

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12+2

Skills: Fighting d8, Notice d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 14 (3) Edges: Frenzy, Improved Frenzy, Level Headed, Strong

Willed, Trademark Weapon (tentacle)

Special Abilities

• Armour +3: Natural armour.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Bite: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Size +2: Increases Toughness by +2.

Steel Kraken

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Swimming d12, Notice d8, Stealth

Charisma: -; Pace: 2; Parry: 7; Toughness: 18 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Metal skin.

• Tentacles: Str+d8; Reach 1".

• Darkvision: No vision penalties for darkness (range

12").

- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots
- Aquatic: Swimming Pace of 12", and cannot drown.
- Energy Resistances: -2 damage from acid, cold, fire and sonic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.
- Size +6: Increases Toughness by +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Krenshar

Krenshar

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d4, Tracking d6, Notice

d6, Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 6 (1)

Edges: Level Headed Special Abilities • Armour +1: Skin. • Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Kuah-Lij

Kuah-Lij

Rank: Novice

Attributes: Agility d6, Smarts d10, Spirit d6, Strength

d4, Vigor d8

Skills: Fighting d4, Knowledge (Arcana) d8, Repair d12,

Swimming d4, Notice d4, Shooting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6
Gear: Dagger (Str+d4), light crossbow (Shooting; range

12/24/48; 2d6; AP 1)

Edges: Mr Fix It Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

humanoids.

Kuru

Kuru

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d6, Climbing d6, Survival

d6, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (2)

Gear: Hide armour (+2), club (Str+d8)

Edges: Berserk, Quick Special Abilities

• Bite: Str+d6; Cannibalistic Vitality.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

Kyton

Augur Kyton

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4, Intimidation d6, Notice d8, Stealth

d12+1, Spellcasting d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 4 (1) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Divination
Special Abilities

• Armour +1: Natural armour.

• Horns: Str; Bleed.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Unnerving Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Immunity: Cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

***Eremite Kyton**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+1,

Strength d12+4, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+6, Healing d12+4, Knowledge (Arcana) d12, Knowledge (Nature) d12, Knowledge (Religion) d12, Knowledge (Planes) d12+4, Persuasion d12+6, Repair d12+4, Notice d12+6, Stealth d12+5, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 14 (4) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Level Headed, Quick, Strong Willed

Powers: Banish (plane shift self), Barrier (whirling blades), Greater Healing, Telekinesis, Teleport

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d6; Pain.

• Claws: Str+d6; Grab; Pain.

- **Darkvision:** No vision penalties for darkness (range 12")
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Unnerving Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Cold and fear.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.

Evangelist Kyton

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Climbing d10,

Repair d10, Notice d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 7 (1)

Gear: Chains (Str+d8)

Edges: Alertness, Frenzy, Improved Frenzy, Level

Headed, Trademark Weapon (chain)

Special Abilities

• Armour +1: Pale flesh.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Unnerving Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunity: Cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either silver or good weapons.

Interlocutor Kyton

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d12+2,

Strength d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Healing d12+2,

Notice d12+2, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 8; Toughness: 14 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Frenzy, Improved Frenzy, Level Headed, Quick, Sweep, Strong Willed

Powers: Banish (plane shift self), Healing (cure wounds) **Special Abilities**

- Armour +3: Twisted flesh.
- Claws: Str+d6: Bleed.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Unnerving Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunity: Cold.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either silver or good weapons.
- Poison: Inflict poison if foe is Shaken or wounded.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size +3:** Nine feet tall; Toughness +3.

Ostiarius Kyton

Rank: Seasoned

Attributes: Agility d8, Smarts d12, Spirit d12, Strength

d6, Vigor d8

Skills: Fighting d8, Intimidation d12, Healing d12, Knowledge (Planes) d12, Persuasion d12, Notice d12, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 7 (1) Gear: Touches (Str+d6; Bleed), medium shield (+1 Parry)

Edges: Alertness, Arcane Background (Magic), Berserk, Frenzy, Level Headed, Strong Willed

Powers: Banish (plane shift self), Deflection (forcefield), Obscure (darkness)

Special Abilities

- Armour +1: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Unnerving Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Immunities: Cold and magic.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Termagant Kyton

Rank: Legendary

Attributes: Agility d12, Smarts d10, Spirit d12+3,

Strength d12+3, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+3, Healing

d12+4, Notice d12+4, Stealth d12+1

Charisma: +4; Pace: 4; Parry: 8; Toughness: 18 (4) Edges: Combat Reflexes, Dodge, Improved Dodge,

Frenzy, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8; Bleed.

• Tentacles: Str+d8; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 8" and Climb 3.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Unnerving Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Immunity: Cold.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both good and silver.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Lamia

Lamia

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Religion) d6, Persuasion d6, Survival d10, Notice d12,

Stealth d12, Spellcasting d6

Charisma: -; Pace: 12; Parry: 6; Toughness: 10 (2)

Gear: Dagger (Str+d4)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Strong Willed

Powers: Disguise (illusion), Puppet, Slumber **Special Abilities**

• Armour +2: Natural armour.

• **Touch:** Str+d6; Wisdom Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Six feet tall; Toughness +2.

***Lamia Matriarch**

Rank: Heroic

Attributes: Agility d12, Smarts d10, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d12, Intimidation d12+1, Climbing d10, Knowledge (Arcana) d12, Persuasion d10, Repair d12,

Swimming d10, Notice d4, Faith d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 11 (2) Gear: Scimitars (Str+d8; Wisdom Drain On First Hit Round)

Edges: Ambidextrous, Arcane Background (Miracles), Holy Warrior, Two-Fisted, Trademark Weapon (scimitar) **Powers:** Armor, Bolt (magic missile), Detect Arcana (sense magic), Healing (cure wounds), Light (dancing lights), Invisibility, Puppet, Quickness, Slumber, Stun (daze), Voice on the Wind (dream message)

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Touch: Str+d6; Wisdom Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• **Change Form:** Can assume an alternate form as a normal action.

• **Immunity:** Mind-affecting effects.

 Wisdom Drain: Make a Spirit roll or suffer a level of Fatigue.

• Size +2: Increases Toughness by +2.

Lamia-kin

Hungerer Lamia-Kin

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+4, Vigor d12+1

Skills: Fighting d12+2, Intimidation d12+4, Notice

d12+4, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 2; Parry: 9; Toughness: 21 (5) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Level Headed, Quick, Strong Willed

Powers: Pummel (wind), Puppet, Slumber Special Abilities

• Armour +5: Flapping flesh.

• Bite: Str+d8; +2 acid damage Damage; Wisdom Drain.

• Claws: Str+d8; Wisdom Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 18").

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Acid and poison.

• Energy Resistances: -2 damage from electricity and

• Physical Resistance: -3 damage from physical attacks, except from those that are both cold iron and piercina.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Kuchrima Lamia-Kin

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d10, Tracking d12+1, Notice d12+1,

Shooting d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 10 (2) **Gear:** Masterwork large composite longbow (Shooting;

range 15/30/60; 2d6)

Edges: Level Headed, Marksman

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Disease.

• Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Disease and magic.

• Disease: Make a Vigor roll or become afflicted.

Lammasu

Lammasu

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Knowledge (Arcana) d10, Persuasion

d10, Notice d12, Spellcasting d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (3) Edges: Arcane Background (Magic), Frenzy, Level Headed, Quick, Strong Willed

(dimension door) **Special Abilities**

• Armour +3: Natural armour.

• Claws: Str+d6. • Wings: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

Powers: Boost Trait (bless), Detect Arcana (sense

magic), Healing (cure wounds), Invisibility, Teleport

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 12" and Climb 0.

• Size +3: Eight feet long; Toughness +3.

Land Lamprey

Land Lamprey

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d6

Charisma: -; Pace: 8; Parry: 4; Toughness: 5 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Attach.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Size -1: Three feet long; Toughness -1.

Landwalker Shark

Landwalker Shark

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Tracking d8, Swimming d10, Notice

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1) Edges: Level Headed

Special Abilities • Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

- Hardy: A second Shaken result doesn't become a wound.
- Size +2: Increases Toughness by +2.

Lantern goat

Lantern Goat

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: +2; Pace: 6; Parry: 6; Toughness: 8 (1)

Gear: Head butt (Str+d6) **Edges:** Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Hooves: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

12").

• Lifesense: Can sense and accurately pinpoint living

creatures within 12".

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Gruff Lantern Goat

Rank: Legendary

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Notice d12+1, Stealth d12

Charisma: +2; Pace: 6; Parry: 7; Toughness: 13 (2)

Gear: Head butt (Str+d8)

Edges: Alertness, Dodge, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Hooves: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Lifesense: Can sense and accurately pinpoint living

creatures within 12".
• Undead: +2 Toughness, +2 to recover from Shaken,

 Undead: +2 Toughness, +2 to recover from Shaken ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Larabay

Larabay

Rank: Legendary

Attributes: Agility d12+2, Smarts d8, Spirit d10,

Strength d12, Vigor d12+1

Skills: Fighting d10, Knowledge (Nature) d12+2,

Persuasion d12+2, Notice d12+4, Stealth d12+3, Spellcasting d8

Charisma: +2; Pace: 6; Parry: 8; Toughness: 10 (2)

Gear: Rapier (Str+d4; Parry +1; Mischief)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Trademark Weapon (rapier)

Powers: Burst (burning hands), Invisibility, Obscure (illusionary terrain), Obscure (illusion), Pummel (wind), Puppet

Special Abilities

- Armour +2: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- Flight: Flying Pace of 10" and Climb 2.
- Change Form: Can assume an alternate form as a normal action.
- **Befuddling Gaze:** All creatures within 12" must make a Spirit roll to resist.
- **Energy Resistances:** –2 damage from cold, electricity and fire.
- Mischief: Make a Spirit roll or suffer a level of Fatigue.

Lashunta

Lashunta

Rank: Novice

Attributes: Agility d6, Smarts d10, Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Knowledge (Arcana) d8, Persuasion

d6, Repair d8, Notice d4, Spellcasting d10

Charisma: +1; Pace: 6; Parry: 3; Toughness: 4

Gear: Masterwork quarterstaff (Str+d4; Reach 1"; Parry +1), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Magic)

Powers: Armor, Bolt (magic missile), Detect Arcana (sense magic), Mind Reading, Puppet (living humanoids only), Stun (daze)

Special Abilities

- **Humanoid:** Affected by spells that only work on humanoids.
- Endurance: +2 to Soak rolls.

Lava Child

Lava Child

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Nature)

d4, Knowledge (Planes) d4, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6.

• Bite: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Humanoid:** Affected by spells that only work on humanoids.

• Burrow: Can burrow and reappear within 2".

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Fire and magic.

• Weaknesses: Cold (double damage) and water.

Lead Skeleton

Lead Skeleton

Rank: Veteran

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+2, Vigor d12 **Skills:** Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 18").

attacks (range 16).

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Electricity, acid, fire, cold and magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both adamantine and bludgeoning.

Leech

Giant Leech

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Tracking d4, Swimming d8, Notice d4,

Stealth d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 6

Special Abilities

• Bite: Str+d6; Attach.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 6").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

Leech Swarm

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Swimming d10, Notice d4, Stealth d12 Charisma: -; Pace: 1; Parry: 4; Toughness: 7 Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Immunity: Mind-affecting effects.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Lejnth

Lejnth

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Knowledge

(Planes) d12, Notice d12+1, Spellcasting d6

Charisma: +4; Pace: 14; Parry: 8; Toughness: 10 (2) Gear: Sword arms (Str+d8), hasted sword arm (Str+d8) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (sword arm)

Powers: Obscure (darkness), Quickness, Teleport

Special Abilities

• Armour +2: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Weakness: Acid (double damage).

Lemkin

Lemkin

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d6, Knowledge (Geography) d12+1, Knowledge (Nature) d12+1, Tracking d12+1, Notice d12+1, Stealth d12+2, Throwing d8, Spellcasting d6 **Charisma:** +4; **Pace:** 8; **Parry:** 5; **Toughness:** 7 (2) **Gear:** Blowgun (Throwing; range 3/6/12; Str+d6; Poison)

Edges: Arcane Background (Magic), Dodge

Powers: Conceal Arcana, Disguise (shapechange), Flight (feather fall), Healing (cure wounds), Light (dancing

lights), Obscure (illusionary terrain)

Tactics: No melee attacks

Special Abilities

• Armour +2: Natural armour.

- Low Light Vision: No penalties for dim or dark lighting.
- Trackless: Leaves no tracks in its natural environment.
- Immunity: Poison.
- **Physical Resistance:** –2 damage from physical attacks, except from those that are both magical and silver
- **Poison:** Blowgun inflicts poison if foe is Shaken or wounded.
- Size -1: Three feet tall; Toughness -1.

Leng spider

Leng Spider

Rank: Heroic

Attributes: Agility d12+4, Smarts d12+1, Spirit d10,

Strength d12+3, Vigor d12+3

Skills: Fighting d12, Climbing d12+6, Repair d12+1, Notice d12+2, Throwing d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 19 (3) Gear: Masterwork flail (Str+d6), masterwork bolas

(Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Marksman, Strong Willed

Powers: Disguise (illusion), Dispel, Invisibility, Obscure

(illusion), Speak Language

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 8".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Immunities: Cold, sonic and poison.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- Size +7: Eighteen feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Advanced Leng Spider

Rank: Heroic

Attributes: Agility d12+5, Smarts d12+3, Spirit d12+1,

Strength d12+4, Vigor d12+4

Skills: Fighting d12, Climbing d12+6, Repair d12+2, Notice d12+2, Throwing d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (3) Gear: Masterwork flail (Str+d6), masterwork bolas

(Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Marksman, Strong Willed

Powers: Disguise (illusion), Dispel, Invisibility, Obscure (illusion), Speak Language

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- Immunities: Cold, sonic and poison.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Size +8:** Eighteen feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Leprechaun

Leprechaun

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d8, Notice

d12+1, Stealth d12, Spellcasting d8

Charisma: +1; Pace: 8; Parry: 5; Toughness: 4

Gear: Club (Str+d4)

Edges: Arcane Background (Magic), Level Headed

Powers: Light (dancing lights), Invisibility

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Reduces Toughness by -1.

Leshy

Fungus Leshy

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6,

Vigor d10

Skills: Fighting d4, Survival d4, Notice d4, Stealth d10, Throwing d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 6

Gear: Puffball (Throwing; range 3/6/12; Str+d6; Spores)

Special Abilities
• Bite: Str+d4.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• Spores: Cone Template; victims must make a Vigor roll

or suffer Fatigue.

- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity and sonic.
- Spores: Make a Vigor roll or suffer a level of Fatigue.
- Size -1: Two feet tall; Toughness -1.

Gourd Leshy

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4,

Viaor d8

Skills: Fighting d4-2, Notice d6, Stealth d6 Charisma: -; Pace: 4; Parry: 2; Toughness: 5 **Gear:** Seed (Throwing; range 3/6/12; Str+d6; Ensnare)

Edges: Sneak Attack **Special Abilities**

• Slam: Str+d4: Ensnare.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Electricity and sonic.

• Endurance: +2 to Soak rolls. • Size -1: Reduces Toughness by -1.

Leaf Leshy

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Survival d4, Notice d4, Stealth d6,

Throwing d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 4 Gear: Shortspear (Str+d6), seedpods (Throwing; range

3/6/12; Str+d6; Deafen)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Flight: Flying Pace of 2" and Climb -2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Electricity and sonic.
- Size -1: Reduces Toughness by -1.

Seaweed Leshy

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

Skills: Fighting d4, Survival d4, Swimming d8, Notice d8,

Stealth d8, Shooting d4, Spellcasting d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (1) Edges: Arcane Background (Magic), Sneak Attack

Powers: Entangle **Special Abilities**

• Armour +1: Natural armour.

• **Slam:** Str+d4.

• Water Jet: Shooting; range 12/24/48; 2d4; Blind; SBT. • Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots. • Amphibious: Swimming Pace of 8", and cannot drown,

but can also breathe air and survive indefinitely on land.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Electricity and sonic.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Leucrotta

Leucrotta

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d6, Climbing d10, Tracking d4, Notice d4,

Stealth d8

Charisma: +2; Pace: 12; Parry: 5; Toughness: 12 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6.

• Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Disease and poison.

• Size +2: Increases Toughness by +2.

Lich

*** Lich**

Rank: Veteran

Attributes: Agility d8, Smarts d12+2, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d12+1, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+1, Repair d12+1, Notice d12+3, Stealth d12+3, Spellcasting d12 Charisma: +1; Pace: 6; Parry: 5; Toughness: 9 (2) Edges: Arcane Background (Magic), Quick, Strong Willed Powers: Armor, Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Lower Trait (Strength), Obscure

(darkness), Puppet, Teleport (dimension door), Zombie

Special Abilities

- Armour +2: Permanent armour spell.
- **Touch:** Str+d6; Paralyzing Touch.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Fear –2:** Anyone who sees this creature must make a Fear check at –2.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Immunities:** Electricity, cold, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both bludgeoning and magical.
- Endurance: +2 to Soak rolls.

***Lich Shade**

Rank: Veteran

Attributes: Agility d12, Smarts d12, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d12+1, Knowledge (Arcana) d12+1, Knowledge (Religion) d12+1, Repair d12+1, Notice d12+1, Stealth d12+1

Charisma: +4; Pace: 6; Parry: 6; Toughness: 12 (2) Edges: Combat Reflexes, Dodge, Frenzy, Level Headed, Ouick, Strong Willed

Special Abilities

- Armour +2: Natural armour.
- Claws: Str+d6; +2 cold damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and magical.

*** Demilich**

Rank: Heroic

Attributes: Agility d10, Smarts d12+1, Spirit d12+1,

Strength d4, Vigor d4

Skills: Fighting d8, Knowledge (Arcana) d12+2, Knowledge (History) d12, Knowledge (Religion) d12+1, Knowledge (Planes) d12, Repair d12+2, Notice d12+4, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: -; Parry: 6; Toughness: 5 (1) Edges: Alertness, Arcane Background (Magic), Dodge,

Improved Dodge, Level Headed, Quick, Strong Willed

Powers: Lower Trait (curse), Telekinesis

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 3.
- **Immunities:** Electricity, acid, cold, sleep, shapechanging, paralysis, mind-affecting effects, magic, aging, bleeding and death magic.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

***Awakened Demilich**

Rank: Veteran

Attributes: Agility d10, Smarts d12+2, Spirit d12+1,

Strength d4, Vigor d4

Skills: Fighting d6, Intimidation d12+1, Knowledge (Arcana) d12+1, Knowledge (Planes) d12+1, Repair d12+1, Notice d12+4, Stealth d12+3, Spellcasting d12 Charisma: +4; Pace: -; Parry: 5; Toughness: 5 (1) Edges: Arcane Background (Magic), Quick, Strong Willed Powers: Armor, Blast (fireball), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Lower Trait (curse), Obscure (darkness), Puppet, Telekinesis, Teleport (dimension door), Zombie

Tactics: No melee attacks

Special Abilities

- Armour +1: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 3.
- Immunities: Electricity, acid, cold, sleep, shapechanging, paralysis, mind-affecting effects, magic, aging, bleeding and death magic.
- Endurance: +2 to Soak rolls.
- **Size -2:** Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Linnorm

Cairn Linnorm

Rank: Epic

Attributes: Agility d12+2, Smarts d4, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+2, Climbing d12+5, Tracking d12+3,

Swimming d12+6, Notice d12+3, Stealth d12+3

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (5) Edges: Level Headed, Quick, Sweep, Improved Sweep Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 20" and Climb 0.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- **Immunities:** Acid, sleep, poison, paralysis, curses and mind-affecting effects.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Size +10:** Sixty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Linnorm, Crag

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d12, Strength d12+5, Vigor d12+3

aiz+3, vigoi aiz+3

Skills: Fighting d12, Tracking d12+2, Swimming d12+7, Notice d12+2

Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (4) Edges: Combat Reflexes, Level Headed, Quick, Sweep Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 20" and Climb 0.

- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- **Immunities:** Fire, sleep, poison, paralysis, curses and mind-affecting effects.
- **Physical Resistance:** -4 damage from physical attacks, except those caused by cold iron weapons.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- **Size +10:** Sixty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***Fafnheir**

Rank: Epic

Attributes: Agility d12+4, Smarts d12, Spirit d12+3,

Strength d12+8, Vigor d12+5

Skills: Fighting d12+4, Intimidation d12+7, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+6, Knowledge (History) d12+6, Knowledge (Nature) d12+6, Tracking d12+9, Swimming d12+10, Notice d12+9, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 10; Toughness: 35 (7) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed

Powers: Banish (plane shift self), Dispel **Special Abilities**

• **Armour +7:** Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 20" and Climb 0.
- Burrow: Can burrow and reappear within 6".
- **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.
- **Arcane Resistance:** +7 to resist opposed magic, and +7 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- **Immunities:** Electricity, fire, sleep, poison, paralysis, curses and mind-affecting effects.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both cold iron and legendary.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +18: Increases Toughness by +18.
- Gargantuan: -4 to attack medium-sized foes, they

receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Fjord Linnorm

Rank: Legendary

Attributes: Agility d12+2, Smarts d4, Spirit d12+1,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Tracking d12+3, Swimming

d12+7, Notice d12+3

Charisma: +4; Pace: 6; Parry: 8; Toughness: 23 (4)

Edges: Combat Reflexes, Level Headed, Quick

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Truevision: Can see through illusions, shapechanging,

invisibility, etc.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 20" and Climb 0.

• Amphibious: Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Cold, sleep, poison, paralysis, curses and mind-affecting effects.

• Physical Resistance: -4 damage from physical attacks, except those caused by cold iron weapons.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +10: Sixty feet long; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Gare Linnorm

Rank: Legendary

Attributes: Agility d12+1, Smarts d4, Spirit d12,

Strength d12+5, Vigor d12+3

Skills: Fighting d12+1, Climbing d12+4, Tracking d12+3,

Swimming d12+8, Notice d12+3, Stealth d4

Charisma: +4; Pace: 8; Parry: 8; Toughness: 23 (4)

Edges: Level Headed **Special Abilities**

• Armour +4: Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amphibious: Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep, poison, paralysis, curses and mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Ice Linnorm

Rank: Legendary

Attributes: Agility d12+2, Smarts d4, Spirit d12+1,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+2, Climbing d12+8, Tracking d12+3, Swimming d12+2, Notice d12+3

Charisma: +4; Pace: 8; Parry: 9; Toughness: 31 (5)

Edges: Combat Reflexes, Level Headed, Quick

Special Abilities

• Armour +5: Scaly hide.

• Bite: Str+d8; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 20" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

- Immunities: Cold, sleep, poison, paralysis, curses and mind-affecting effects.
- Physical Resistance: -4 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +16: Ninety feet long; Toughness +16.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Taiga Linnorm

Rank: Fpic

Attributes: Agility d12+3, Smarts d4, Spirit d12+2,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+3, Tracking d12+4, Swimming

d12+10, Notice d12+4, Stealth d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 33 (6) **Edges:** Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep

Special Abilities

- Armour +6: Scaly hide.
- Bite: Str+d8; Poison.
- Claws: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 20" and Climb 0.
- Natural Swimmer: Swimming Pace of 11", and +2 to resist drowning.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Electricity, sleep, poison, paralysis, curses and mind-affecting effects.
- Physical Resistance: -4 damage from physical attacks, except those caused by cold iron weapons.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- **Size +17:** Fifty feet long; Toughness +17.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Tarn Linnorm

Rank: Epic

Attributes: Agility d12+3, Smarts d4, Spirit d12+3,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+3, Tracking d12+7, Swimming

d12+10, Notice d12+7, Stealth d12+1

Charisma: +4; Pace: 8; Parry: 9; Toughness: 33 (6)

Edges: Combat Reflexes, Frenzy, Level Headed, Quick **Special Abilities**

- Armour +6: Scaly hide.
- Bites: Str+d8; Poison.
- Claws: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 20" and Climb 0.
- Amphibious: Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.
- Immunities: Acid, sleep, poison, paralysis, Gang Up bonuses, curses and mind-affecting effects.
- Physical Resistance: -5 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Bites inflict poison if foe is Shaken or wounded.
- **Size +17:** 120 feet long; Toughness +17.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Tor Linnorm

Rank: Epic

Attributes: Agility d12+4, Smarts d4, Spirit d12+3,

Strength d12+8, Vigor d12+5

Skills: Fighting d12+4, Climbing d12+3, Tracking d12+6, Swimming d12+10, Notice d12+6, Stealth d12+2

Charisma: +4; Pace: 8; Parry: 10; Toughness: 34 (6) Edges: Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep

Special Abilities

- Armour +6: Scaly hide.
- Bite: Str+d8; Poison.
- Claws: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

Strength roll to escape.

• Flight: Flying Pace of 20" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• Immunities: Fire, sleep, poison, paralysis, curses and mind-affecting effects.

• **Physical Resistance:** –5 damage from physical attacks, except those caused by cold iron weapons.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +18: Fifty feet long; Toughness +18.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Lion Beast Of Chaos

Lion Beast Of Chaos

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+2, Vigor d8

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2)

Edges: Berserk, Frenzy, Level Headed

Special Abilities

• Armour +2: Blackened fur.

Claws: Str+d6.Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Fear −1: Anyone who sees this creature must make a Fear check at −1.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Immunity: Fear.

• Size +3: Increases Toughness by +3.

Livestone

Livestone

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 10

Special Abilities

• Slam: Str+d6.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis, petrification and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Living Lake

***Living Lake**

Rank: Epic

Attributes: Agility d6, Smarts d10, Spirit d12+2,

Strength d12+8, Vigor d12+5

Skills: Fighting d12+2, Knowledge (Local) d12+5, Knowledge (Nature) d12+5, Survival d12+7, Notice

d12+7, Stealth d12

Charisma: +1; Pace: 6; Parry: 9; Toughness: 33 (5) Edges: Alertness, Frenzy, Improved Frenzy, Level Headed, Quick, Sweep, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d10; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, poison, shapechanging, paralysis, Gang Up bonuses, gaze attacks and visual effects.

• Endurance: +2 to Soak rolls.

• Size +18: Increases Toughness by +18.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Living spell

Living Spell (Novice)

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Special Abilities

• Slam: Str+d6; Spell Effect.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Engulf: This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Living Spell (Seasoned)

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 7

Special Abilities

• Slam: Str+d6; Spell Effect.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Living Spell (Veteran)

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d8; Spell Effect.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape. • **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Living Spell (Heroic)

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d8; Spell Effect.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Engulf: This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Living Spell (Legendary)

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d12+5, Vigor d12+3 Skills: Fighting d12, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 18 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d8; Spell Effect.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Engulf: This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Lizard

Lizard

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Climbing d10, Notice d4, Stealth

Charisma: -; Pace: 4; Parry: 2; Toughness: 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Giant Chameleon

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Climbing d12, Notice d6, Stealth

d12+1

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Thick scales.

• Bite: Str+d6.

• Tongue: Str; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 8".

• Size +2: Eleven feet long; Toughness +2.

Giant Frilled Lizard

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d6, Climbing d10, Tracking d10, Notice

d10, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Improved Level Headed

Special Abilities

• Armour +2: Thick scales.

• Bite: Str+d6.

• Tail: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Giant Gecko

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d12+2, Notice d6 Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Thick scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

Blood Lizard

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Climbing d10, Swimming d12, Notice

d8, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Thick scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

Hydrus

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d4-2, Swimming d8, Notice d6 Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str; Invasion.

• **Spittle:** Shooting; range 3/6/12; 2d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Poison: Spittle inflicts poison if foe is Shaken or wounded.

• Size -2: Two feet long; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Marine Iguana

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Swimming d8, Notice d4, Stealth d10 **Charisma:** –; **Pace:** 2; **Parry:** 4; **Toughness:** 6 (1)

Special Abilities

• Armour +1: Thick scales.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -1: Reduces Toughness by -1.

Monitor Lizard

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Tracking d8, Swimming

d10, Notice d8, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Thick scales.

• Bite: Str+d6; Grab; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Hardy:** A second Shaken result doesn't become a wound.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

Lizardfolk

Lizardfolk

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d8, Notice d4, Throwing d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2) **Gear:** Morningstar (Str+d6), medium shield (+1 Parry),

javelin (Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous Tactics: Two Weapons Special Abilities

• Armour +2: Green scales.

• Bite: Str+d6.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

Cliffborn Lizardfolk

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d8, Notice d4, Throwing d4
Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2)
Coart Marpingstar (Str.) d6) modium shield (1.1 Parry)

Gear: Morningstar (Str+d6), medium shield (+1 Parry),

javelin (Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

Sandfolk Lizardfolk

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d8, Notice d4, Shooting d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2) **Gear:** Morningstar (Str+d6), medium shield (+1 Parry)

Edges: Ambidextrous Tactics: Two Weapons Special Abilities

• Armour +2: Horny scales.

• Bite: Str+d6.

• **Spittle:** Shooting; range 3/6/12; 2d4; Poison.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• **Poison:** Spittle inflicts poison if foe is Shaken or wounded.

Unseen Lizardfolk

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d8, Notice d4, Stealth d10,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2) Gear: Morningstar (Str+d6), medium shield (+1 Parry),

javelin (Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous
Tactics: Two Weapons
Special Abilities
• Armour +2: Skin.

• **Bite:** Str+d6.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

***Lizard King**

Rank: Seasoned

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d4, Swimming d12, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Gear: War trident (Str+d6; Reach 1"; Parry +1)

Edges: Ambidextrous Special Abilities

• Armour +2: Green scales.

• Bite: Str+d6.

• Humanoid: Affected by spells that only work on humanoids.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Monstrous Lobster

Monstrous Lobster

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Swimming d12, Notice d6, Stealth d12

Charisma: -: Pace: 4: Parry: 6: Toughness: 16 (3)

Special Abilities

• Armour +3: Natural armour.

• Combat Claw: Str+d8; Constrict.

• Claw: Str+d8.

• Darkvision: No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Locathah

Locathah

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Repair d6, Survival d6, Swimming d8,

Notice d4, Shooting d4

Charisma: -; Pace: 2; Parry: 6; Toughness: 6 (1) Gear: Longspear (Str+d6; Reach 1"; Parry +1), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Trademark Weapon (longspear)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Amphibious: Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

Locust Swarm

Locust Swarm

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 5

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Flight: Flying Pace of 6" and Climb -1.

Lorelei

Lorelei

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+4

Skills: Fighting d8, Climbing d12+2, Swimming d12+2,

Notice d12+3, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 4; Parry: 6; Toughness: 18 (4) Edges: Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Strong Willed, Trademark Weapon (tentacle)

Powers: Mind Reading (speak with dead), Obscure (fog

cloud)

Special Abilities

• Armour +4: Natural armour.

• Tentacles: Str+d8; Reach 1"; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Aquatic: Swimming Pace of 14", and cannot drown.

• Immunity: Sonic.

• Energy Resistance: -2 damage from cold.

• Poison: Tentacles inflict poison if foe is Shaken or wounded.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Lukwata

Lukwata

Rank: Heroic

Attributes: Agility d12, Smarts d6 (A), Spirit d8,

Strength d12+4, Vigor d12+1

Skills: Fighting d12, Tracking d8, Swimming d12+4,

Notice d8

Charisma: -; Pace: -; Parry: 8; Toughness: 19 (3)

Edges: Strong Willed **Special Abilities**

• Armour +3: Natural armour.

• Bite: Str+d8: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 16", and cannot drown.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by nonmagical weapons weapons.
- Size +8: Twenty feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Lurker In Light

Lurker In Light

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d8, Knowledge (Arcana) d10, Knowledge (Planes) d10, Survival d10, Notice d12, Stealth d12+1,

Spellcasting d8

Charisma: +2; Pace: 6; Parry: 6; Toughness: 6 (1)

Gear: Dagger (Str+d4; Poison)

Edges: Alertness, Arcane Background (Magic), Frenzy,

Level Headed, Sneak Attack **Powers:** Light (dancing lights)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 6" and Climb 0.

• Immunity: Cold.

• **Poison:** Dagger inflicts poison if foe is Shaken or wounded.

• **Size -1:** Three feet tall; Toughness -1.

Lurking ray

Executioner'S Hood

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Climbing d8, Tracking d8, Notice d8,

Stealth d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• Immunity: Sleep.

• Weakness: Light sensitive.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Lurker Above

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+4, Vigor d12

Skills: Fighting d8, Climbing d12+1, Tracking d10, Notice

d10. Stealth d8

Charisma: -; Pace: 2; Parry: 6; Toughness: 19 (3)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 8" and Climb -1.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- Weakness: Light sensitive.
- **Energy Resistances:** –2 damage from cold and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either piercing or slashing weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Trapper

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d8, Climbing d12+1, Knowledge (Local)

d12, Tracking d12+3, Notice d12+3, Stealth d12+1

Charisma: -; Pace: 2; Parry: 6; Toughness: 19 (3)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d8: Constrict.

• Darkvision: No vision penalties for darkness (range 12").

- Blindsense: Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 8" and Climb -1.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Hardy: A second Shaken result doesn't become a wound.
- Weakness: Light sensitive.
- Energy Resistances: -2 damage from cold and fire.
- Physical Resistance: -3 damage from physical attacks, except those caused by either piercing or slashing weapons.
- Endurance: +2 to Soak rolls.
- Size +8: Increases Toughness by +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Lusca

Lusca

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d12+1, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+1, Swimming d12+8, Notice d12+4,

Stealth d10, Spellcasting d6

Charisma: +4; Pace: 2; Parry: 8; Toughness: 25 (6)

Edges: Arcane Background (Magic), Frenzy, Level

Headed, Trademark Weapon (bite)

Powers: Summon Ally **Special Abilities**

• Armour +6: Natural armour.

• Bites: Str+d8.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

- Darkvision: No vision penalties for darkness (range 12").
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 20", and cannot drown.
- Immunities: Electricity and poison.
- Poison: Inflict poison if foe is Shaken or wounded.
- Size +10: Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4

to their attacks.

Lycanthrope (werebat)

Werebat (Human Form)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d10

Skills: Fighting d8, Intimidation d6, Climbing d4, Survival d8, Tracking d8, Swimming d4, Notice d4, Shooting d6 Charisma: -; Pace: 6; Parry: 7; Toughness: 9 (2) **Gear:** Chainmail (+2), masterwork bastard sword (Str+d8), medium shield (+1 Parry), masterwork longbow

(Shooting; range 15/30/60; 2d6)

Edges: Brave, Combat Reflexes, Sweep, Trademark Weapon (bastard sword)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on
- Change Form: Can assume an alternate form as a normal action.

Werebat (Hybrid Form)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d6, Climbing d4, Survival

d8, Tracking d8, Swimming d4, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Chainmail (+2)

Edges: Brave, Combat Reflexes, Sweep, Trademark Weapon (bastard sword)

Special Abilities

- Bite: Str+d6; Infection.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Flight: Flying Pace of 8" and Climb 0.
- Change Form: Can assume an alternate form as a normal action.
- Infection: Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.

Lycanthrope (werebear)

Werebear (Human Form)

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Fighting d8, Climbing d8, Healing d8, Knowledge (Nature) d8, Survival d8, Tracking d8, Swimming d8, Notice d8, Stealth d8, Throwing d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (2) Gear: Chainmail (+2), masterwork battleaxe (Str+d8), masterwork throwing axe (Throwing; range 3/6/12;

Edges: Marksman, Woodsman, Trademark Weapon (battleaxe)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- **Humanoid:** Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.

Werebear (Hybrid Form)

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Climbing d8, Healing d8, Knowledge (Nature) d8, Survival d8, Tracking d8, Swimming d10,

Notice d8, Stealth d4, Throwing d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (2) Gear: Chainmail (+2), masterwork battleaxe (Str+d8), masterwork throwing axe (Throwing; range 3/6/12; Str+d6)

Edges: Marksman, Woodsman, Trademark Weapon (battleaxe)

Special Abilities

- Bite: Str+d6; Infection.
- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- **Humanoid:** Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.
- Infection: Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.
- Size +2: Increases Toughness by +2.

Lycanthrope (wereboar)

Wereboar (Human Form)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d6, Intimidation d6, Knowledge (Nature)

d6, Tracking d8, Notice d8, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 9 (1) Gear: Studded leather armour (+1), dagger (Str+d4),

dagger (Throwing; range 3/6/12; Str+d4)

Edges: Berserk **Special Abilities** • Bite: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.
- Endurance: +2 to Soak rolls.

Wereboar (Hybrid Form)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+2

Skills: Fighting d6, Intimidation d6, Knowledge (Nature)

d6, Tracking d8, Notice d8, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1) **Gear:** Studded leather armour (+1), dagger (Str+d4),

dagger (Throwing; range 3/6/12; Str+d4)

Edges: Berserk **Special Abilities**

- Bite: Str+d6; Infection.
- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.
- Infection: Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.
- Endurance: +2 to Soak rolls.

Lycanthrope (werecrocodile)

Werecrocodile (Human Form)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Skills: Fighting d6, Survival d6, Tracking d6, Swimming

d6, Notice d4, Stealth d4, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) **Gear:** Breastplate (+2), battleaxe (Str+d8), longbow (Shooting; range 15/30/60; 2d6) **Edges:** Brave, Level Headed

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Change Form: Can assume an alternate form as a normal action.

Werecrocodile (Hybrid Form)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Survival d6, Tracking d6, Swimming

d8, Notice d4, Stealth d4, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2) Gear: Breastplate (+2), battleaxe (Str+d8), longbow

(Shooting; range 15/30/60; 2d6) **Edges:** Brave, Level Headed **Special Abilities**

• Bite: Str+d6; Grab; Infection.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Sprint:** Roll d10 when running instead of d6.

• Rollover: Inflict Str+2d4 damage on a raise.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.

• **Infection:** Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.

Lycanthrope (wererat)

Wererat (Human Form)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d6, Intimidation d4, Climbing d6, Knowledge (Local) d6, Lockpicking d6, Tracking d8, Swimming d6, Notice d8, Stealth d8, Shooting d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1) **Gear:** Studded leather armour (+1), short sword

(Str+d6), light crossbow (Shooting; range 12/24/48; 2d6;

AP 1) **Edges:** Dodge, Sneak Attack, Thief

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Change Form: Can assume an alternate form as a normal action.

Wererat (Hybrid Form)

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d8, Vigor d10

Skills: Fighting d8, Intimidation d4, Climbing d8, Knowledge (Local) d6, Lockpicking d6, Tracking d8, Swimming d8, Notice d8, Stealth d8, Shooting d6 **Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1) **Gear:** Studded leather armour (+1), short sword (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6;

Edges: Dodge, Sneak Attack, Thief

Special AbilitiesBite: Str+d6; Disease; Curse of Dc.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Change Form: Can assume an alternate form as a normal action.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.

• **Disease:** Make a Vigor roll or become afflicted.

Lycanthrope (wereshark)

Wereshark (Human Form)

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d6, Climbing d8, Survival d8, Tracking d8,

Swimming d8, Notice d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (2)
Gear: Chainmail (+2), masterwork trident (Str+d6;

Reach 1"; Parry +1)

Edges: Berserk, Trademark Weapon (trident)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on

humanoids.

• Change Form: Can assume an alternate form as a normal action.

Wereshark (Hybrid Form)

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Climbing d8, Survival d8, Tracking d8,

Swimming d8, Notice d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 10 (2) Gear: Chainmail (+2), masterwork trident (Str+d6;

Reach 1"; Parry +1)

Edges: Berserk, Trademark Weapon (trident)

Special Abilities

• Bite: Str+d6; Infection.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.
- Infection: Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.

Lycanthrope (weretiger)

Weretiger (Human Form)

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Climbing d8, Survival d8, Lockpicking d6, Tracking d10, Swimming d8, Notice d10, Stealth d10, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Studded leather armour (+1), masterwork short sword (Str+d6), masterwork dagger (Throwing; range 3/6/12; Str+d4)

Edges: Dodge, Level Headed, Sneak Attack, Thief Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.

Weretiger (Hybrid Form)

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+2, Vigor d10

Skills: Fighting d8, Intimidation d6, Climbing d10, Survival d8, Lockpicking d6, Tracking d10, Swimming d4,

Notice d10, Stealth d8, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (2) **Gear:** Masterwork dagger (Throwing; range 3/6/12; Str+d4)

Edges: Dodge, Level Headed, Sneak Attack, Thief Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; Grab; Infection.
- Claws: Str+d6; Grab.
- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Humanoid:** Affected by spells that only work on humanoids.
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Change Form: Can assume an alternate form as a normal action.
- Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.
- Infection: Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.
- Size +3: Increases Toughness by +3.

Lycanthrope (werewolf)

Werewolf (Human Form)

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Climbing d4, Tracking d6, Notice d6, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Chainmail (+2), longsword (Str+d8), light crossbow (Shooting; range 12/24/48; 2d6; AP 1) Edges: Brave, Combat Reflexes, Level Headed, Sweep

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.

Werewolf (Hybrid Form)

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d6, Climbing d6, Tracking

d6, Notice d6, Shooting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) Gear: Chainmail (+2), longsword (Str+d8), light crossbow (Shooting; range 12/24/48; 2d6; AP 1) Edges: Brave, Combat Reflexes, Level Headed, Sweep Special Abilities

• Bite: Str+d6; Go for the Throat; Infection.

• Low Light Vision: No penalties for dim or dark lighting.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Go for the Throat:** Target least armoured location on a raise.
- **Humanoid:** Affected by spells that only work on humanoids.
- Change Form: Can assume an alternate form as a normal action.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by silver weapons.
- **Infection:** Victims who suffer one or more wounds must make a Vigor roll. On a failure, they become a werebeast on the next full moon.

Lythic

Lythic

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Alertness, Frenzy

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 4".

Madadh

Madadh

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d4, Knowledge (Local) d8, Lockpicking d10, Notice d8, Stealth d10, Shooting d4, Spellcasting d6 Charisma: -; Pace: 4; Parry: 4; Toughness: 5 (1) Gear: Scimitar (Str+d6), shortbow (Shooting; range

12/24/48; 2d6)

Edges: Arcane Background (Magic)

Powers: Beast Friend Special Abilities

• Armour +1: Nut-brown skin.

Low Light Vision: No penalties for dim or dark lighting.
Poison: Inflict poison if foe is Shaken or wounded.

• **Size -1:** Reduces Toughness by -1.

Maftet

Maftet

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d10, Knowledge (History) d8, Notice d10,

Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 10 (2)

Gear: Masterwork scimitar (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Two-Fisted, Trademark Weapon (scimitar)

Powers: Armor, Boost Trait (Agility)

Special Abilities

• **Armour +2:** Permanent armour spell.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Flight: Flying Pace of 12" and Climb -1.
- Size +1: Seven feet tall; Toughness +1.

Magmin

Magmin

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Climbing d8, Notice d8, Stealth d10 **Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Touch: Str+d4; Burn. • Slam: Str+d4; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Four feet tall; Toughness -1.

Magmoid

Magmoid

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d10, Notice d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 10 (2)

Edges: Dodge, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 fire damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by piercing weapons.

• Size +2: Increases Toughness by +2.

Magnesium Spirit

Magnesium Spirit

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d10

Skills: Fighting d6, Intimidation d8, Knowledge (Planes)

d10, Survival d8, Notice d10, Stealth d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 7

Edges: Level Headed Special Abilities

• Incorporeal Tail Slap: Str+d6; Str Damage.

• Ethereal: Intangible and can only be hurt by magical attacks.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Weakness: Water.

Manananggal

Manananggal

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12, Vigor d10

Skills: Fighting d10, Knowledge (Religion) d10, Repair d6,

Notice d12, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 7; Toughness: 11 (2)

Edges: Arcane Background (Magic), Dodge, Quick,

Trademark Weapon (claws)

Powers: Fear, Light (dancing lights), Obscure (darkness), Slumber

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb 2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Light sensitive.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or silver weapons.

Mandragora

Mandragora

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d8, Stealth d12 Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (1)

Edges: Quick
Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Grab.

• Slam: Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 2".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Energy Resistances: -1 damage from acid, cold and electricity.

• **Poison:** Slam inflicts poison if foe is Shaken or wounded.

• Size -1: Three feet tall; Toughness -1.

Immense Mandragora

Rank: Legendary

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+8, Vigor d12+4

Skills: Fighting d10, Climbing d12+3, Notice d10 Charisma: -; Pace: 8; Parry: 7; Toughness: 22 (2)

Gear: Vine whips (Str+d8; Poison) **Edges:** Frenzy, Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

- Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 2".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- Energy Resistances: -1 damage from acid, cold and electricity.
- Poison: Vine whips inflict poison if foe is Shaken or wounded.
- Size +10: Thirty-five feet tall; Toughness +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Mandragora Swarm

Rank: Epic

Attributes: Agility d12+4, Smarts d4, Spirit d10,

Strenath d10, Vigor d12+1

Skills: Fighting N/A (automatically hits, 2d12 damage

within a MBT), Notice d12, Stealth d12+9

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 Edges: Combat Reflexes, Dodge, Improved Dodge, Level

Headed, Quick Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Energy Resistances: -1 damage from acid, cold and electricity.

• Poison: Swarm inflicts poison if foe is Shaken or wounded.

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

Manimal Triceratops

Manimal Triceratops

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d12, Intimidation d12, Climbing d12+1, Survival d12+1, Tracking d12+3, Swimming d12+1,

Notice d12+3

Charisma: -; Pace: 6; Parry: 8; Toughness: 18 (3)

Gear: Greatclub (Str+d8)

Edges: Trademark Weapon (gore)

Special Abilities

• Armour +3: Natural armour.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Humanoid:** Affected by spells that only work on humanoids.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +7: Twenty feet tall; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mantari

Mantari

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Notice d6, Stealth d4

Charisma: -; Pace: 1; Parry: 6; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• Tail Sting: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Flight: Flying Pace of 12" and Climb 1.

Manticore

Manticore

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Survival d6, Tracking d8, Notice d8, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 12 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• **Spikes:** Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• Size +2: Ten feet long; Toughness +2.

Advanced Manticore

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12+2

Skills: Fighting d8, Survival d6, Tracking d12, Notice d12,

Stealth d6, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 14 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• **Spikes:** Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• Size +3: Increases Toughness by +3.

Boreal Manticore

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Survival d6, Tracking d8, Notice d8,

Stealth d4, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 cold damage.

• Claws: Str+d6; +2 cold damage.

• **Spikes:** Throwing; range 15/30/60; Str+d6; +2 cold damage; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Trackless: Leaves no tracks in its natural environment.

• Flight: Flying Pace of 10" and Climb -2.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +3: Increases Toughness by +3.

Poisonous Manticore

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12+2

Skills: Fighting d8, Survival d6, Tracking d8, Notice d8,

Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; Poison.

• Claws: Str+d6; Poison.

• **Spikes:** Throwing; range 15/30/60; Str+d6; Poison; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• Immunity: Poison.

• **Poison:** Bite, claws and spikes inflict poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Mantidrake

Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking

d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Spikes:** Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• Immunities: Sleep and paralysis.

• Size +3: Twelve feet long; Toughness +3.

Black Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking

d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Spikes: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 acid damage.

• Immunities: Acid, sleep and paralysis.

• **Size +3:** Twelve feet long; Toughness +3.

Blue Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking

d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Spikes: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 lightning damage.

• Immunities: Electricity, sleep and paralysis.

• Size +3: Twelve feet long; Toughness +3.

Green Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking

d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Spikes: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 poisonous gas damage.

• Immunities: Sleep, poison and paralysis.

• **Poison:** Inflict poison if foe is Shaken or wounded.

• **Size +3:** Twelve feet long; Toughness +3.

Red Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.
 Claws: Str+d8.

• Spikes: Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.

• Immunities: Fire, sleep and paralysis.

• Size +3: Twelve feet long; Toughness +3.

White Mantidrake

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Intimidation d4, Survival d6, Tracking

d12, Notice d12, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2)

Edges: Trademark Weapon (spikes)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Spikes:** Throwing; range 15/30/60; Str+d6; SBT.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunities: Cold, sleep and paralysis.

• Size +3: Twelve feet long; Toughness +3.

Mantis

Giant Mantis

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

 Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 8" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• Size +2: Seven feet tall; Toughness +2.

Deadly Giant Mantis

Rank: Legendary

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+5, Vigor d12+1

Skills: Fighting d10, Climbing d12+1, Notice d6

Charisma: -; Pace: 12; Parry: 7; Toughness: 27 (4)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Claws: Str+d8: Grab.

• Darkvision: No vision penalties for darkness (range

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Size +15: Forty feet tall; Toughness +15.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Giant Drake-Eating **Mantis**

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d8, Strength

d12+7, Vigor d12+3

Skills: Fighting d10, Climbing d12+3, Notice d6, Stealth

Charisma: -; Pace: 6; Parry: 7; Toughness: 30 (4)

Edges: Frenzy **Special Abilities**

• Armour +4: Natural armour.

• Claws: Str+d8; Grab.

• Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 8" and Climb -1.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• **Size +17:** Sixty feet tall; Toughness +17.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Marble Snake

Marble Snake

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Climbing d12+1, Notice d10, Stealth

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Whitish-gray scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Mawler

Mawler

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 5 (1)

Edges: Strong Willed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Medusa

Medusa

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d12, Stealth d10, Shooting d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (1) Gear: Dagger (Str+d4), masterwork longbow (Shooting;

range 15/30/60; 2d6)

Edges: Level Headed, Marksman

Special Abilities

• Armour +1: Natural armour. • Snake Bite: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Petrifying Gaze: All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Immunity: Gang Up bonuses.

• **Poison:** Snake bite inflicts poison if foe is Shaken or wounded.

Greater Medusa

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Viaor d8

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth

d8, Shooting d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Gear: Dagger (Str+d4), composite shortbow (Shooting;

range 12/24/48; 2d6)

Edges: Marksman, Trademark Weapon (composite

shortbow)

Special Abilities

• Armour +2: Green scales. • Snakes: Str+d4; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• Humanoid: Affected by spells that only work on humanoids.

• Petrifying Gaze: All creatures within 12" must make a Vigor roll or be permanently turned to stone.

• Poison: Snakes inflict poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Megafauna

Archelon

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d12+1,

Notice d10

Charisma: -; Pace: 3; Parry: 5; Toughness: 17 (3) Edges: Level Headed, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +3: Thick shell.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Natural Swimmer: Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +6: Twelve feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Arsinoitherium

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 15 (3)

Edges: Hard to Kill Special Abilities

• Armour +3: Thick hide.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +4: Six feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Baluchitherium

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Tracking d12, Swimming d12, Notice

Charisma: -; Pace: 8; Parry: 6; Toughness: 19 (3)

Edges: Frenzy, Strong Willed

Special Abilities

• Armour +3: Thick hide.

• Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Hardy: A second Shaken result doesn't become a wound.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Basilosaurus

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+7, Vigor d12+1

Skills: Fighting d10, Swimming d12+5, Notice d12+3 Charisma: -; Pace: -; Parry: 7; Toughness: 23 (5) Edges: Hard to Kill, Level Headed, Strong Willed

Special Abilities

• Armour +5: Thick hide.

• Bite: Str+d8; Grab.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll

as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +10: Sixty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brontotherium

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Tracking d12+1, Swimming d10,

Notice d12+1

Charisma: -; Pace: 8; Parry: 6; Toughness: 18 (2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Thick hide.

• Horns: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound

• Endurance: +2 to Soak rolls.

• Size +8: Fourteen feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gylptodon

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d6, Tracking d12, Notice d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 14 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Thick shell.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Hardy: A second Shaken result doesn't become a wound

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Megalania

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d8, Climbing d10, Tracking d10,

Swimming d12, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 18 (3) Edges: Strong Willed, Trademark Weapon (bite) Special Abilities

• Armour +3: Thick scales.

• Bite: Str+d8; Grab; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size +7:** Twenty feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Megaloceros

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 12 (2)

Edges: Level Headed Special Abilities

• Armour +2: Thick hide.

Antlers: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Size +2: Six feet tall; Toughness +2.

Megatherium

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d6, Climbing d12, Tracking d12, Notice

d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 18 (3)

Edges: Frenzy Special Abilities

• Armour +3: Thick hide.

• Claws: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Zeuglodon

Rank: Veteran

Attributes: Agility d12, Smarts d4 (A), Spirit d6,

Strength d12+6, Vigor d12+2

Skills: Fighting d10, Swimming d12+4, Notice d12+1 **Charisma:** -; **Pace:** -; **Parry:** 7; **Toughness:** 22 (3)

Edges: Dodge, Level Headed, Strong Willed

Special Abilities

• Armour +3: Thick hide.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Size +10:** Fifty feet long; Toughness +10.

• **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Melfesh Monster

Melfesh Monster

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d6, Knowledge (Planes) d4, Notice d12, Shall seating d6.

Stealth d12, Spellcasting d6

Charisma: +2; Pace: 6; Parry: 5; Toughness: 9 (2) Edges: Alertness, Arcane Background (Magic), Frenzy, Level Headed, Marksman, Quick

Powers: Bolt (scorching ray), Conceal Arcana, Deflection (blur), Detect Arcana (see invisibility)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Poison and Gang Up bonuses.

• **Energy Resistances:** –2 damage from electricity and fire.

• **Poison:** Inflict poison if foe is Shaken or wounded.

Memory Child

Memory Child

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d8

Skills: Fighting d8, Knowledge (Arcana) d10, Knowledge (History) d10, Knowledge (Planes) d10, Persuasion d6, Survival d4, Notice d12, Stealth d12, Spellcasting d6 Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1) Edges: Alertness, Arcane Background (Magic), Quick,

Strong Willed

Powers: Mind Reading Special Abilities

• Armour +1: Natural armour.

• **Touch:** Str+d4; Thought Consumption.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by silver weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Mephit

Air Mephit

Rank: Novice

Headed

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Powers: Deflection (blur), Pummel (wind), Summon Ally **Special Abilities**

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• Physical Resistance: -2 damage from physical

attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Dust Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Barrier (wind), Deflection (blur), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

12").

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Earth Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Summon Ally Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

12).

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Fire Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Bolt (scorching ray), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Ice Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level Headed

Powers: Bolt (magic missile), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical immune cold weapons.

• Size -1: Reduces Toughness by -1.

Lightning Mephit

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Persuasion d6, Notice d6, Stealth d8, Spellcasting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level Headed

Powers: Bolt (lightning bolt), Smite (shocking grasp), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Claw: Str+d6; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• Flight: Flying Pace of 12" and Climb 3.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 lightning damage.

• Immunity: Electricity. • Weakness: Water.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

Magma Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Summon Ally Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical immune fire weapons.

• Size -1: Reduces Toughness by -1.

Ooze Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d6, Notice d6, Stealth d10,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Summon Ally Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d4 half damage.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Salt Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Blind (glitterdust), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Smoke Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d6, Persuasion d8, Notice

d6, Stealth d8, Spellcasting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1)

Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Deflection (blur), Summon Ally

Special Abilities

• Armour +1: Soot-colored skin.

• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 fire damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

Steam Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10, Spellcasting

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Deflection (blur), Summon Ally

Special Abilities

• Armour +1: Natural armour.

Claws: Str+d4.

• Darkvision: No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 0.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical immune fire weapons.

• Size -1: Reduces Toughness by -1.

Water Mephit

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d6, Notice d6, Stealth d10,

Spellcasting d4

Charisma: -: Pace: 6: Parry: 4: Toughness: 5 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed

Powers: Summon Ally **Special Abilities**

• Armour +1: Natural armour.

• Claws: Str+d4.

• Darkvision: No vision penalties for darkness (range

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 half damage.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size -1: Reduces Toughness by -1.

Mercane

Mercane

Rank: Seasoned

Attributes: Agility d8, Smarts d12+1, Spirit d10,

Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d12, Knowledge (Planes) d12, Persuasion d8, Repair d12, Notice d10, Spellcasting d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Gear: Masterwork large falchion (Str+d8) Edges: Arcane Background (Magic), Dodge

Powers: Banish (plane shift self), Invisibility, Teleport (dimension door)

Special Abilities

• Armour +1: Natural armour.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Size +2: Ten feet tall; Toughness +2.

Merfolk

Merfolk

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Viaor d8

Skills: Fighting d4, Swimming d10, Notice d4, Shooting

Charisma: -; Pace: 1; Parry: 5; Toughness: 7 (1) Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting: range 15/30/60: 2d6: AP 2)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

Mi-Go

Mi-Go

Rank: Seasoned

Attributes: Agility d12+1, Smarts d12+3, Spirit d8,

Strength d10, Vigor d12+1

Skills: Fighting d8, Healing d8, Knowledge (Arcana) d12, Knowledge (Geography) d12, Repair d12, Lockpicking d10, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (1) **Edges:** Combat Reflexes, Dodge, Frenzy, Improved Frenzy, Sneak Attack

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 2.

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Immunity: Cold.

• Energy Resistances: -2 damage from electricity and

• Physical Resistance: -2 damage from physical attacks, except those caused by slashing weapons.

Midnight Peddler

Midnight Peddler

Rank: Seasoned

Attributes: Agility d6, Smarts d10, Spirit d12, Strength

d6, Vigor d8

Skills: Fighting d8, Knowledge (History) d8, Knowledge (Local) d8, Knowledge (Planes) d10, Persuasion d8, Repair d10, Survival d10, Notice d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 8 (2)

Edges: Alertness, Dodge, Level Headed

Special Abilities

• Armour +2: Natural armour. • Touch: Str+d6: Death Chill.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Hardy: A second Shaken result doesn't become a wound.

Mihstu

Mihstu

Rank: Veteran

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength

d6, Vigor d12+2

Skills: Fighting d10, Knowledge (Planes) d10, Notice d10,

Stealth d12+1

Charisma: -; Pace: 4; Parry: 7; Toughness: 11 (2) Edges: Dodge, Improved Dodge, Frenzy, Improved

Frenzy, Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 4" and Climb 2.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunity: Electricity.

• Weakness: Cold (double damage).

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Mimi

Mimi

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4-2, Repair d6, Survival d4, Notice d6,

Stealth d12, Spellcasting d8

Charisma: -; Pace: 4; Parry: 2; Toughness: 5 (1)

Gear: Short sword (Str+d6)

Edges: Arcane Background (Magic), Dodge Powers: Burst (burning hands), Invisibility

Special Abilities

• Armour +1: White skin.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 10" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: One foot tall; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Mimic

Mimic

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d12, Notice d12

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (2) **Edges:** Level Headed, Quick, Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; Adhesive.

• Darkvision: No vision penalties for darkness (range 12").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Acid.

Failed-Apotheosis Mimic

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d8, Climbing d12+6, Swimming d4, Notice d12 + 2

Charisma: -; Pace: 4; Parry: 6; Toughness: 20 (3) **Edges:** Frenzy, Level Headed, Trademark Weapon (slam) **Special Abilities**

• Armour +3: Natural armour.

• Slams: Str+d10.

• Darkvision: No vision penalties for darkness (range 12").

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Natural Swimmer: Swimming Pace of 4", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Acid.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Minor Reaper

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d12, Intimidation d12, Climbing d10,

Notice d12+1, Stealth d12+2

Charisma: +2; Pace: 6; Parry: 8; Toughness: 10 (2)

Gear: Scythe (Str+d8; Death Touch)

Edges: Combat Reflexes, Level Headed, Quick, Sweep,

Trademark Weapon (scythe)

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either cold iron or good weapons.

• **Death Touch:** Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Minotaur

Minotaur

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Intimidation d6, Survival d10, Notice

d10, Stealth d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2)

Gear: Greataxe (Str+d10; Parry −1)

Special Abilities

• Armour +2: Shaggy fur.

• Horns: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Minotaur Crossbowman

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Intimidation d6, Survival d10, Notice d10, Stealth d4, Shooting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Greataxe (Str+d10; Parry -1), minotaur double crossbow (Shooting; range 15/30/60; 2d8; AP 2)

Special Abilities

• Armour +2: Shaggy fur.

• Horns: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Bleeding Horror Minotaur

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d8, Survival d10, Notice d10, Stealth d4

Charisma: +1; Pace: 6; Parry: 4; Toughness: 14 (3)

Gear: Greataxe (Str+d10; Parry −1) **Special Abilities**

• Armour +3: Natural armour.

• Horns: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +2: Seven feet tall; Toughness +2.

*** Minotaur Elder**

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Survival d12+2, Notice d12+2, Stealth d4, Shooting d8, Spellcasting d6 Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (2) Gear: Scale mail (+2), greataxe (Str+d10; Parry -1), minotaur double crossbow (Shooting; range 15/30/60; 2d8; AP 2; Sidebar)

Edges: Arcane Background (Magic), Sweep

Powers: Barrier (stone), Elemental Manipulation (earth),

Obscure (fog cloud) **Special Abilities**• Horns: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• **Size +3:** Increases Toughness by +3.

Half-Fiend Minotaur

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Religion) d6, Survival d12, Notice d12, Stealth d8, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (2)

Gear: Greataxe (Str+d10; Parry −1) **Edges:** Arcane Background (Magic)

Powers: Smite (Good), Obscure (darkness)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 12" and Climb 0.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Poison.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Mire Brute

Mire Brute

Rank: Epic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+2, Swimming d12+5, Notice d12+6, Stealth d12, Innate Powers d6 **Charisma:** –; **Pace:** 4; **Parry:** 9; **Toughness:** 20 (3) **Edges:** Alertness, Arcane Background (Super Powers), Frenzy, Sweep, Improved Sweep, Strong Willed,

Trademark Weapon (slam) **Powers:** Dispel (fire effects)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d10; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 20" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they

require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• **Impale:** +4 damage if move 6" or more in straight line before attacking.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Fire.

• **Energy Resistance:** –3 damage from cold.

• Size +8: Twelve feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Missing Lynx

Missing Lynx

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d6, Notice d6,

Stealth d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 6

Edges: Dodge Special Abilities • Bite: Str+d6; Grab. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Invisible: Enemies suffer -4 to their attacks.

• **Displacement:** You appear to one side of your actual position. Attacks made against you suffer a -2 penalty, unless they are area-effect attacks.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Mite

Mite

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4,

vigor do

Skills: Fighting d4–2, Climbing d8, Riding d4, Tracking

d6, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 2; Toughness: 4
Gear: Dagger (Str+d4), dart (Shooting; range 3/6/12; 2d4)

Edges: Marksman **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

24")

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Weakness: Light sensitive.
- **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Three feet tall; Toughness -1.

Pestie

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d6, Notice d6,

Stealth d10, Shooting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 4
Gear: Dagger (Str+d4), dart (Shooting; range 3/6/12;

2d4)

Edges: Sneak Attack
Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 18").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Weakness: Light sensitive.
- **Physical Resistance:** -1 damage from physical attacks, except those caused by cold iron weapons.
- Size -1: Two feet tall; Toughness -1.

Mobat

Mobat

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d6, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at 2.
- Flight: Flying Pace of 8" and Climb 1.
- Size +2: Increases Toughness by +2.

Mobogo

Mobogo

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Swimming d12+1, Notice d12+1, Spellcasting d4

Charisma: +1; Pace: 6; Parry: 7; Toughness: 18 (3) Edges: Arcane Background (Magic), Combat Reflexes, Sweep, Strong Willed

Powers: Beast Friend, Elemental Manipulation (water), Entangle (plant growth), Obscure (fog cloud), Pummel (wind), Puppet (animals only)

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Swamp Stride:** Swamps and marshy terrain are not treated as difficult ground.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Flight: Flying Pace of 6" and Climb -2.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Size +7:** Eighteen feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mockingfey

Mockingfey

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d12, Spellcasting

d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 3 Edges: Arcane Background (Magic), Frenzy

Powers: Stun (daze)
Special Abilities

• Talons: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 2.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Mohrg

Mohrg

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Climbing d12+2, Swimming d12+1,

Notice d12+2, Stealth d12+2

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed, Quick

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Grab.

• Tongue Touch: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Demonic Mohrg

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+3, Notice d12+2,

Stealth d12+4, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 7; Toughness: 12 (2) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Level Headed, Quick

Powers: Smite (Good), Obscure (darkness), Summon

Ally

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6. • Bite: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from acid, cold, electricity and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

Unhallowed Mohrg

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Climbing d12+2, Swimming d12+1,

Notice d12+2, Stealth d12+2

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Dodge, Improved Dodge, Frenzy, Level Headed,

Quick

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; Grab.

• Tongue Touch: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Mold

Mindslaver Mold

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d6, Strength

d4, Vigor d10

Skills: Fighting d4–2, Climbing d8, Notice d8, Stealth

d12, Throwing d4, Spellcasting d8

Charisma: -; Pace: 1; Parry: 2; Toughness: 6
Gear: Spore pod (Throwing; range 3/6/12; Str+d6;

Edges: Arcane Background (Magic), Dodge, Level Headed

Powers: Puppet (living humanoids only)

Tactics: No melee attacks

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatique.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Cold.

• Energy Resistance: -2 damage from acid.

• Spores: Make a Vigor roll or suffer a level of Fatigue.

• Size -1: Reduces Toughness by -1.

Slime Mold

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+1 **Skills:** Fighting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 10

Special Abilities

• Slam: Str+d6; Disease.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Energy Resistance: -2 damage from fire.

• Disease: Make a Vigor roll or become afflicted.

• **Size +2:** Twelve feet long; Toughness +2.

Mongoose

Mongoose

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Climbing d10, Tracking d4, Notice

d4. Stealth d12

Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special AbilitiesBite: Str; Attach.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Mongrelman

Mongrelman

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Climbing d6, Survival d6, Notice d6,

Stealth d10

Charisma: -; Pace: 6; Parry: 4; Toughness: 7 (1)

Gear: Club (Str+d8)
Special Abilities

• Armour +1: Matted fur.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12")

• Humanoid: Affected by spells that only work on

humanoids.

Moon-Beast

Moon-Beast

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+3, Climbing d12, Knowledge (Arcana) d10, Knowledge (Planes) d12+1, Persuasion d12, Repair d12+2, Notice d12+2, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 7; Toughness: 14 (3) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (tentacle)

Powers: Banish (plane shift self), Confusion, Disguise (illusion), Dispel, Mind Reading, Obscure (illusion), Puppet (living humanoids only)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6.

• Tentacles: Str+d6; Reach 1".

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 18").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Immunities: Cold, poison and gaze attacks.

• **Energy Resistance:** -6 damage from electricity.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either piercing or slashing weapons.

• Size +3: Nine feet long; Toughness +3.

Moon Dog

Moon Dog

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

Skills: Fighting d8, Knowledge (Arcana) d10, Knowledge

d12, Vigor d8

(Planes) d12, Persuasion d10, Survival d10, Tracking d12+2, Notice d12+2, Stealth d12, Spellcasting d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 9 (3)

Edges: Alertness, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Conceal Arcana, Detect Arcana (sense magic), Detect Arcana (see invisibility), Disguise (shapechange), Dispel, Light (dancing lights), Invisibility, Obscure (darkness)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 24").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Go for the Throat:** Target least armoured location on a raise.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunity: Fear.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by evil weapons.

Moonflower

Moonflower

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Notice d8, Stealth d6

Charisma: +2; Pace: 4; Parry: 6; Toughness: 18 (3)

Edges: Ambidextrous, Level Headed

Tactics: Two Weapons Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d8; Grab.

• Tentacles: Str+d8; Reach 1".

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Immunity: Electricity.
- Weakness: Fire (double damage).
- **Energy Resistance:** –2 damage from cold.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by slashing weapons.
- Size +7: Twenty feet tall; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Morlock

Morlock

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d12+2, Tracking d4, Notice

d4, Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 6

Gear: Club (Str+d8)

Edges: Level Headed, Quick, Sneak Attack

Special Abilities

- Bite: Str+d6.
- Darkvision: No vision penalties for darkness (range 24").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Immunities: Disease and poison.

Mortuary Cyclone

Mortuary Cyclone

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+9, Notice

d12+7, Stealth d12+4

Charisma: +4; Pace: 8; Parry: 9; Toughness: 23 (4) Edges: Alertness, Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark

Weapon (slam)

Special Abilities

• Armour +4: Natural armour.

- Slam: Str+d8; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both bludgeoning and magical.
- **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.
- Size +8: Twenty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Mosquito

Giant Mosquito

Rank: Veteran

Attributes: Agility d12+3, Smarts d4 (M), Spirit d6,

Strength d12, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; Bleed; Disease; Grab.

• Darkvision: No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Flight: Flying Pace of 12" and Climb 2. • Immunity: Mind-affecting effects.
- Disease: Make a Vigor roll or become afflicted.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Mosquito Swarm

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d8

Charisma: -; Pace: 1; Parry: 4; Toughness: 6

Special Abilities

- Darkvision: No vision penalties for darkness (range
- Mindless: Immune to mind-affecting magic. • Fearless: Immune to fear and Intimidation.
- **Swarm:** +2 Parry, immune to most weapons.
- Flight: Flying Pace of 8" and Climb 1.
- Immunity: Mind-affecting effects.
- **Disease:** Make a Vigor roll or become afflicted.
- Bleed: A victim who is Shaken or wounded starts Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Bloodhaze Mosquito Swarm

Rank: Heroic

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d8 damage

within a MBT), Tracking d8, Notice d8

Charisma: -; Pace: 1; Parry: 4; Toughness: 6

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic. • Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Flight: Flying Pace of 6" and Climb 0.

Mother Of Oblivion

Mother Of Oblivion

Rank: Heroic

Attributes: Agility d6, Smarts d12+3, Spirit d12,

Strength d12+6, Vigor d12+4

Skills: Fighting d12, Intimidation d12+2, Climbing d12+5, Knowledge (Arcana) d12+3, Knowledge (History) d12+3, Knowledge (Nature) d12+3, Knowledge (Religion) d12+3, Knowledge (Planes) d12+3, Repair d12+3, Swimming d12+5, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 8; Toughness: 26 (6) **Edges:** Ambidextrous, Arcane Background (Magic), Sweep, Strong Willed

Powers: Dispel (invisibility only), Divination, Fear, Puppet (living humanoids only), Voice on the Wind (dream message)

Tactics: Two Weapons **Special Abilities**

• Armour +6: Natural armour.

• Bite: Str+d8; +2 energy damage Drain Levels; Dc.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 17", and cannot drown.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 poisonous smoke damage.

• Immunities: Shapechanging, petrification, Gang Up bonuses, mind-affecting effects and death magic.

• Energy Resistances: -4 damage from acid and cold.

• Physical Resistance: -4 damage from physical attacks, except from those that are both cold iron and

• **Poison:** Inflict poison if foe is Shaken or wounded.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Mothman

Mothman

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d12, Strength

d6, Vigor d10

Skills: Fighting d10, Repair d10, Notice d12, Stealth d12,

Spellcasting d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 9 (2) Edges: Arcane Background (Magic), Frenzy, Level Headed Powers: Deflection (blur), Fear (phantasmal killer),

Invisibility, Mind Reading, Puppet

Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 2.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Warping Gaze: All creatures within 12" must make a Spirit roll to resist.

Mourner

Mourner

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d8, Stealth d8

Charisma: -; Pace: -; Parry: 5; Toughness: 9 (1)

Edges: Alertness, Frenzy, Strong Willed

Special Abilities

• Armour +1: Thick grey mist.

• Claws: Str+d6; Spiritual Drain.

 Darkvision: No vision penalties for darkness (range 12").

• Wail: All creatures within 12" must make a Fear check at −1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 1.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Mu Spore

Mu Spore

Rank: Epic

Attributes: Agility d6, Smarts d12, Spirit d12+3,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+2, Knowledge (Geography) d12+6,

Knowledge (Nature) d12+6, Notice d12+8

Charisma: +4; Pace: 8; Parry: 9; Toughness: 35 (8) Edges: Level Headed, Quick, Trademark Weapon (bite) Special Abilities

• Armour +8: Natural armour.

• Bite: Str+d8; Constrict.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 48").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Energy Resistance: -6 damage from acid.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by legendary weapons.

• Size +17: Increases Toughness by +17.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Muckdweller

Muckdweller

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d6, Swimming d12, Notice d6 Charisma: -; Pace: 2; Parry: 5; Toughness: 4

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -1: Four feet tall; Toughness -1.

Mudbog

Mudbog

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+1, Vigor d12+2

Skills: Fighting d4, Stealth d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 11

Tactics: No melee attacks

Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Energy Resistance: -2 damage from fire.
- Size +2: Increases Toughness by +2.

Mudman

Mudman

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d12

Skills: Fighting d6, Notice d4, Throwing d4

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (1) Gear: Mud bomb (Throwing; range 3/6/12; Str+d6;

Dexterity Damage) **Edges:** Frenzy **Special Abilities**

• Armour +1: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Mind-affecting effects.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

Mummy

Mummy

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d6, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (3)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6; Mummy Rot.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Advanced Mummy

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d8, Notice d12+1, Stealth d10

Charisma: +2; Pace: 4; Parry: 6; Toughness: 14 (3)

Edges: Quick, Trademark Weapon (slam)

Special Abilities

Armour +3: Natural armour.
Slam: Str+d8; Mummy Rot.

• **Darkvision:** No vision penalties for darkness (range

• **Undead:** +2 Toughness, +2 to recover from Shaken,

ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Mummy Beetle Swarm

Rank: Legendary

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d10 damage

within a MBT), Climbing d10, Notice d4

Charisma: +1; Pace: 6; Parry: 4; Toughness: 8 (1)

Special Abilities
• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Bog Mummy

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d6, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (3) Edges: Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6; Mummy Rot.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• Energy Resistance: -2 damage from fire.

• Endurance: +2 to Soak rolls.

Corpsewater Bog Mummy

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d8, Swimming d10, Notice d10, Stealth

d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3) Edges: Level Headed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6; Swamp Crumble.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• Energy Resistance: -2 damage from fire.

• Endurance: +2 to Soak rolls.

Minotaur Mummy

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d12+3, Stealth d12

Charisma: +2; Pace: 6; Parry: 7; Toughness: 17 (3)

Edges: Frenzy, Trademark Weapon (gore)

Special Abilities

• Armour +3: Natural armour.

• **Slams:** Str+d8; Mummy Rot.

• Horns: Str+d8; Mummy Rot.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mummy Of The Deep

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d6, Swimming d12+1, Notice d10, Stealth

40

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (3) Special Abilities

• Armour +3: Natural armour.

• **Slam:** Str+d6; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Grab: Pin your opponent if you hit with a raise, they

require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistance: -2 damage from fire.

• Endurance: +2 to Soak rolls.

Unhallowed Mummy

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d6, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (3) Special Abilities

• **Armour** +3: Natural armour.

• Slam: Str+d6; Mummy Rot.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Murder-Born

Murder-Born

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth

d12 + 1

Charisma: +1; Pace: -; Parry: 5; Toughness: 5

Edges: Combat Reflexes, Level Headed

Special Abilities

• Incorporeal Touch: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Ethereal:** Intangible and can only be hurt by magical attacks.

• **Wail:** Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage, +d6 on a raise.

• Fear −1: Anyone who sees this creature must make a Fear check at −1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Murder Crow

Rank: Veteran

Attributes: Agility d12+1, Smarts d6 (A), Spirit d8,

Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 8 (1)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +1: Feathers.

Claws: Str+d6.Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 14" and Climb 0.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Myceloid

Myceloid

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Survival d6, Tracking d6, Notice d6,

Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Electricity (double damage).

• Energy Resistances: -2 damage from cold, fire and sonic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Disease: Make a Vigor roll or become afflicted.

Naga

Dark Naga

Rank: Veteran

Attributes: Agility d12+1, Smarts d10, Spirit d8,

Strength d8, Vigor d12

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d10, Persuasion d8, Repair d10, Notice d12+1, Stealth d12+1, Spellcasting d10

Charisma: +2; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Alertness, Arcane Background (Magic), Dodge, Quick

Powers: Bolt (lightning bolt), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Boost Trait (Agility), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Lower Trait (Strength), Invisibility, Stun (daze)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6.
- Sting: Str+d6; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- Immunity: Poison.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size +2: Twelve feet long; Toughness +2.

Guardian Naga

Rank: Heroic

Attributes: Agility d12+2, Smarts d10, Spirit d12,

Strength d12+1, Vigor d12+1

Skills: Fighting d8, Knowledge (Arcana) d12+1, Persuasion d12, Repair d12+1, Notice d12+2, Stealth

d12+1, Shooting d6, Faith d12

Charisma: +4; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Alertness, Arcane Background (Miracles), Holy Warrior, Quick

Powers: Armor, Bolt (lightning bolt), Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Healing (cure wounds), Invisibility, Mind Reading, Stun (daze)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; Poison.
- **Spit:** Shooting; range 3/6/12; 2d4; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Poison:** Bite and spit inflict poison if foe is Shaken or wounded.
- Size +2: Fourteen feet long; Toughness +2.

Lunar Naga

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d8, Vigor d12

Skills: Fighting d6, Knowledge (Arcana) d6, Knowledge (Nature) d8, Persuasion d8, Repair d8, Notice d12, Stealth d12, Spellcasting d6

Charisma: +2; Pace: 8; Parry: 5; Toughness: 12 (2) Edges: Arcane Background (Magic), Dodge, Quick, Sneak Attack

Powers: Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Detect Arcana (sense magic), Lower Trait (Strength), Invisibility, Puppet (living humanoids only)

Special Abilities

- Armour +2: Black scales.
- Bite: Str+d6; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Increases Toughness by +2.

Royal Naga

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d12+2,

Strength d12+2, Vigor d12+1

Skills: Fighting d10, Knowledge (Arcana) d12+1, Knowledge (History) d10, Knowledge (Nobility) d10, Persuasion d12+1, Notice d12+4, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 18 (4) **Edges:** Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick Powers: Armor, Bolt (magic missile), Bolt (scorching ray), Deflection (forcefield), Deflection (blink between dimensions), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Lower Trait (Strength), Invisibility, Puppet, Puppet (living humanoids only), Stun (daze)

Special Abilities

- Armour +4: Natural armour.
- Bites: Str+d8: Bleed.
- **Darkvision:** No vision penalties for darkness (range 12").
- Change Form: Can assume an alternate form as a normal action.
- Dual Gaze: All creatures within 12" must make a Spirit roll to resist.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause
- Size +6: Eighteen feet long; Toughness +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Spirit Naga

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d10,

Strength d12, Vigor d12+1

Skills: Fighting d8, Intimidation d8, Knowledge (Arcana) d12, Repair d10, Swimming d10, Notice d12+2, Stealth d12, Faith d10

Charisma: +2; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Arcane Background (Miracles), Holy Warrior,

Powers: Blast (fireball), Bolt (magic missile), Bolt (ray of frost), Boost Trait (Agility), Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Healing (cure wounds), Invisibility, Puppet (living humanoids only), Stun (daze), Summon Ally

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; Poison.

- **Darkvision:** No vision penalties for darkness (range
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Charming Gaze: All creatures within 12" must make a Spirit roll to resist.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Fourteen feet long; Toughness +2.

Water Naga

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d10,

Strength d12+1, Vigor d12+1

Skills: Fighting d6, Knowledge (Local) d6, Repair d10, Swimming d10, Notice d12+1, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Arcane Background (Magic), Quick

Powers: Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Invisibility, Puppet, Stun (daze)

Special Abilities

- Armour +2: Patterned scales.
- Bite: Str+d6: Poison.
- Tail Slap: Str+d6.
- Darkvision: No vision penalties for darkness (range
- Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Ten feet long; Toughness +2.

Nazalor

Nazalor

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d10, Survival d8, Tracking d8, Notice d6, Stealth d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 10 (2)

Edges: Berserk, Frenzy, Hard to Kill

Special Abilities

- Armour +2: Natural armour.
- Claws: Str+d6.
- Bite: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Neanderthal

Neanderthal

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d6, Survival d4, Notice

d4, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) Gear: Hide armour (+2), greatclub (Str+d8), spear

(Throwing; range 3/6/12; Str+d6) **Edges:** Trademark Weapon (greatclub)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on

humanoids.

Necrophidius

Necrophidius

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d10, Vigor d10

Skills: Fighting d6, Notice d4, Stealth d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Lesser Necrophidius

Rank: Novice

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d12+2 Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Special Abilities

• **Bite:** Str+d4; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size -1: Ten feet long; Toughness -1.

Neh-Thalggu

Neh-Thalggu

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d12, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Knowledge (Arcana) d12+2,

Knowledge (Planes) d12+2, Repair d12+1, Notice d12+1,

Stealth d10

Charisma: +2; Pace: 2; Parry: 7; Toughness: 13 (1)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 8" and Climb 3.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +3: Increases Toughness by +3.

Nemhain

Nemhain

Rank: Legendary

Attributes: Agility d12+3, Smarts d12+1, Spirit d12+3,

Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d12+4, Knowledge (Arcana) d12+3, Knowledge (Religion) d12+3, Persuasion d12+3, Repair d12+3, Notice d8, Stealth d12+4,

Spellcasting d12

Charisma: +4; Pace: -; Parry: 7; Toughness: 7 Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Strong Willed

Powers: Telekinesis Special Abilities

• Incorporeal Touch: Str+d6; Draining.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Ethereal:** Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from acid and fire.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

Neothelid

Neothelid

Rank: Epic

Attributes: Agility d4, Smarts d10, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12+4, Climbing d12+5, Persuasion d12+3, Repair d12+3, Notice d12+3, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 25 (6)

Gear: Tongues (Str+d8; Grab)

Edges: Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed

Powers: Mind Reading, Puppet, Telekinesis, Teleport **Special Abilities**

- Armour +6: Natural armour.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 20").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Flight: Flying Pace of 12" and Climb 1.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 acid damage.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.
- **Size +10:** Increases Toughness by +10.
- **Huge:** –4 to attack medium–sized foes, they receive +4 to their attacks.

Nephilim

Nephilim

Rank: Veteran

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Climbing d10, Persuasion d12+1, Survival d10, Notice d12+1, Stealth d8, Throwing d8

Charisma: +2; Pace: 6; Parry: 7; Toughness: 14 (2) Gear: Breastplate (+2), longsword (Str+d8), masterwork spear (Throwing; range 3/6/12; Str+d6)

Edges: Quick, Quick Draw

Special Abilities
• Slams: Str+d8.

- Darkvision: No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a

wound.

- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- Size +4: Eleven feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Nereid

Nereid

Rank: Heroic

Attributes: Agility d12+4, Smarts d8, Spirit d12+2,

Strength d6, Vigor d12+2

Skills: Fighting d8, Knowledge (Nature) d12+1, Swimming d12+2, Notice d12+2, Stealth d12+3,

Shooting d6, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 9 Edges: Arcane Background (Magic), Dodge, Improved

Dodge

Powers: Puppet, Summon Ally

Special Abilities

- **Touch:** Str+d6; Poison.
- **Spray:** Shooting; range 4/8/16; 2d6; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Cold and poison.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.
- **Poison:** Touch and spray inflict poison if foe is Shaken or wounded.

Netherspark

Netherspark

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Climbing d12, Knowledge (Planes) d12, Persuasion d12, Survival d12, Notice d12+1, Shooting d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Alertness, Frenzy, Level Headed, Trademark

Weapon (ray) **Special Abilities**

- Armour +2: Natural armour.
- Slam: Str+d6.
- **Negative Energy Ray:** Shooting; range 12/24/48; 2d6; Level; Dc.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil

creatures.

• Hardy: A second Shaken result doesn't become a wound

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Ngoga

Ngoga

Rank: Veteran

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d12+2, Vigor d12

Skills: Fighting d8, Climbing d12+1, Notice d8, Stealth d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 13 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Size +3: Increases Toughness by +3.

Nightcaller

Nightcaller

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 2; Parry: 5; Toughness: 3

Special AbilitiesBite: Str.Talons: Str.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 12" and Climb 2.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Nightgaunt

Nightgaunt

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Edges: Dodge, Frenzy, Level Headed, Quick

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Grab.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

• Grab: Pin your opponent if you hit with a raise, they

require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 8" and Climb 0.

Immunities: Cold and Gang Up bonuses.
Size +1: Increases Toughness by +1.

Nightmare

Nightmare

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d10, Knowledge (Planes) d10, Survival d10, Notice d10, Stealth d8, Spellcasting d6 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 11 (2) **Edges:** Alertness, Arcane Background (Magic), Level

Headed

Powers: Banish (plane shift self)

Special Abilities

• Armour +2: An skin.

• Bite: Str+d6.

• Hooves: Str+d4; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• Flight: Flying Pace of 18" and Climb 1.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Size +2: Increases Toughness by +2.

Advanced Nightmare

Rank: Seasoned

Attributes: Agility d12, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d6, Intimidation d10, Knowledge (Planes) d10, Survival d10, Notice d12, Stealth d8, Spellcasting d10

Charisma: +1; Pace: 8; Parry: 5; Toughness: 14 (3) Edges: Alertness, Arcane Background (Magic), Level Headed

Powers: Banish (plane shift self)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• **Hooves:** Str+d4; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• Flight: Flying Pace of 18" and Climb 2.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Size +3: Increases Toughness by +3.

Cauchemar

Rank: Heroic

Attributes: Agility d8, Smarts d10, Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Notice d12+2,

Stealth d10, Spellcasting d10

Charisma: -; Pace: 8; Parry: 8; Toughness: 20 (4) Edges: Alertness, Arcane Background (Magic), Level

Headed, Sweep, Strong Willed

Powers: Banish (plane shift self), Intangibility

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Hooves: Str+d4; +2 fire damage.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• Flight: Flying Pace of 18" and Climb 1.

• Evil: Affected by powers and abilities that work on evil creatures.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Nightmare Mount

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d10, Knowledge

(Religion) d8, Knowledge (Planes) d6, Notice d10, Stealth

d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2)

Gear: Scale mail (+2)

Edges: Alertness, Arcane Background (Magic), Level

Headed

Powers: Banish (plane shift self)

Special Abilities • Bite: Str+d8.

• Hooves: Str+d4; +2 fire damage.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Fast Runner: Roll d8 when running instead of d6.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Nightshade

Nightcrawler

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+7, Vigor d12+5

Skills: Fighting d12+1, Intimidation d12+6, Knowledge (Arcana) d12+5, Knowledge (Religion) d12+5, Knowledge (Planes) d12+4, Repair d12+5, Swimming d12+7, Notice d12+5, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 28 (6) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Banish (plane shift self), Confusion, Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Obscure (darkness), Quickness, Summon Ally, Puppet (undead)

Special Abilities

• Armour +6: Natural armour.

• Bite: Str+d8; +2 cold damage; Grab.

• Sting: Str+d8; +2 cold damage; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 12".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.

• Poison: Sting inflicts poison if foe is Shaken or

• Size +10: Sixty feet long; Toughness +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Nightskitter

Attributes: Agility d12+1, Smarts d10, Spirit d12, Strength d12+3, Vigor d12+1

Skills: Fighting d12, Climbing d12+6, Knowledge (Arcana) d12+2, Knowledge (Religion) d12+2, Repair d12+2, Notice d12+2, Stealth d12, Spellcasting d10 Charisma: +4; Pace: 6; Parry: 8; Toughness: 20 (3)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Quick

Powers: Banish (plane shift self), Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Obscure (darkness), Quickness, Summon Ally, Puppet (undead)

Special Abilities

- Armour +3: Natural armour.
- Bite: Str+d8; +2 cold damage; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Nightwalker

Rank: Epic

Attributes: Agility d8, Smarts d12+1, Spirit d12+1, Strength d12+5, Vigor d12+3

Skills: Fighting d12, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+3, Repair d12+4, Swimming d12+5, Notice d12+4, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 24 (5)

Edges: Arcane Background (Magic), Frenzy

Powers: Banish (plane shift self), Confusion, Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Obscure (darkness), Quickness, Summon Ally, Puppet (undead)

Special Abilities

- Armour +5: Natural armour.
- Claws: Str+d8; +2 cold damage.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Fear Gaze: All creatures within 12" must make a Spirit roll to resist.
- Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.
- Size +8: Twenty feet tall; Toughness +8.
- Huge: -4 to attack medium-sized foes, they receive +4

to their attacks.

Nightwave

Rank: Epic

Attributes: Agility d10, Smarts d12+2, Spirit d12+1,

Strength d12+9, Vigor d12+7

Skills: Fighting d12+2, Intimidation d12+7, Knowledge (Arcana) d12+7, Knowledge (Religion) d12+7, Knowledge (Planes) d12+6, Repair d12+7, Swimming d12+10, Notice d12+7, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: -; Parry: 9; Toughness: 39 (7) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Strong Willed

Powers: Banish (plane shift self), Confusion, Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Entangle, Invisibility, Obscure (darkness), Quickness, Summon Ally, Puppet (undead)

Special Abilities

- Armour +7: Natural armour.
- Bite: Str+d8; +2 cold damage; +2 energy damage Drain; Grab.
- Tail Slap: Str+d8; +2 cold damage.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Aquatic: Swimming Pace of 22", and cannot drown.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both good and silver.
- Energy Drain: Make a Vigor roll or suffer a level of
- Size +19: One hundred feet long; Toughness +19.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Nightwing

Rank: Legendary

Attributes: Agility d12, Smarts d12, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12, Knowledge (Arcana) d12+3, Knowledge (Religion) d12+3, Repair d12+3, Swimming d12+4, Notice d12+3, Stealth d12, Spellcasting d12 Charisma: +4; Pace: 6; Parry: 8; Toughness: 23 (4)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Sweep, Improved Sweep

Powers: Banish (plane shift self), Confusion, Detect Arcana (sense magic), Dispel, Entangle, Invisibility, Obscure (darkness), Quickness, Summon Ally, Puppet (undead)

Special Abilities

- Armour +4: Natural armour.
- Bite: Str+d8; +2 cold damage; Magic Drain.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and silver.
- Magic Drain: Make a Spirit roll or suffer a level of Fatique.
- Size +8: Twenty feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Nilbog

Nilbog

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor de

Skills: Fighting d4–2, Riding d6, Notice d6, Stealth d8 **Charisma:** –; **Pace:** 6; **Parry:** 2; **Toughness:** 5 (1) **Gear:** Studded leather armour (+1), morningstar (Str+d6), javelin (Throwing; range 3/6/12; Str+d6)

Edges: Alertness Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Size -1: Reduces Toughness by -1.

Niln

Niln

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Knowledge (Planes) d6, Notice d10,

Stealth d10, Innate Powers d6

Charisma: -; Pace: -; Parry: 6; Toughness: 6 Edges: Arcane Background (Super Powers), Level

Headed, Strong Willed

Powers: Dispel (fire effects), Obscure (fog cloud) **Special Abilities**

• Slam: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

Ningyo

Ningyo

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d4, Swimming d10, Notice d4, Stealth d10

Charisma: -; Pace: 4; Parry: 4; Toughness: 4

Edges: Frenzy Special Abilities • Claws: Str+d4. • Bite: Str+d4.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Size -1: Two feet long; Toughness -1.

Undead Ningyo

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d4, Swimming d10, Notice d4, Stealth d8 **Charisma:** +1; **Pace:** 2; **Parry:** 4; **Toughness:** 7 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

Claws: Str+d4.Bite: Str+d4.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -1: 2½ feet long; Toughness -1.

Nirento

Nirento

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Notice d8

Charisma: -; Pace: 2; Parry: 6; Toughness: 12 (2) Edges: Combat Reflexes, Frenzy, Level Headed,

Trademark Weapon (vines)

Special Abilities

• Armour +2: Natural armour.

• Vines: Str+d6; Reach 1"; Constrict; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Knockback:** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Sonic.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by slashing weapons.

• **Size +2:** Increases Toughness by +2.

Elder Nirento

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d8, Notice d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 16 (3) Edges: Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick, Trademark Weapon (vines)

Special Abilities

• Armour +3: Natural armour.

• Vines: Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Sonic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Size +5: Fifteen feet tall; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Nixie

Nixie

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Repair d6, Swimming d10, Notice d6,

Stealth d10, Shooting d4, Faith d6

Charisma: +4; Pace: 4; Parry: 5; Toughness: 4 Gear: Short sword (Str+d6), light crossbow (Shooting;

range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Miracles), Beast Master **Powers:** Environmental Protection (underwater), Puppet (living humanoids only)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Four feet tall; Toughness -1.

Bog Nixie

Rank: Novice

Attributes: Agility d12+1, Smarts d10, Spirit d10,

Strength d6, Vigor d10

Skills: Fighting d6, Repair d8, Swimming d10, Notice d8,

Stealth d12, Shooting d4, Faith d10

Charisma: +4; Pace: 4; Parry: 5; Toughness: 7 (1) Gear: Short sword (Str+d6), light crossbow (Shooting;

range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Miracles), Beast Master **Powers:** Environmental Protection (underwater), Puppet (living humanoids only)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Debased Nixie

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Repair d8, Swimming d6, Notice d8,

Stealth d10, Shooting d4, Spellcasting d6

Charisma: +4; Pace: 4; Parry: 5; Toughness: 4 Gear: Short sword (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Alertness, Arcane Background (Magic), Beast

Master, Dodge

Powers: Environmental Protection (underwater), Puppet (living humanoids only)

Special Abilities

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Norn

Norn

Rank: Epic

Attributes: Agility d8, Smarts d12+1, Spirit d12+2, Strength d12+3, Vigor d12+4

Skills: Fighting d10, Intimidation d12+4, Healing d10, Repair d12+1, Notice d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 17 (3) Gear: Hide armour (+3), shears (Str+d8; +2 energy damage Drain)

Edges: Arcane Background (Magic), Combat Reflexes, Hard to Kill, Level Headed, Quick, Strong Willed

Powers: Dispel, Fear (phantasmal killer), Flight (wind walk), Lower Trait (curse), Speak Language

Special Abilities

• **Touch:** Str+d8; +2 energy damage Drain.

- Low Light Vision: No penalties for dim or dark lighting.
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Cold and Gang Up bonuses.
- Energy Resistances: -6 damage from acid, electricity and fire.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by cold iron weapons.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Immature Norn

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d12, Strength

d12+3, Vigor d12+3

Skills: Fighting d6, Intimidation d12+1, Healing d6,

Repair d10, Notice d12+1, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 5; Toughness: 15 (2)
Gear: Hide armour (+2), shears (Str+d8; +2 energy

damage Drain)

Edges: Arcane Background (Magic), Combat Reflexes, Hard to Kill, Level Headed, Quick, Strong Willed

Powers: Dispel, Fear (phantasmal killer), Flight (wind walk), Lower Trait (curse), Speak Language

Special Abilities

• **Touch:** Str+d8; +2 energy damage Drain.

- Low Light Vision: No penalties for dim or dark lighting.
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Change Form:** Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Cold.
- Energy Resistances: -3 damage from acid, electricity and fire.
- Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.
- **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Nuckalavee

Nuckalavee

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d12, Survival d10, Notice

d10, Stealth d10

Charisma: -; Pace: 10; Parry: 6; Toughness: 13 (3) Edges: Ambidextrous, Frenzy, Level Headed, Trademark

Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

Hooves: Str+d4.Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 acid damage.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Size +2: Increases Toughness by +2.

Nue

Nue

Rank: Heroic

Attributes: Agility d12+1, Smarts d4, Spirit d10,

Strength d12+2, Vigor d12+1

Skills: Fighting d10, Climbing d10, Notice d10, Stealth

d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 13 (2) Edges: Combat Reflexes, Dodge, Improved Dodge, Level

Headed

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6; +2 energy damage Drain.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Size +3: Nine feet long; Toughness +3.

Nymph

Nymph

Rank: Veteran

Attributes: Agility d12+1, Smarts d10, Spirit d10,

Strength d6, Vigor d12

Skills: Fighting d8, Healing d10, Knowledge (Nature) d12, Persuasion d12+1, Swimming d12+1, Notice d12, Stealth

d12, Faith d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 8

Gear: Masterwork dagger (Str+d4)

Edges: Arcane Background (Miracles), Beast Master,

Dodae

Powers: Blast (lightning storm), Detect Arcana (sense magic), Entangle, Environmental Protection (heat and cold), Environmental Protection (underwater), Healing (cure wounds), Puppet (animals only), Summon Ally (animals and elementals), Teleport (dimension door)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- Natural Swimmer: Swimming Pace of 6", and +2 to resist drownina.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by cold iron weapons.

Oakman

Oakman

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

Skills: Fighting d6, Climbing d12, Knowledge (Nature) d6,

Repair d8, Survival d8, Notice d8, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (2)

Gear: Club (Str+d6)

Edges: Trademark Weapon (club)

Special Abilities

• Armour +2: Tough skin.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Obsidian Minotaur

Obsidian Minotaur

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 15 (4)

Edges: Frenzy **Special Abilities**

• Armour +4: Natural armour.

• Claws: Str+d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 damage.

• Immunity: Magic.

• Physical Resistance: -3 damage from physical

attacks, except those caused by adamantine weapons.

• **Size +3:** Twelve feet tall; Toughness +3.

Ocean lion

Ocean Lion

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Swimming d12+1, Notice d10 Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (2)

Edges: Frenzy, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Aquatic: Swimming Pace of 13", and cannot drown.

• Size +2: Eleven feet long; Toughness +2.

Ocean Lion, Cub

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Swimming d12, Notice d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 6 (1)

Edges: Frenzy **Special Abilities**

• Armour +1: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Aquatic: Swimming Pace of 12", and cannot drown.

Octopus

Octopus

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d8

Skills: Fighting d8, Swimming d8, Notice d4, Stealth

d12 + 1

Charisma: -; Pace: 4; Parry: 6; Toughness: 5

Edges: Ambidextrous Tactics: Two Weapons **Special Abilities** • Bite: Str+d4; Poison.

• **Tentacles:** Str+d4; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 8", and cannot drown.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Blue-Ringed Octopus

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Swimming d10, Notice d4, Stealth

d12 + 3

Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Edges: Ambidextrous **Special Abilities** • Bite: Str; Poison.

• Tentacles: Str; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 10", and cannot drown.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Giant Octopus

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Swimming d10, Notice d8, Stealth

d12 + 1

Charisma: -; Pace: 4; Parry: 6; Toughness: 11 (2) Edges: Ambidextrous, Combat Reflexes, Improved Level

Headed, Strong Willed **Tactics:** Two Weapons Special Abilities

• Armour +2: Leathery hide.

• Bite: Str+d6; Poison.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 10", and cannot drown. • **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Twenty feet long; Toughness +2.

Giant Lake Octopus

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Swimming d12+1, Notice d8, Stealth

d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3) Edges: Ambidextrous, Combat Reflexes, Improved Level

Headed, Strong Willed Tactics: Two Weapons **Special Abilities**

• Armour +3: Leathery hide.

• Bite: Str+d8; Poison.

• Tentacles: Str+d8; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 13", and cannot drown.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Ogre

Ogre

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d4, Climbing d8, Notice d6, Throwing d4 Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Hide armour (+2), greatclub (Str+d8), javelin

(Throwing; range 3/6/12; Str+d6)

Edges: Strong Willed **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet tall; Toughness +2.

Advanced Ogre

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12

Skills: Fighting d6, Climbing d10, Notice d8, Throwing d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 14 (2) **Gear:** Greatclub (Str+d8), javelin (Throwing; range

3/6/12; Str+d6) Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Humanoid: Affected by spells that only work on humanoids.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Degenerate Ogre

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d4, Climbing d10, Tracking d4, Notice d4,

Charisma: -; Pace: 6; Parry: 4; Toughness: 14 (2)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous Tactics: Two Weapons

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d8. • Bite: Str+d8.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 6").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for

downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ogrekin (Half-Ogre)

Ogrekin (Half-Ogre)

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Climbing d10, Swimming d10, Notice

d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Gear: Shortspear (Str+d6)

Edges: Brave, Level Headed, Sweep, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

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Ogren

Ogren

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d4, Stealth d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)
Gear: Hide armour (+2), longspear (Str+d6; Reach 1";

Parry +1; Crit)

Edges: Trademark Weapon (longspear)

Special Abilities

• Darkvision: No vision penalties for darkness (range 6").

• Humanoid: Affected by spells that only work on

humanoids.

Ogrillon

Ogrillon

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Trademark Weapon (unarmed strike)

Special Abilities

• Armour +1: Covered skin.

• Unarmed Strike: Str+d4.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on

humanoids.

Oil Shark

Oil Shark

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d10, Tracking d8, Swimming d12+1,

Notice d8

Charisma: -; Pace: -; Parry: 7; Toughness: 15 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Metallic scales.

• Bite: Str+d8.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Size +6:** Twenty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Oma

Oma

Rank: Epic

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+9, Vigor d12+4

Skills: Fighting d12+1, Notice d12+3

Charisma: -; Pace: -; Parry: 8; Toughness: 36 (7)

Edges: Hard to Kill Special Abilities

• Armour +7: Natural armour.

• Bite: Str+d8; +2 electricity damage; Grab.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Flight: Flying Pace of 40" and Climb 0.

• **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Hardy: A second Shaken result doesn't become a wound.

- **Immunities:** Electricity, fire and cold.
- Size +19: 150 feet long; Toughness +19.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Oni

Atamahuta Oni

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12+1, Repair d12+1, Notice d12+3,

Spellcasting d6

Charisma: +2; Pace: 6; Parry: 8; Toughness: 15 (3)

Gear: Banded mail (+3), orc double axe (Str+d6)

Edges: Arcane Background (Magic), Level Headed, Sweep **Powers:** Barrier (fire), Blast (fireball), Detect Arcana (see invisibility), Quickness, Smite (shocking grasp), Teleport (dimension door)

Special Abilities

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range
- Outsider (Native): This ability is only important for certain spells.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Size +4: Fourteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Earth Yai Oni

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Arcana) d12+1, Notice d12+2, Stealth d12+2, Throwing d12+1, Spellcasting d6

Charisma: -; Pace: 10; Parry: 8; Toughness: 16 (3)

Gear: Greatclub (Str+d8), stony missile (Throwing; range

3/6/12; Str+d6; Awesome Blow)

Edges: Arcane Background (Magic), Combat Reflexes,

Marksman, Strong Willed

Powers: Blast (earthquake), Elemental Manipulation

(earth), Invisibility, Obscure (darkness)

Special Abilities

- Armour +3: Rocky skin.
- Slams: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 10" and Climb 2.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Size +4: Sixteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Fire Yai

Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d12+4, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+2, Knowledge (Arcana) d12, Persuasion d10, Repair d10, Notice d12+2,

Throwing d12, Spellcasting d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 16 (3) Gear: Banded mail (+3), katana (Str+d6+2; AP 2), fiery missile (Throwing; range 3/6/12; Str+d6; +2 fire damage: Burn)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed

Powers: Barrier (fire), Blast (fireball), Bolt (scorching ray), Deflection (forcefield), Invisibility, Obscure (darkness), Slumber

Special Abilities

- Slams: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb 2.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Change Form:** Can assume an alternate form as a normal action.
- Immunity: Fire.
- Weakness: Cold (double damage).
- Size +4: Sixteen feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ice Yai

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+3

Skills: Fighting d12, Intimidation d12+2, Knowledge (Arcana) d10, Repair d8, Notice d12+2, Stealth d12+1, Throwing d10, Spellcasting d6

Charisma: +4; Pace: 10; Parry: 8; Toughness: 16 (3) Gear: Icy missile (Throwing; range 3/6/12; Str+d6; +2 cold damage)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Improved Frenzy, Sweep, Improved Sweep

Powers: Armor, Invisibility, Intangibility (gaseous form), Obscure (darkness), Slumber

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 10" and Climb 3.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ja Noi Oni

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth

d10, Shooting d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (1) Gear: Leather armour (+1), masterwork tetsubo (Str+d8), longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Sweep

Powers: Boost Trait (Strength)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

Kuwa

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d8, Repair d4, Notice d10, Stealth d6, Shooting d6,

Spellcasting d6

Charisma: +2; Pace: 6; Parry: 6; Toughness: 10 (3) Gear: Platemail (+3), masterwork greatclub (Str+d8), masterwork composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Powers: Invisibility, Obscure (darkness), Puppet (living humanoids only), Slumber

Special Abilities• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

Nogitsune

Rank: Seasoned

Attributes: Agility d12+3, Smarts d10, Spirit d10,

Strength d12, Vigor d12+2

Skills: Fighting d10, Climbing d12, Knowledge (Arcana) d6, Knowledge (Local) d6, Persuasion d8, Lockpicking d12, Tracking d10, Swimming d6, Notice d10, Stealth d12+1, Shooting d8, Spellcasting d10

Charisma: +4; Pace: 10; Parry: 7; Toughness: 10 (1) Gear: Masterwork dart (Shooting; range 3/6/12; 2d4; Poison)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Sneak Attack

Powers: Deflection (displacement), Flight (feather fall), Mind Reading, Quickness

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Outsider (Native): This ability is only important for certain spells.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Change Form:** Can assume an alternate form as a normal action.

• **Poison:** Claws and masterwork dart inflict poison if foe is Shaken or wounded.

Ogre Mage

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Intimidation d12, Knowledge (Arcana) d10, Repair d10, Notice d10, Shooting d6, Spellcasting d8 **Charisma:** +2; **Pace:** 8; **Parry:** 5; **Toughness:** 14 (2) **Gear:** Chainmail (+2), greatsword (Str+d10; Parry -1), composite longbow (Shooting; range 15/30/60; 2d6) **Edges:** Arcane Background (Magic), Combat Reflexes, Level Headed, Strong Willed

Powers: Invisibility, Intangibility (gaseous form), Obscure (darkness), Slumber

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 12" and Climb 2.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

• Size +3: Increases Toughness by +3.

Shikigami

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d6, Repair d6, Notice d6,

Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 5 (1)

Gear: Greatclub (Str+d6)

Edges: Arcane Background (Magic), Frenzy

Powers: Light (dancing lights), Invisibility, Intangibility

(gaseous form), Puppet (living humanoids only)

Special Abilities

• Armour +1: Green skin.

• Claws: Str+d4.

• **Darkvision:** No vision penalties for darkness (range

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Cold and poison.

• Energy Resistance: -2 damage from electricity.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Spirit Oni

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Repair d6,

Notice d8, Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 3 Edges: Arcane Background (Magic), Level Headed Powers: Detect Arcana (sense magic), Divination, Invisibility, Slumber

Special Abilities

• Bite: Str.

• Horns: Str; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 6" and Climb 2.

• **Poison:** Horns inflict poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

***Void Yai**

Rank: Epic

Attributes: Agility d8, Smarts d12, Spirit d12+2,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (History) d12+3, Knowledge (Nobility) d12, Knowledge (Planes) d12+4, Repair d12+3, Notice d12+4, Throwing d12+1, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 22 (4) Gear: Masterwork greatclub (Str+d8), void missile (Throwing; range 3/6/12; Str+d6; +2 energy damage Drain)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed

Powers: Banish (plane shift self), Deflection (forcefield), Dispel, Invisibility, Intangibility (gaseous form), Obscure (darkness), Puppet (living humanoids only), Teleport

Special Abilities
• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 8" and Climb 1.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Change Form:** Can assume an alternate form as a normal action.

• Immunity: Cold.

• **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Water Yai

Rank: Epic

Attributes: Agility d10, Smarts d10, Spirit d12+1,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+3, Repair d12+2, Swimming d12+8, Notice d12+3, Throwing d12+1, Spellcasting d10

Charisma: +4; Pace: 10; Parry: 10; Toughness: 21 (4) Gear: Masterwork spear (Str+d6; Reach 1"; Parry +1), acidic missile (Throwing; range 3/6/12; Str+d6; +2 acid damage; Nausea)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep

Powers: Environmental Protection (underwater), Invisibility, Intangibility (gaseous form)

Special Abilities

• Armour +4: Blue skin.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for

certain spells.

• Flight: Flying Pace of 12" and Climb 2.

• Amphibious: Swimming Pace of 20", and cannot drown, but can also breathe air and survive indefinitely on land.

- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Acid.
- Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Wind Yai

Rank: Epic

Attributes: Agility d10, Smarts d8, Spirit d12+1,

Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+4, Notice d12+4, Stealth d12+1, Throwing d12, Spellcasting d8 Charisma: +4; Pace: 8; Parry: 8; Toughness: 21 (4) **Gear:** Masterwork morningstar (Str+d8), shocking missile (Throwing; range 3/6/12; Str+d6; +2 electricity damage; Deafen)

Edges: Arcane Background (Magic), Combat Reflexes, Sweep, Improved Sweep, War Cry, Trademark Weapon (morningstar)

Powers: Barrier (wind), Flight (levitate), Invisibility, Intangibility (gaseous form), Obscure (fog), Obscure (darkness)

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb 2.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 wind blast damage.
- Energy Resistance: -1 damage from sonic.
- Size +8: Twenty feet tall; Toughness +8.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Yamabushi Tengu

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d8, Vigor d12

Skills: Fighting d6, Knowledge (Planes) d10, Notice d12,

Stealth d10, Shooting d4, Faith d8

Charisma: +1; Pace: 6; Parry: 5; Toughness: 9 (1)

Gear: Leather armour (+1), kusarigama (Str+d8), composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Adept, Arcane Background (Miracles), Combat Reflexes, Level Headed

Powers: Blind (glitterdust), Bolt (scorching ray), Deflection (blur), Detect Arcana (see invisibility), Lower Trait (Strength), Teleport (dimension door)

Special Abilities

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Flight: Flying Pace of 6" and Climb 0.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

Onyx Deer

Onyx Deer

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Tracking d12, Notice d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d8; Onyx Bite.

• Antlers: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Immunity: Petrification.

• Onyx Bite: Make a Vigor roll or suffer a level of Fatigue.

• **Size +2:** Five feet tall; Toughness +2.

Ooze

Amber Ooze

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d4, Vigor d8

Skills: Fighting d4–2

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Hindrances: Small (M) Tactics: No melee attacks

Special Abilities

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Brain Ooze

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d4, Vigor d10

Skills: Fighting d10, Persuasion d6, Notice d10, Stealth

d12, Spellcasting d8

Charisma: +4; Pace: 1; Parry: 7; Toughness: 6 (1) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Strong Willed

Powers: Armor, Dispel, Mind Reading, Puppet (living humanoids only)

Special Abilities

• Armour +1: Natural armour.

• **Tentacles Touch:** Str; +2 electricity damage; Neural Pulse.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Flight: Flying Pace of 12" and Climb 2.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Neural Pulse: Make a Vigor roll or suffer a level of Fatique.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Carnivorous Crystal

Rank: Legendary

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12

Charisma: -; Pace: 2; Parry: 7; Toughness: 11 (3)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6; Entrap.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Sonic (double damage).

• Energy Resistance: -4 damage from fire.

Colour Out Of Space

Rank: Heroic

Attributes: Agility d12+3, Smarts d12, Spirit d12+2,

Strength d6, Vigor d12+2

Skills: Fighting d8, Knowledge (Geography) d12,

Knowledge (Nature) d12, Knowledge (Planes) d12, Notice

d12+1, Stealth d10

Charisma: +4; Pace: -; Parry: 6; Toughness: 14 Edges: Dodge, Improved Dodge, Level Headed, Quick

Special Abilities

• Disintegrating Touch: Str+d8; Dc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Ethereal: Intangible and can only be hurt by magical attacks.

• Flight: Flying Pace of 10" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• **Immunities:** Acid, fire, cold, sonic, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mindaffecting effects.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Crystal Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+3

Skills: Fighting d6, Swimming d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 9

Special Abilities

• Slam: Str+d6; +2 acid damage; Grab.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 6", and cannot drown.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Fire, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Deathtrap Ooze

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+1, Vigor d12+2

Skills: Fighting d8, Climbing d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (2) Special Abilities

• Armour +2: Natural armour.

• **Slam:** Str+d6; +2 acid damage; Constrict.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Emerald Ooze

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d6, Vigor d8 **Skills:** Fighting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Edges: Level Headed Special Abilities

Armour +2: Natural armour.
Slam: Str+d6; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Endurance: +2 to Soak rolls.

Entropic Ooze

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12+3

Skills: Fighting d8, Climbing d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 14 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 energy damage Drain.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.

• Size +3: Increases Toughness by +3.

Dark Matter Entropic Ooze

Rank: Epic

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+4, Vigor d12+4

Skills: Fighting d12+1, Climbing d12+1

Charisma: -; Pace: 4; Parry: 8; Toughness: 20 (2) Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d8; +2 energy damage Drain.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Garden Ooze

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d4,

Strength d6, Vigor d8

Skills: Fighting d6, Climbing d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Special Abilities

• Slam: Str+d4; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size -1: Reduces Toughness by -1.

Gelatinous Orb

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d4,

Strength d6, Vigor d12+1

Skills: Fighting d8

Charisma: -; Pace: 10; Parry: 6; Toughness: 6

Edges: Dodge Special Abilities

• Slam: Str; +2 acid damage Damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Electricity, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Glacial Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d12+2

Skills: Fighting d6, Swimming d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 cold damage.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Increases Toughness by +2.

Globster

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+1

Skills: Fighting d6, Swimming d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (3)

Special Abilities

• Armour +3: Rancid flesh.

• Slam: Str+d6; Constrict; Nausea.

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Energy Resistances: -2 damage from cold and

• Nausea: Make a Vigor roll or suffer a level of Fatigue.

• Size +2: Increases Toughness by +2.

Gray Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+3 Skills: Fighting d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 9

Special Abilities

• **Slam:** Str+d6; +2 acid damage; Constrict.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Fire, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Id Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d6 (A), Spirit d4, Strength

d10, Vigor d12+3

Skills: Fighting d6, Spellcasting d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 Edges: Arcane Background (Magic), Level Headed

Powers: Confusion **Special Abilities**

• Slam: Str+d6; +2 acid damage; Constrict.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Fire, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Endurance: +2 to Soak rolls.

Hungry Fog

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d6, Vigor d12

Skills: Fighting d6

Charisma: -; Pace: -; Parry: 5; Toughness: 13 **Special Abilities**

• Touch: Str+d8; +2 necromantic damage.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 3" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Electricity, acid, sonic, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Energy Resistance: -2 damage from cold.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Magma Ooze

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Climbing d12+1

Charisma: -; Pace: 2; Parry: 5; Toughness: 12

Special Abilities

• Slam: Str+d8: Constrict: Burn.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

- Split: If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Fire, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Weaknesses: Cold (double damage) and water.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Brimstone Ooze

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Climbing d12+1, Innate Powers d4 Charisma: -; Pace: 2; Parry: 5; Toughness: 12 **Edges:** Arcane Background (Super Powers)

Powers: Smite (Good) **Special Abilities**

• Slam: Str+d8; +2 fire damage; Constrict; Burn.

• Darkvision: No vision penalties for darkness (range 12").

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

- Split: If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- Immunities: Fire, sleep, poison, shapechanging,

paralysis and Gang Up bonuses.

- Weaknesses: Cold (double damage) and water.
- Energy Resistance: -2 damage from cold.
- Physical Resistance: -2 damage from physical attacks, except those caused by good weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Mercury Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d12+1

Skills: Fighting d6, Climbing d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 10

Special Abilities

• Slam: Str+d6; Mercury Poisoning; Constrict.

- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Size +2: Eight feet long; Toughness +2.

Metallic Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+3

Skills: Fighting d6, Climbing d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 11

Special Abilities

• Slam: Str+d6; +2 acid damage; Poison.

- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Poison: Slam inflicts poison if foe is Shaken or
- Size +2: Increases Toughness by +2.

Plasma Ooze

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d12+5, Vigor d12+2

Skills: Fighting d12, Throwing d10

Charisma: -; Pace: -; Parry: 8; Toughness: 19 **Gear:** D (Throwing; range 3/6/12; Str+d6; +2 electricity damage; +2 fire damage)

Special Abilities

- **Slam:** Str+d8; +2 electricity damage; +2 fire damage; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Flight: Flying Pace of 6" and Climb 3.
- No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Electricity, acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Energy Resistance: -6 damage from cold.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Shoggoth

Rank: Epic

Attributes: Agility d12+2, Smarts d4, Spirit d12+2,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+2, Climbing d12+2, Tracking d12+5,

Swimming d12+2, Notice d12+5

Charisma: -; Pace: 10; Parry: 9; Toughness: 22 (4) Edges: Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Sweep, Improved Sweep, Strong Willed

Special Abilities

- Armour +4: Natural armour.
- **Slams:** Str+d8; Constrict.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Amphibious: Swimming Pace of 14", and cannot

drown, but can also breathe air and survive indefinitely on land.

- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Cold, sonic, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Energy Resistances: -4 damage from acid, electricity and fire.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Choleric Ooze Swarm

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength d12, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT)

Charisma: -; Pace: 2; Parry: 4; Toughness: 8 Special Abilities

- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Swarm:** +2 Parry, immune to most weapons.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Weakness: Electricity (double damage).
- Energy Resistance: -1 damage from acid.

Melancholic Ooze Swarm

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength d12, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT)

Charisma: -; Pace: 2; Parry: 4; Toughness: 8 Special Abilities

- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Swarm:** +2 Parry, immune to most weapons.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Weakness: Acid (double damage).
- Energy Resistance: -1 damage from electricity.

Phlegmatic Ooze Swarm

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength d10, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT)

Charisma: -; Pace: 2; Parry: 4; Toughness: 8 Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Fire (double damage).

• Energy Resistance: -1 damage from cold.

Sanguine Ooze Swarm

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength d10, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage within a MRT). Swimming d4

within a MBT), Swimming d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 8 Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Cold (double damage).

• Energy Resistance: -1 damage from fire.

Undead Ooze

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d8, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 12

Special Abilities

• Slam: Str+d8; +2 cold damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Cold, sleep, poison, shapechanging, paralysis, Gang Up bonuses, mind-affecting effects, aging, bleeding and death magic.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Vampiric Ooze

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d10, Notice d4 Charisma: -; Pace: 2; Parry: 6; Toughness: 10

Edges: Level Headed
Special Abilities

• **Slam:** Str+d6; +2 energy damage Drain; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• **Amorphous:** Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Electricity, cold, sleep, poison, shapechanging, paralysis, Gang Up bonuses, mindaffecting effects, aging, bleeding and death magic.

• Weakness: Vulnerable to sunlight.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

• Size +2: Twelve feet long; Toughness +2.

Verdurous Ooze

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+2

Skills: Fighting d6, Stealth d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 Special Abilities

• Slam: Str+d6; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• Constrict: Pin opponent on a raise, inflict Str+d6 per

round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Acid, fire, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.

Greater Verdurous Ooze

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12+3

Skills: Fighting d10, Stealth d10

Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Acid, fire, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.

• Size +3: Increases Toughness by +3.

Ophiduan

Ophiduan, Anguineum Caste

Rank: Veteran

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12, Vigor d12

Skills: Fighting d8, Intimidation d12, Knowledge (Religion) d10, Repair d10, Tracking d12, Notice d12,

Stealth d12, Shooting d6, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 7; Toughness: 10 (2) Gear: Masterwork spiked chain (Str+d8), medium shield (+1 Parry), masterwork longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge, Hard to Kill, Level Headed, Trademark Weapon (spiked chain) **Powers:** Entangle, Obscure (darkness), Slumber

Special Abilities

• Armour +2: Scales.

• Bite: Str+d6; Poison.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for

downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Immunity: Poison.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Ophiduan, Hominis Caste

Rank: Seasoned

Attributes: Agility d8, Smarts d12+1, Spirit d12+1,

Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d12, Knowledge (Religion) d10, Persuasion d10, Repair d10, Tracking d12, Notice d12, Stealth d12, Shooting d6, Spellcasting d12 **Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1) **Gear:** Masterwork spiked chain (Str+d6), masterwork

longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge, Level Headed **Powers:** Disguise (shapechange), Entangle, Obscure (darkness), Slumber

Special Abilities

• Armour +1: Supple scales.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunity: Poison.

Ophiduan, Semiferum Caste

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Climbing d8, Tracking d8, Notice d8,

Stealth d8, Shooting d4, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Studded leather armour (+1), spiked chain (Str+d6), longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge

Powers: Obscure (darkness), Puppet (living humanoids only)

Special Abilities

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on

humanoids.

- Arcane Resistance: +2 to resist opposed magic, and
- +2 armour against offensive magic.
- Immunity: Poison.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Orc

Orc

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d10, Vigor d6

Skills: Fighting d6, Intimidation d4, Throwing d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1) **Gear:** Studded leather armour (+1), falchion (Str+d8), javelin (Throwing; range 3/6/12; Str+d6)

Edges: Trademark Weapon (falchion)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on

humanoids.

• Weakness: Light sensitive.

Black Orc

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength

d12, Vigor d8

Skills: Fighting d6, Intimidation d4, Shooting d4 **Charisma:** –; **Pace:** 4; **Parry:** 6; **Toughness:** 8 (2) **Gear:** Scale mail (+2), longspear (Str+d6; Reach 1"; Parry +1), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

Blood Orc

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12, Vigor d8

Skills: Fighting d6, Intimidation d4, Tracking d4,

Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (2) Gear: Chainmail shirt (+2), greataxe (Str+d10; Parry -1), javelin (Throwing; range 3/6/12; Str+d6)

Special Abilities

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on

humanoids.

• Weakness: Light sensitive.

Deadwatcher Orc

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d10, Shooting d8 **Charisma:** –; **Pace:** 4; **Parry:** 5; **Toughness:** 9 (3) **Gear:** Breastplate (+3), greataxe (Str+d10; Parry –1), masterwork composite shortbow (Shooting; range 12/24/48; 2d6; Str)

Edges: Level Headed, Marksman, Improved Trademark Weapon (greataxe)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

Weakness: Light sensitive.
Endurance: +2 to Soak rolls.

Ghost-Faced Orc

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d4, Notice d4, Stealth d4, Shooting d4 Charisma: -; Pace: 6; Parry: 3; Toughness: 6 (1) Gear: Studded leather armour (+1), greataxe (Str+d10; Parry -1), shortbow (Shooting; range 12/24/48; 2d6) Special Abilities

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

Greenskin Orc

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8,

Vigor d6

Skills: Fighting d6, Tracking d4, Notice d4, Stealth d4,

Shooting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Leather armour (+1), longsword (Str+d8), composite longbow (Shooting; range 15/30/60; 2d6; Str)

Edges: Marksman Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

Orog (Greater Orc)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6, Throwing d4

Charisma: -; Pace: 4; Parry: 4; Toughness: 10 (3) Gear: Platemail (+3), helmet (+3), greataxe (Str+d10; Parry -1), javelin (Throwing; range 3/6/12; Str+d6)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Endurance: +2 to Soak rolls.

Orc Worg Rider

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d8, Knowledge (Geography) d4, Riding

d6, Survival d6, Notice d4, Shooting d6

Charisma: -; Pace: 4; Parry: 7; Toughness: 7 (2) Gear: Hide armour (+2), masterwork battleaxe (Str+d8), medium shield (+1 Parry), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Brave, Trained Rider, Trademark Weapon

(battleaxe)
Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

***Orc Barbarian**

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Intimidation d6, Climbing d10, Knowledge (Nature) d6, Survival d6, Swimming d8, Notice

d6, Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 Gear: Greataxe (Str+d10; Parry -1), throwing axe

(Throwing; range 3/6/12; Str+d6)

Edges: Berserk, Sweep Special Abilities

• Darkvision: No vision penalties for darkness (range

12").

• Humanoid: Affected by spells that only work on

humanoids.

• Weakness: Light sensitive.

***Orc Berserker**

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d6, Intimidation d6, Survival d6, Throwing

d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Scale mail (+2), greataxe (Str+d10; Parry -1),

javelin (Throwing; range 3/6/12; Str+d6)

Edges: Berserk
Special Abilities
• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

***Orc Champion**

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d4, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Notice d10,

Shooting d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 10 (2) Gear: Mithral shirt (+2), akeraum (Str+d8; +2 cold damage), masterwork composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Berserk, Level Headed, Trademark Weapon

(greatsword)

Special Abilities• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

***Black Orc High Priest Of Orcus**

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Religion) d10, Notice d4, Shooting d6, Faith d10
Charisma: -; Pace: 4; Parry: 7; Toughness: 8 (2)
Gear: Scale mail (+2), longspear (Str+d6; Reach 1"; Parry +1), masterwork light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Miracles), Holy Warrior, Level Headed

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Powers: Boost Trait (Strength), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (water), Lower Trait (curse), Mind Reading (speak with dead), Summon Ally (skeletons and zombies)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

***Orc Shaman**

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d4, Intimidation d6, Healing d6, Knowledge (History) d4, Notice d4, Throwing d4, Spellcasting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 7 (2)
Gear: Chainmail (+2), masterwork morningstar (Str+d8),

javelin (Throwing; range 3/6/12; Str+d6) **Edges:** Alertness, Arcane Background (Magic) **Powers:** Boost Trait (bless), Elemental Manipulation

(water), Fear Special Abilities

 Darkvision: No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Weakness: Light sensitive.

***Orc Warlord**

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12, Vigor d4

Skills: Fighting d10, Intimidation d12+2, Knowledge (History) d8, Knowledge (Local) d8, Persuasion d10, Riding d6, Survival d10, Notice d8, Throwing d8 **Charisma:** -; **Pace:** 6; **Parry:** 7; **Toughness:** 4 **Gear:** Guisarme (Str+d8; Reach 1"), spiked armor (Str+d8), javelin (Throwing; range 3/6/12; Str+d6)

Edges: Brave, Command, Dodge

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

Fast Runner: Roll d8 when running instead of d6.
 Humanoid: Affected by spells that only work on humanoids.

Weakness: Light sensitive.
Endurance: +2 to Soak rolls.

Orcish Warclops

Orcish Warclops

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Notice d4

Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size +2: Increases Toughness by +2.

Oread

Oread

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting

d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 7 (1) Gear: Leather armour (+1), longsword (Str+d8), composite longbow (Shooting; range 15/30/60; 2d6) Edges: Strong Willed, Trademark Weapon (longbow) Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Energy Resistance: -1 damage from acid.

Oronci

Oronci

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Climbing d12, Swimming d8, Notice

d6, Stealth d6, Shooting d6

Charisma: +1; Pace: 8; Parry: 7; Toughness: 13 (2) Gear: Masterwork battleaxe (Str+d8), medium shield (+1 Parry), masterwork longbow (Shooting; range 15/30/60;

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Weakness: Light sensitive.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size +3:** Increases Toughness by +3.

Otter

Otter

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Swimming d10, Notice d4 **Charisma:** –; **Pace:** 4; **Parry:** 2; **Toughness:** 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Otyugh

Otyugh

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d4 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2) **Edges:** Alertness, Trademark Weapon (tentacle) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Disease.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Disease.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Corpsefeaster Otyugh

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d4 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Trademark Weapon (tentacle)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Disease.

• Tentacles: Str+d6; Reach 1".

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Immunity: Disease.

• Disease: Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Mutant Otyugh (3-**Tentacled Mutant)**

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d4 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Trademark Weapon (tentacle)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Disease.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for

downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Disease.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Oozing Otyugh

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12. Vigor d6

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d4 Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Trademark Weapon (tentacle)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 acid damage.

• Tentacles: Str+d6; Reach 1"; +2 acid damage;

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Disease.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Plaguebearer Otyugh

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+2, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d6 Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3) **Edges:** Frenzy, Strong Willed, Trademark Weapon (bite) **Special Abilities**

• Armour +3: Natural armour.

• Tentacles: Str+d6; Reach 1"; Constrict.

• Bite: Str+d6; Disease.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Disease.

• Physical Resistance: -2 damage from physical attacks, except those caused by either slashing or piercing weapons.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Owlbear

Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Fur and feathers.

• Claws: Str+d6: Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Arctic Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Swimming d6, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: White fur and feathers.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

 Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Deadlands Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Yellow fur and feathers.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Hardv: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Deadlands Owlbear (Eyeless Variant)

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: White fur and feathers.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Fruss Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Forelimb feathers.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 6" and Climb -1.
- Hardy: A second Shaken result doesn't become a wound.
- Size +2: Increases Toughness by +2.

Great Hook-Clawed Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

 Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Screaming Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Retain Shape: If transformed or transmuted into

another form or substance, can automatically revert to original form as a free action.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Siege Owlbear

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+3

Skills: Fighting d12, Tracking d12+3, Notice d12+3 Charisma: -; Pace: 6; Parry: 8; Toughness: 19 (2) Edges: Ambidextrous, Frenzy, Strong Willed, Trademark

Weapon (claw)

Tactics: Two Weapons

Special Abilities

• Armour +2: Fur and feathers.

• Claws: Str+d8; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sleeyk Owlbear

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +2: Fur and feathers.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Sloth Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Spectral Owlbear

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 14 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Owlephant

Owlephant

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d12

Skills: Fighting d10, Notice d12+1, Stealth d4
Charisma: -; Pace: 5; Parry: 7; Toughness: 15 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

Slam: Str+d8.Talons: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Hardy: A second Shaken result doesn't become a wound.

• Size +5: Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Pale Stranger

Pale Stranger

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d12,

Strength d10, Vigor d6

Skills: Fighting d8, Intimidation d12+2, Climbing d10, Riding d12, Swimming d8, Notice d12+2, Stealth d10,

Throwing d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 8 (1) Gear: Leather armour (+1), pistols (Throwing; range

3/6/12; Str+d6)

Edges: Ambidextrous, Dodge, Level Headed, Marksman,

Quick Draw, Two-Fisted **Tactics:** No melee attacks

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Fear –2:** Anyone who sees this creature must make a Fear check at –2.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and magical.

Paleoskeleton Triceratops

Paleoskeleton Triceratops

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 18 (1)

Edges: Level Headed, War Cry

Special Abilities

• Armour +1: Natural armour.

• Horns: Str+d8.

• Touch: Str+d8; Fossilize.

• **Darkvision:** No vision penalties for darkness (range

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by either bludgeoning or adamantine weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Panotti

Panotti

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Survival d6, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 7 (1) Gear: Leather armour (+1), short sword (Str+d6)

Edges: Ambidextrous, Dodge Tactics: Two Weapons Special Abilities

• Wings: Str+d6; Push And.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at –

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 4" and Climb -1.

Pech

Pech

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d6

Skills: Fighting d6, Climbing d10, Knowledge

(Engineering) d10, Repair d12, Notice d10, Stealth d12,

Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1)

Gear: Masterwork heavy pick (Str+d8) **Edges:** Arcane Background (Magic), Sweep **Powers:** Elemental Manipulation (earth)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a

wound.

• Immunity: Petrification.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: 3½ feet tall; Toughness -1.

Pegasus

Pegasus

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 12; Parry: 2; Toughness: 10 (1)

Edges: Strong Willed **Special Abilities**

• Armour +1: Natural armour.

Bite: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 24" and Climb 0.

• Size +2: Increases Toughness by +2.

Peluda

Peluda

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Climbing d10,

Swimming d12+4, Notice d12, Stealth d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 15 (3)

Edges: Berserk, Level Headed, Strong Willed

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d8.

• Tail Slap: Str+d8; Poison Quills.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 fire damage.

• Immunities: Fire, sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Peri

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+1, Spirit d12,

Strength d12+2, Vigor d12

Skills: Fighting d12+2, Healing d12+2, Knowledge (Religion) d12+3, Knowledge (Planes) d12+4, Persuasion d12+4, Repair d12+4, Notice d12+3, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 11 (3) **Gear:** Flaming burst scimitar (Str+d8; +2 fire damage) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Strong Willed

Powers: Barrier (fire), Blast (fireball), Bolt (scorching

ray), Deflection (forcefield)

Special Abilities

• Armour +3: Natural armour.

• Wings: Str+d6; Burn.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Whirlwind: Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Good: Affected by powers and abilities that work on good creatures.

• Hardy: A second Shaken result doesn't become a

• Immunities: Electricity and fire.

• Energy Resistances: -2 damage from acid and cold.

• Physical Resistance: -3 damage from physical attacks, except from those that are both cold iron and evil.

Peryton

Peryton

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1) **Edges:** Level Headed, Trademark Weapon (gore)

Special Abilities

• Armour +1: Natural armour.

• Horns: Str+d6. • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 12" and Climb 2.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

Petitioner, Human

Petitioner, Human

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Knowledge (Planes) d6, Repair d6,

Notice d6, Stealth d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 5

Special Abilities • Slam: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Immunity:** Mind-affecting effects.

• Endurance: +2 to Soak rolls.

Petrified Maiden

Petrified Maiden

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d12, Notice d10, Stealth

Charisma: +1; Pace: 6; Parry: 5; Toughness: 12 (3) Gear: Scimitar (Str+d8)

Edges: Level Headed, Sweep, Trademark Weapon

(scimitar)

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d6; Curse of Stone.

• Darkvision: No vision penalties for darkness (range

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

Phantom armor

Giant Phantom Armor

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 11

Gear: Heavy flail (Str+d6) Edges: Level Headed

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• **Size +2:** Increases Toughness by +2.

Guardian Phantom Armor

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8
Gear: Masterwork longsword (Str+d8), medium shield

(+1 Parry)

Edges: Level Headed Special Abilities • Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Hollow Helm

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Slam: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Phantom Lancer

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d10, Shooting d6 **Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 11 **Gear:** Masterwork lance (Str+d8), medium shield (+1

Parry), longbow (Shooting; range 15/30/60; 2d6) **Edges:** Dodge, Improved Dodge, Level Headed **Special Abilities**

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size +2: Increases Toughness by +2.

Phantom Stalker

Phantom Stalker

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Survival d8, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Red flesh.

• Burning Claws: Str+d6; +2 fire damage; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 0.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Fire.

• Weakness: Cold (double damage).

Phase Flea

Phase Flea

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d4, Vigor d10

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Touch: Str; Draining; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

• **Disease:** Make a Vigor roll or become afflicted.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Phase Spider

Phase Spider

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d12+1, Notice d6, Stealth d8 Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2)

Edges: Level Headed Special Abilities • Armour +2: Fur.

• Bite: Str+d6; Poison; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Eight feet long; Toughness +2.

Phasm

Phasm

Rank: Heroic

Attributes: Agility d10, Smarts d12, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d10, Climbing d12+1, Persuasion d12, Survival d12+1, Notice d12+2, Stealth d12+1

Charisma: -; Pace: 6; Parry: 7; Toughness: 8 (2) Edges: Alertness, Combat Reflexes, Dodge, Improved

Dodge, Level Headed
Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Change Form: Can assume an alternate form as a normal action.

Phasma

Phasma

Rank: Heroic

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d12+2, Repair d12+1,

Notice d12+2, Spellcasting d8

Charisma: +4; Pace: -; Parry: 6; Toughness: 7 Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick, Strong Willed

Powers: Dispel Special Abilities • Incorporeal Touch: Str+d6; Wisdom Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Phlogiston

Phlogiston

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 8 (2)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +2: Natural armour.

• **Tendrils:** Str+d6; Reach 1".

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistance: -2 damage from fire.

Phoenix

Phoenix

Rank: Epic

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2, Strength d12+3, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Persuasion

d12+3, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 21 (3) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Strong Willed

Powers: Barrier (fire), Blast (fire storm), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Greater Healing, Healing (cure wounds)

Special Abilities

• Armour +3: Natural armour.

• **Talons:** Str+d8; +2 fire damage.

• Bite: Str+d8; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

Physical Resistance: -4 damage from physical attacks, except those caused by evil weapons.
 Size +10: Twenty feet tall; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

* Pyralisia

Rank: Epic

Attributes: Agility d12+2, Smarts d12+2, Spirit d12+1,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+4, Knowledge (Arcana) d12+4, Knowledge (Nature) d12+4, Notice

d12+7, Stealth d12+1, Spellcasting d12 **Charisma:** +4; **Pace:** 4 (d6 running die); **Parry:** 9; **Toughness:** 24 (5)

Hindrances: Lame (M)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Strong Willed **Powers:** Barrier (fire), Blast (fire storm), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Lower Trait (curse)

Special Abilities

• Armour +5: Natural armour.

• **Bite:** Str+d8; +2 fire damage; +2 electricity damage.

• **Talons:** Str+d8; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –4 damage from physical attacks, except those caused by good weapons.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Phooka

Phooka

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Healing d6, Knowledge (Nature) d6, Repair d8, Notice d10, Stealth d12, Spellcasting d6 **Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: Dagger (Str+d4)

Edges: Alertness, Arcane Background (Magic), Dodge

Powers: Light (dancing lights)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Change Form: Can assume an alternate form as a

normal action.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Reduces Toughness by -1.

Phrenic Scourge

Phrenic Scourge

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d8, Intimidation d10, Climbing d12+1, Knowledge (Arcana) d12, Persuasion d10, Notice d12, Should d12, Should d12, Should d13, Shoul

Stealth d12, Spellcasting d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1)

Gear: Tendril clusters (Str+d6; Implant)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy

Powers: Mind Reading, Puppet, Slumber, Teleport

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Burrow:** Can burrow and reappear within 3".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by piercing weapons.

• Implant: Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

Phycomid

Phycomid

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d8

Skills: Fighting d4, Notice d4, Throwing d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 7 (2)

Gear: Acid pellet (Throwing; range 3/6/12; Str+d6; +2

acid damage; Spores) **Tactics:** No melee attacks

Special Abilities

• Armour +2: Natural armour.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Acid.

• Size -1: Reduces Toughness by -1.

Pig

Pig

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4, Tracking d6, Notice d6 Charisma: -; Pace: 6; Parry: 4; Toughness: 5

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Hardy: A second Shaken result doesn't become a wound.
- Size -1: Reduces Toughness by -1.

Wild Pig

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 5 (1)

Special Abilities

• Armour +1: Bristly fur.

• Tusks: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Boar

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Tracking d6, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Bristly fur.

• Tusks: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• Endurance: +2 to Soak rolls.

Dire Boar

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2)

Edges: Level Headed

Special Abilities

• Armour +2: Bristly fur.

• Tusks: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Endurance: +2 to Soak rolls.

• Size +3: Ten feet long; Toughness +3.

Razor Boar

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+3, Vigor d10

Skills: Fighting d12, Survival d10, Tracking d10, Notice

d10

Charisma: -; Pace: 10; Parry: 8; Toughness: 15 (4) Edges: Level Headed, Trademark Weapon (gore)

Special Abilities

• Armour +4: Natural armour.

Tusks: Str+d10.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Endurance: +2 to Soak rolls.

• Size +4: Three feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Pixie

Pixie

Rank: Seasoned

Attributes: Agility d12+1, Smarts d10, Spirit d8,

Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Nature) d10, Notice d8,

Stealth d12, Shooting d4, Spellcasting d10

Charisma: +1; Pace: 4; Parry: 5; Toughness: 4

Gear: Short sword (Str+d6), longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Dodge

Powers: Confusion, Deflection (forcefield), Dispel, Entangle, Light (dancing lights), Mind Reading **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• Invisible: Enemies suffer -4 to their attacks.

• Flight: Flying Pace of 12" and Climb 2.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Two feet tall; Toughness -1.

Plant-Imbued Ape

Plant-Imbued Ape

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d6, Climbing d12, Tracking d10, Notice

d10, Stealth d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2)

Edges: Arcane Background (Magic), Frenzy

Powers: Entangle **Special Abilities**

• Armour +2: Entirely flesh.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Size +2: Increases Toughness by +2.

Platypus

Platypus

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4-2, Swimming d12, Notice d4 Charisma: -; Pace: 2; Parry: 2; Toughness: 2

Special Abilities • Spur: Str; Poison.

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Poison: Spur inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Polevik

Polevik

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Healing d8, Knowledge (Nature) d10, Repair d12+1, Survival d8, Swimming d8, Notice d10, Stealth d12+1, Throwing d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1) **Gear:** Puffballs (Throwing; range 3/6/12; Str+d6; Disease)

Edges: Alertness, Marksman, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Immunities: Disease and poison.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

• **Disease:** Make a Vigor roll or become afflicted.

• Size -1: Four feet tall; Toughness -1.

Poltergeist

Poltergeist

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4-2, Notice d8

Charisma: -; Pace: -; Parry: 2; Toughness: 7

Edges: Alertness

Tactics: No melee attacks

Special Abilities

• Darkvision: No vision penalties for darkness (range

• Invisible: Enemies suffer -4 to their attacks.

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken,

ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 4" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Pond Drinker

Pond Drinker

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Swimming d8, Notice d4

Charisma: -; Pace: 3; Parry: 5; Toughness: 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str; Grab.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Popobala

Popobala

Rank: Legendary

Attributes: Agility d12+2, Smarts d10, Spirit d10,

Strength d12+2, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+7, Climbing d12, Knowledge (Local) d12+3, Notice d12+3, Stealth

d12+4, Spellcasting d10

Charisma: +4; Pace: 6; Parry: 9; Toughness: 12 (3) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Trademark Weapon (bite) Powers: Puppet, Puppet (living humanoids only),

Telekinesis

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Drain.

• Talons: Str+d6; Grab; Popobala Fever.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Fear -3:** Anyone who sees this creature must make a Fear check at -3.

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 16" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Disease and poison.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Popobala Fever:** Make a Vigor roll at −1 or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Possessor

Possessor

Rank: Seasoned

Attributes: Agility d10, Smarts d12, Spirit d8, Strength

d6, Vigor d12

Skills: Fighting d6, Intimidation d8, Repair d10, Survival

d10, Notice d10, Stealth d10, Spellcasting d12

Charisma: -; Pace: 1; Parry: 5; Toughness: 9 (1)

Edges: Arcane Background (Magic), Frenzy, Improved

Frenzy, Level Headed

Powers: Detect Arcana (sense magic), Mind Reading **Special Abilities**

• Armour +1: Natural armour.

• Tentacles: Str+d6; Reach 1".

• Bite: Str+d6; Attach.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 40").

• **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• **Fear –1:** Anyone who sees this creature must make a Fear check at –1.

• Flight: Flying Pace of 6" and Climb 0.

• Weakness: Sonic (double damage).

Primate

Baboon

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d6, Notice d4
Charisma: -: Pace: 6: Parry: 5: Toughness: 4

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Size -1: Three feet tall; Toughness -1.

Rock Baboon

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Climbing d8, Tracking d8, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 5

Edges: Alertness Special Abilities • Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Chimpanzee

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d8, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Edges: Frenzy Special Abilities • Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

Dire Ape

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d10

Skills: Fighting d6, Climbing d12, Tracking d8, Notice d8,

Stealth d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (1)

Edges: Strong Willed **Special Abilities**

• Armour +1: Thick hide.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Marmoset

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Climbing d10, Tracking d10, Notice

d10, Stealth d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Gray fur.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

Gorilla

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d8

Skills: Fighting d6, Climbing d12, Tracking d8, Notice d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Thick hide.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Horrid Ape

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d12, Vigor d12

Skills: Fighting d6, Climbing d12, Tracking d10, Notice

d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Acid.

• Size +2: Increases Toughness by +2.

Mandrill

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d6, Notice d6, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -1: Three feet tall; Toughness -1.

Monkey

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4-2, Climbing d10, Notice d6 Charisma: -; Pace: 6; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Troop Of Monkeys

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Climbing d10, Notice d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 8

Edges: Improved Level Headed

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Orangutan

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d8, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Edges: Frenzy Special Abilities • Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

inverted surfaces with Pace 6.

• **Hardy:** A second Shaken result doesn't become a wound.

Skunk Ape

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Climbing d6, Tracking d4, Notice d4,

Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 5

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• Size -1: Three feet tall; Toughness -1.

Proscriber

Proscriber

Rank: Heroic

Attributes: Agility d10, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Survival d12+2, Notice d12+2, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 11 (3) Gear: Full plate (+3), helmet (+3), longsword (Str+d8),

medium shield (+1 Parry)

Edges: Arcane Background (Magic), Level Headed,

Sweep, Improved Sweep

Powers: Banish (plane shift self), Barrier (whirling blades), Barrier (wind), Blast (fire storm), Detect Arcana (sense magic), Dispel, Lower Trait (curse), Obscure (fog), Obscure (darkness)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunity: Poison.

• Energy Resistances: -2 damage from cold, electricity and fire.

Diame.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.

Proscriber Of Evil

Rank: Heroic

Attributes: Agility d10, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Survival d12+2, Notice d12+2, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 11 (3) Gear: Full plate (+3), helmet (+3), longsword (Str+d8), medium shield (+1 Parry)

Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Banish (plane shift self), Barrier (whirling blades), Boost Trait (Strength), Detect Arcana (sense magic), Dispel, Fear, Lower Trait (curse)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

- Evil: Affected by powers and abilities that work on evil creatures.
- Immunity: Poison.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.

Proscriber Of Good

Rank: Heroic

Attributes: Agility d10, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Survival d12+2, Notice d12+2, Stealth d10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 11 (3) Gear: Full plate (+3), helmet (+3), longsword (Str+d8), modium shield (+1 Parry)

medium shield (+1 Parry)

Edges: Arcane Background (Magic), Level Headed,

Sweep, Improved Sweep

Powers: Banish (plane shift self), Barrier (whirling blades), Blast (fire storm), Boost Trait (bless), Detect Arcana (sense magic), Dispel, Healing (cure wounds) **Special Abilities**

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.
- **Good:** Affected by powers and abilities that work on good creatures.
- Immunity: Poison.
- Energy Resistances: -2 damage from cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.

Protean

Protean, Imentesh

Rank: Heroic

Attributes: Agility d10, Smarts d12+2, Spirit d12,

Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Persuasion d12+3, Lockpicking d12, Swimming d12, Notice d12+1, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 14 (3) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sneak Attack, Strong Willed

Powers: Dispel, Quickness, Slow, Speak Language,

Teleport (dimension door) **Tactics:** Two Weapons **Special Abilities**

• **Armour +3:** Natural armour.

Bite: Str+d6.
 Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at −2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 6" and Climb 3.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Acid and shapechanging.

• **Energy Resistances:** –2 damage from electricity and sonic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.

• **Size +3:** Fifteen feet long; Toughness +3.

Protean, Keketar

Rank: Epic

Attributes: Agility d12+1, Smarts d12+1, Spirit d12+3, Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+5, Persuasion d12+5, Swimming d12+7, Notice d12+5, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 17 (4) Edges: Ambidextrous, Arcane Background (Magic),

Combat Reflexes, Quick, Strong Willed

Powers: Burst (prismatic spray), Confusion, Dispel, Speak Language, Teleport

Tactics: Two Weapons
Special Abilities

• Armour +4: Scales.

• Bite: Str+d8; Warpwave.

• Claws: Str+d8; Warpwave.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 8" and Climb 3.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Amorphous: Doesn't suffer additional damage from

raises or called shots.

- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Acid and shapechanging.
- Energy Resistances: -2 damage from electricity and sonic.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Protean, Naunet

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+1, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Survival d12, Swimming d12+3, Notice d12, Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (2) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Trademark Weapon (bite)

Powers: Obscure (fog cloud), Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6.

• Tail Slap: Str+d6; Confusion.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at −2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 6" and Climb 3.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Acid and shapechanging.
- Energy Resistances: -2 damage from electricity and sonic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by lawful weapons.
- **Confusion:** Make a Spirit roll or suffer a level of Fatigue.
- Size +2: Twelve feet long; Toughness +2.

Protean, Voidworm

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d6, Notice d8, Stealth d12, Spellcasting d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 3

Edges: Arcane Background (Magic)

Powers: Deflection (blur), Divination, Light (dancing lights)

Special Abilities

• Bite: Str.

• Tail Slap: Str; Confusion.

• Darkvision: No vision penalties for darkness (range 6").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at −2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Change Form: Can assume an alternate form as a normal action.

• **Immunity:** Acid.

• **Energy Resistances:** –2 damage from electricity and sonic.

• **Size -2:** Two feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Protector

Protector

Rank: Seasoned

Attributes: Agility d8, Smarts d12+1, Spirit d12+1,

Strength d8, Vigor d8

Skills: Fighting d8, Healing d12, Knowledge (Local) d12, Knowledge (Religion) d10, Knowledge (Planes) d12, Persuasion d12, Repair d10, Survival d12, Notice d12, Spellcasting d12

Charisma: +4; Pace: 10; Parry: 6; Toughness: 8 (2)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Sweep, Strong Willed **Powers:** Boost Trait (bless), Deflection (forcefield), Detect Arcana (sense magic), Elemental Manipulation (water), Environmental Protection (heat and cold)

Special Abilities

- Armour +2: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

Pseudodragon

Pseudodragon

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Persuasion d6, Survival d6, Notice d6, Stealth d12+1

Charisma: -; Pace: 3; Parry: 5; Toughness: 4 (1) Special Abilities

• Armour +1: Scaly hide.

• Sting: Str; Poison.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• Flight: Flying Pace of 12" and Climb 2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.
• Immunities: Sleep and paralysis.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size -2: One foot long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Psiwyrm

Psiwyrm

Rank: Heroic

Attributes: Agility d10, Smarts d8, Spirit d12, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Persuasion

d12+2, Notice d12+3, Psionics d8

Charisma: +2; Pace: 8; Parry: 8; Toughness: 15 (4) Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Level Headed, Strong Willed, Trademark Weapon (bite)

Powers: Bolt (mind thrust), Detect Arcana (sense

psionics)

Tactics: Two Weapons
Special Abilities

• Armour +4: Scaly hide.

Bite: Str+d6.Claws: Str+d6.

• **Fear -2:** Anyone who sees this creature must make a Fear check at -2.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

Process Manager All towards with:

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 force damage.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.

• Size +3: Fifteen feet long; Toughness +3.

Psychopomp

Kere Psychopomp

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d12+1,

Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d12+1, Knowledge (History) d12, Knowledge (Religion) d12, Notice d12+3, Stealth d12+3, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 10 (2)

Gear: Shroud (Str+d8; Infectious Fear)

Edges: Alertness, Arcane Background (Magic), Combat

Reflexes, Frenzy, Level Headed, Quick

Powers: Invisibility, Mind Reading (speak with dead), Obscure (illusion), Obscure (fog cloud)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 3.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Immunities: Disease, poison and death magic.

• Energy Resistances: -2 damage from cold and electricity.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Infectious Fear: Make a Spirit roll or suffer a level of Fatique.

Memitim Psychopomp

Rank: Legendary

Attributes: Agility d12+4, Smarts d10, Spirit d12+1,

Strength d12+2, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+3, Persuasion d12+3, Notice d12+4, Stealth d12+4, Spellcasting d10 **Charisma:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (3) **Gear:** Scythe (Str+d8)

Edges: Alertness, Arcane Background (Magic), Level Headed, Sweep, Trademark Weapon (scythe)

Powers: Banish (plane shift self), Disguise (illusion), Dispel, Invisibility, Intangibility (gaseous form), Mind Reading (speak with dead), Teleport

Special Abilities

• Armour +3: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 20" and Climb 2.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Acid, disease and death magic.

• **Energy Resistances:** –2 damage from cold and electricity.

Morrigna

Rank: Legendary

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d12+1, Intimidation d12, Climbing d8, Knowledge (Planes) d10, Persuasion d12+3, Survival d12+2, Swimming d8, Notice d12+3, Stealth d12+1, Spellcasting d6

Charisma: +1; Pace: 6; Parry: 8; Toughness: 11 (3) Gear: Breastplate (+3), wrappings (Str+d8; Grab) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Strong Willed

Powers: Beast Friend, Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Healing (cure wounds), Invisibility, Mind Reading, Mind Reading (speak

with dead), Summon Ally **Special Abilities**

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Disease, poison and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

Nosoi

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Knowledge (History) d6, Knowledge (Planes) d6, Notice d8, Stealth d12+1, Spellcasting d6 **Charisma:** +1; **Pace:** 4; **Parry:** 5; **Toughness:** 3 **Edges:** Alertness, Arcane Background (Magic) **Powers:** Invisibility, Mind Reading (speak with dead)

Special Abilities
• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 10" and Climb 2.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Disease, poison and death magic.
- Energy Resistances: -2 damage from cold and

electricity.

- **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.
- Size -2: One foot long; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Shoki Psychopomp

Rank: Veteran

Attributes: Agility d12, Smarts d12, Spirit d12+1,

Strength d10, Vigor d12+2

Skills: Fighting d10, Intimidation d12+1, Persuasion d12+1, Repair d12, Notice d12+2, Stealth d12+1, Spellcasting d12

Charisma: +2; Pace: 6; Parry: 8; Toughness: 12 (3) Gear: Cold iron quarterstaff (Str+d4; Reach 1"; Parry +1; Soul Lock)

Edges: Alertness, Arcane Background (Magic), Dodge, Strong Willed

Powers: Banish (plane shift self), Detect Arcana (sense magic), Healing (cure wounds), Invisibility, Intangibility **Special Abilities**

- Armour +3: Natural armour.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Acid, cold, sleep, fear and death magic.
- Energy Resistance: -2 damage from electricity.
- Soul Lock: Make a Spirit roll or suffer a level of Fatigue.

Vanth

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (History) d8, Knowledge (Religion) d8, Knowledge (Planes) d10, Notice d12, Stealth d10, Spellcasting d6 **Charisma:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 9 (2) **Gear:** Adamantine scythe (Str+d8), medium shield (+1 Parry)

Edges: Arcane Background (Magic), Sweep **Powers:** Lower Trait (curse), Invisibility, Teleport **Special Abilities**

- Armour +2: Natural armour.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Fear −1:** Anyone who sees this creature must make a Fear check at −1.

- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a
- Immunities: Disease, poison and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- Physical Resistance: -3 damage from physical attacks, except those caused by adamantine weapons.

Viduus Psychopomp

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d12, Strength

d6, Vigor d12

Skills: Fighting d6, Climbing d8, Persuasion d10, Notice

d12, Stealth d8

Charisma: +1; Pace: 6; Parry: 5; Toughness: 10 (2)

Gear: Quill (Str+d6; Censor or Expurgate) Edges: Alertness, Level Headed, Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Disease, poison, mind-affecting effects and death magic.

• Energy Resistances: -2 damage from cold and electricity.

Psychopomp, Yamaraj

Rank: Epic

Attributes: Agility d12+5, Smarts d12+2, Spirit d12+4,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+5, Intimidation d12+7, Knowledge (Arcana) d12+7, Knowledge (Religion) d12+7, Knowledge (Planes) d12+7, Persuasion d12+7, Repair d12+7, Swimming d12+6, Notice d12+7, Stealth d12+6, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 20 (4) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed

Powers: Armor, Bolt (lightning bolt), Dispel, Mind Reading, Speak Language, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons **Special Abilities**

• Armour +4: Feathers.

• Bite: Str+d8; Grab; Poison.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 12" and Climb 2.
- Natural Swimmer: Swimming Pace of 9", and +2 to resist drowning.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage.
- Immunities: Electricity, cold, disease, poison and death
- Physical Resistance: -4 damage from physical attacks, except those caused by adamantine weapons.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +7: Thirty feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Pterosaur

Dimorphodon

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Tracking d6, Notice d6

Charisma: -; Pace: 2; Parry: 5; Toughness: 5 **Special Abilities**

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 6" and Climb 0.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Pteranodon

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d8,

Strength d10, Vigor d8

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Tough hide.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 10" and Climb -2.

• **Size +2:** Increases Toughness by +2.

Quetzalcoatlus

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d12+3, Vigor d10

Skills: Fighting d8, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 16 (2)

Edges: Dodge, Improved Level Headed

Special Abilities

• Armour +2: Tough hide.

Bite: Str+d8.Wings: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Flight: Flying Pace of 10" and Climb -2.
Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Rhamphorhynchus

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d4, Vigor d6

Skills: Fighting d4-2, Tracking d6, Notice d6, Stealth d10

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Edges: Dodge, Level Headed

Special Abilities
• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 8" and Climb 2.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Pudding

Behemoth Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12+4

Skills: Fighting d8, Climbing d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 21 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d8; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze

attacks (range 12").

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Size +9: Increases Toughness by +9.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Black Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+2

Skills: Fighting d8, Climbing d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 14 Special Abilities

• **Slam:** Str+d8; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Blood Pudding

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d12+1

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8

Special Abilities
• Slam: Str+d6: Grab.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.

Energy Resistance: -2 damage from fire.

Brown Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+2

Skills: Fighting d8, Climbing d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 16 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d8; +2 acid damage; Constrict.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Dun Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+1

Skills: Fighting d8, Climbing d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 13

Special Abilities

• Slam: Str+d8; +2 acid damage; Constrict.

- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Split: If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stone Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+2

Skills: Fighting d8, Climbing d10, Stealth d10 Charisma: -; Pace: 4; Parry: 6; Toughness: 14

Special Abilities

• Slam: Str+d8; Constrict; +2 acid damage; Petrifying

- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Fire, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Size +5:** Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

White Pudding

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d10, Vigor d12+1

Skills: Fighting d6, Climbing d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 13

Special Abilities

- Slam: Str+d8; +2 acid damage; Constrict.
- Blindsight: Ignore sight-based penalties and gaze attacks (range 12").
- Split: If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Energy Resistance: -1 damage from cold.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Pukwudaie

Pukwudgie

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d8, Vigor d12

Skills: Fighting d10, Healing d10, Knowledge (Arcana) d10, Knowledge (Religion) d10, Repair d10, Notice d10,

Stealth d12, Throwing d8, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 8 (1) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Sneak Attack, Strong Willed, Trademark Weapon (quill)

Powers: Conceal Arcana, Detect Arcana (sense magic), Lower Trait (Strength), Invisibility, Summon Ally (skeletons and zombies)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4; Poison.

• **Quills:** Throwing; range 15/30/60; Str+d6; Poison; SBT.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Poison.

• **Poison:** Claws and quills inflict poison if foe is Shaken or wounded.

• Size -1: 3½ feet tall; Toughness -1.

Qallupilluk

Qallupilluk

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d8, Knowledge (Nature) d10, Survival d10, Swimming d12+2, Notice d10, Stealth d10, Throwing d6, Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Gear: Javelin (Throwing; range 3/6/12; Str+d6) Edges: Arcane Background (Magic), Combat Reflexes, Oviels

Powers: Divination (commune with nature), Entangle (sleet storm), Environmental Protection (underwater), Puppet (living humanoids only), Puppet (animals only)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 14", and cannot drown, but can also breathe air and survive indefinitely on land.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Qlippoth

Augnagar

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d12+1, Strength

d12+4, Vigor d12+3

Skills: Fighting d12, Climbing d12+1, Tracking d12+2,

Notice d12+2, Stealth d12+3, Spellcasting d4

Charisma: +4; Pace: 10; Parry: 8; Toughness: 22 (5) Edges: Arcane Background (Magic), Level Headed, Quick

Powers: Teleport (dimension door)

Special Abilities

• Armour +5: Flesh.

• Bite: Str+d8; Bleed; Rotting Curse.

• Claws: Str+d8; Bleed.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 0.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".

• Evil: Affected by powers and abilities that work on evil creatures.

• **Immunities:** Cold, poison and mind-affecting effects.

• **Energy Resistances:** –2 damage from acid, electricity and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Chernobue

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12+3, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12, Tracking d12+1, Notice d12+1, Stealth d12, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 (3) Edges: Arcane Background (Magic), Frenzy, Quick Powers: Banish (plane shift self), Confusion, Dispel, Obscure (darkness)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8; Con Damage.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Cold, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +4: Thirteen feet long; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cythnigot

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d6, Knowledge (Nature) d6, Knowledge (Planes) d6, Notice d6, Stealth d12, Spellcasting d6 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 3

Edges: Arcane Background (Magic), Quick

Powers: Detect Arcana (sense magic), Divination

Special AbilitiesBite: Str; Spores.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 2.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Cold, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by either cold iron or lawful weapons.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Gongorinan Qlippoth

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d12,

Strength d12+2, Vigor d12+2

Skills: Fighting d12, Climbing d12+4, Knowledge

(Arcana) d12, Swimming d12+1, Notice d12+1, Stealth d12+1, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 12 (3)

Gear: Scimitar (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Level Headed, Trademark

Weapon (scimitar) **Powers:** Shrink, Teleport (dimension door)

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Claw: Str+d6; Bleed.

 Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, cold, shapechanging, Gang Up bonuses and mind-affecting effects.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

***Iathavos**

Rank: Epic

Attributes: Agility d4, Smarts d12+4, Spirit d12+4,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+5,

Knowledge (History) d12+5, Knowledge (Religion) d12+5, Knowledge (Planes) d12+6, Repair d12+6, Notice d12+7,

Stealth d10, Spellcasting d12

Charisma: +4; Pace: 4; Parry: 9; Toughness: 33 (7) Edges: Arcane Background (Magic), Frenzy, Quick Powers: Banish (plane shift self), Bolt (magic missile), Dispel, Flight (wind walk), Greater Healing, Teleport (dimension door)

Special Abilities

- Armour +7: Natural armour.
- Claws: Str+d8; Grab.
- Wings: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").

- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 10" and Climb 3.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Cold, poison, Gang Up bonuses and mindaffecting effects.
- Energy Resistances: -6 damage from acid, electricity and fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and lawful.
- **Size +16:** Increases Toughness by +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Nyogoth

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d12,

Strength d10, Vigor d12+2

Skills: Fighting d12, Intimidation d12, Knowledge (Planes) d10, Notice d12+1, Stealth d12+1, Spellcasting d6

Charisma: +1; Pace: 1; Parry: 8; Toughness: 11 (2) Edges: Arcane Background (Magic), Combat Reflexes,

Frenzy, Improved Frenzy

Powers: Fear, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• **Bites:** Str+d6; +2 acid damage.

• **Bite:** Str+d6; +2 acid damage.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 6" and Climb 2.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, cold, poison and mind-affecting effects.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by lawful weapons.

Shoggti

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d12, Strength

d12+2, Vigor d12+2

Skills: Fighting d10, Intimidation d12, Knowledge (Planes) d10, Notice d12+1, Stealth d8, Spellcasting d6 Charisma: -; Pace: 6; Parry: 7; Toughness: 14 (2) Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Trademark Weapon (tentacles) **Powers:** Puppet (living humanoids only), Speak
Language, Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

- Tentacles: Str+d6; Reach 1"; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Cold, poison and mind-affecting effects.
- Energy Resistances: -2 damage from acid, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either cold iron or lawful weapons.
- **Size +3:** Eight feet long; Toughness +3.

Thulgant

Rank: Epic

Attributes: Agility d12+5, Smarts d12+2, Spirit d12+3, Strength d12+3, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+6, Knowledge (Arcana) d12+4, Knowledge (History) d12+4, Knowledge (Planes) d12+4, Repair d12+4, Notice d12+5, Stealth d12+5, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 (2) Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Frenzy, Quick

Powers: Banish (plane shift self), Deflection (displacement), Dispel, Telekinesis, Teleport (dimension door)

Special Abilities

- Armour +2: Natural armour.
- Stings: Str+d8; Draining.
- Tentacles: Str+d8; Reach 1"; +2 acid damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Displacement:** You appear to one side of your actual position. Attacks made against you suffer a −2 penalty, unless they are area−effect attacks.
- Flight: Flying Pace of 12" and Climb 2.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".
- **Evil:** Affected by powers and abilities that work on evil creatures.
- Immunities: Acid, cold, poison and mind-affecting effects.
- Energy Resistances: -2 damage from electricity and

fire.

- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and lawful.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue.
- **Size +4:** Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Quantum

Quantum

Rank: Epic

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+5, Vigor d12+1

Skills: Fighting d12+3, Knowledge (Planes) d12+7,

Notice d12+10

Charisma: +2; Pace: -; Parry: 9; Toughness: 20 (4) Edges: Alertness, Combat Reflexes, Frenzy, Improved Frenzy, Level Headed, Quick, Sweep, Strong Willed

Special Abilities

• Armour +4: Natural armour.

• Tentacles: Str+d8; Reach 1".

 Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 8" and Climb 2.

• Hardy: A second Shaken result doesn't become a wound.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Quickling

Quickling

Rank: Seasoned

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Repair d8, Survival d6, Notice d8,

Stealth d12+1, Spellcasting d8

Charisma: -; Pace: 24; Parry: 5; Toughness: 4

Gear: Short sword (Str+d6)

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Sneak Attack

Powers: Flight (levitate), Light (dancing lights)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Invisible: Enemies suffer -4 to their attacks.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: 2½ feet tall; Toughness -1.

Quickwood

Quickwood

Rank: Veteran

Attributes: Agility d4, Smarts d6, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Knowledge (Nature) d10, Notice d12+2, Stealth d6

Charisma: -; Pace: 2; Parry: 6; Toughness: 19 (3) Edges: Ambidextrous, Level Headed

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Roots: Str+d8; Reach 1"; Pull.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Fear -1: Anyone who sees this creature must make a Fear check at -1.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunities: Electricity and fire.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Quori

Dream Master

Rank: Heroic

Attributes: Agility d12, Smarts d12+2, Spirit d12,

Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12+2, Persuasion d12+1, Repair d12+2, Notice

d12+1, Stealth d12+1, Psionics d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (2) Edges: Arcane Background (Psionics), Frenzy, Improved Frenzy

Powers: Bolt (mind thrust)

Special Abilities

• Armour +2: Natural armour.

• Pincers: Str+d6.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 3.

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunities: Sleep and fear.

• **Energy Resistances:** –2 damage from acid, cold and electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

• Size +2: Twelve feet tall; Toughness +2.

Du'Ulora

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+2, Vigor d12+1

Skills: Fighting d12, Intimidation d12+2, Knowledge (Planes) d12+1, Persuasion d12, Repair d12+1, Tracking d12+2, Notice d12+2, Stealth d10, Psionics d10

Charisma: -; Pace: -; Parry: 8; Toughness: 13 (2) Edges: Arcane Background (Psionics), Berserk, Frenzy, Level Headed, Quick

Powers: Disquise (illusion)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8; +2 fire damage; Constrict.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 14" and Climb 3.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Fire, sleep, fear and Gang Up bonuses.
- Energy Resistances: -2 damage from acid, cold and electricity.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- Size +3: Increases Toughness by +3.

Hashalaq

Rank: Heroic

Attributes: Agility d10, Smarts d12+1, Spirit d12,

Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Arcana) d12+1, Knowledge (History) d10, Knowledge (Local) d10, Knowledge (Nobility) d10, Knowledge (Planes) d12+1, Persuasion d12+2, Repair d12+1, Notice d12+1, Psionics d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 8 (1) **Edges:** Arcane Background (Psionics), Dodge, Quick

Powers: Bolt (mind thrust)

Special Abilities

- Armour +1: Natural armour.
- Idyllic Touch: Str+d6; Spiritual Drain; Brain Lock.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 8" and Climb 3.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Immunities: Sleep and fear.
- Energy Resistances: -2 damage from acid, cold and electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by good weapons.

*Kalaraq

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3, Strength d6, Vigor d12+2

Skills: Fighting d12+3, Intimidation d12+6, Knowledge (Arcana) d12+2, Knowledge (History) d12+2, Knowledge (Local) d12+2, Knowledge (Nature) d12+2, Knowledge (Nobility) d12+2, Knowledge (Religion) d12+2,

Knowledge (Planes) d12+6, Persuasion d12+2, Repair d12+6, Notice d12+6, Stealth d12+2, Psionics d12 Charisma: -; Pace: -; Parry: 9; Toughness: 9

Edges: Arcane Background (Psionics), Dodge, Improved Dodge, Frenzy, Level Headed, Quick

Powers: Bolt (mind thrust)

Special Abilities

- Incorporeal Touch: Str+d6; Wis Damage; Soul
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Ethereal: Intangible and can only be hurt by magical attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 3.
- Arcane Resistance: +7 to resist opposed magic, and +7 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil
- creatures. • Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Sleep, fear and Gang Up bonuses.
- Energy Resistances: -2 damage from acid, cold and
- Physical Resistance: -4 damage from physical attacks, except from those that are both reidran crysteel and good.

Tsoreva

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d8, Repair d8, Notice d8, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (1)

Gear: Mind blade (Str+d8)

Edges: Level Headed, Trademark Weapon (mindblade)

Special Abilities

- Armour +1: Carapace.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil

creatures.

• **Immunities:** Sleep and fear.

• Energy Resistances: -2 damage from acid, cold and

electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Tsucora

Rank: Seasoned

Attributes: Agility d8, Smarts d10, Spirit d12, Strength

d10, Vigor d12

Skills: Fighting d6, Intimidation d10, Knowledge (Planes) d10, Persuasion d10, Repair d10, Notice d12+1, Stealth

d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 10 (2)

Edges: Ambidextrous, Frenzy, Quick

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

Pincers: Str+d6.Claws: Str+d6.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Sleep and fear.

• Energy Resistances: -2 damage from acid, cold and

electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by good weapons.

Rabbit

Rabbit

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d12 Charisma: -; Pace: 6; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Hare

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d12 Charisma: -; Pace: 8; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Fast Runner: Roll d8 when running instead of d6.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Raccoon

Raccoon

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d10,

Strength d4, Vigor d6

Skills: Fighting d4-2, Climbing d8, Tracking d4, Notice d4

Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Racoon

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d10,

Strength d6, Vigor d12

Skills: Fighting d8, Climbing d8, Swimming d6, Notice

d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2)

Special Abilities

• Armour +2: Brownish-grey fur.

• Bite: Str+d4; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Disease:** Make a Vigor roll or become afflicted.

• Size -1: Reduces Toughness by -1.

Radiant Idol

***Radiant Idol**

Rank: Heroic

Attributes: Agility d10, Smarts d10, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d12, Intimidation d12+2, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Persuasion d12+2, Survival d10, Notice d12+1, Stealth d10, Faith d10

Charisma: -; Pace: 6; Parry: 8; Toughness: 14 (3)

Gear: Masterwork longsword (Str+d8)

Edges: Arcane Background (Miracles), Combat Reflexes, Dodge, Improved Dodge, Holy Warrior, Trademark Weapon (longsword)

Powers: Barrier (fire), Blast (fireball), Burst (burning hands), Confusion, Deflection (forcefield), Disguise (shapechange), Dispel, Entangle, Puppet (living

humanoids only), Slow, Teleport, Voice on the Wind (dream message)

Special Abilities

• Armour +3: Flawless skin.

 Darkvision: No vision penalties for darkness (range 12").

- Outsider (Native): This ability is only important for certain spells.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Acid, cold and petrification.
- Energy Resistances: -2 damage from electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by good weapons.

• Size +3: Increases Toughness by +3.

Raiju

Raiju

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d6, Notice d8, Spellcasting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Magic), Combat Reflexes,

Frenzy, Level Headed, Quick

Powers: Blast (lightning storm), Obscure (fog)

Special Abilities

• Armour +1: Natural armour.

• Claw: Str+d4; +2 electricity damage.

- Tail Slap: Str+d4; +2 electricity damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 2.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Electricity.
- Size -1: 3½ feet long; Toughness -1.

Kaenju

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d6, Notice d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1) Edges: Combat Reflexes, Frenzy, Level Headed, Quick Special Abilities

• **Armour +1:** Natural armour.

• Claw: Str+d4; +2 fire damage.

- Tail Slap: Str+d4; +2 fire damage.
- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• Flight: Flying Pace of 12" and Climb 2.

• Change Form: Can assume an alternate form as a normal action.

• Immunity: Fire.

• Energy Resistance: -2 damage from electricity.

• Size -1: Reduces Toughness by -1.

Rajput Ambari

Rajput Ambari

Rank: Legendary

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 8; Parry: 7; Toughness: 22 (3)

Special Abilities

• Armour +3: Stench-ridden flesh.

Horns: Str+d8.Slam: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Gore: +4 damage if move 6" or more in straight line

before attacking.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Rakklethorn Toad

Rakklethorn Toad

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Tracking d6, Notice d6, Stealth d8, Throwing d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 5 (1) Special Abilities

• Armour +1: Green skin.

• Bite: Str+d4.

• Thorn Volley: Throwing; range 12/24/48; Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Poison:** Thorn volley inflicts poison if foe is Shaken or wounded.

Rakshasa

Common Rakshasa

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d10, Vigor d12+2

Skills: Fighting d12, Persuasion d12, Notice d12, Stealth

d12+1, Spellcasting d6

Charisma: +2; Pace: 8; Parry: 8; Toughness: 11 (2)

Gear: Kukri (Str+d8)

Edges: Arcane Background (Magic), Dodge, Level Headed **Powers:** Armor, Bolt (lightning bolt), Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Light (dancing lights), Invisibility, Puppet, Puppet (living humanoids only)

Special Abilities

- Armour +2: Natural armour.
- Claw: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Change Form: Can assume an alternate form as a normal action.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both good and piercing.

Dandasuka

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d8, Stealth

d12+1, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Sneak Attack

Powers: Detect Arcana (sense magic), Puppet (living

humanoids only), Stun (daze)

Special Abilities

- Armour +1: Natural armour.
- Bite: Str+d4; Bleed.
- Claws: Str+d4.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Change Form: Can assume an alternate form as a normal action.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or piercing weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size -1:** Three feet tall; Toughness -1.

*** Maharaja**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+2,

Strength d12+3, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+4, Persuasion d12+4, Repair d12+3, Notice d12+5, Stealth d12+4, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 13 (3)

Gear: Falchion (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Level Headed

Powers: Armor, Bolt (magic missile), Conceal Arcana, Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Invisibility, Obscure (darkness), Puppet, Puppet (living humanoids only), Speak Language, Stun (daze), Teleport (dimension door)

Special Abilities

- Armour +3: Natural armour.
- Bites: Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 6" and Climb 2.
- Change Form: Can assume an alternate form as a normal action.
- Immunity: Gang Up bonuses.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both good and piercing.

Marai

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d8, Vigor d12+1

Skills: Fighting d10, Climbing d8, Knowledge (Arcana) d8, Repair d8, Notice d10, Throwing d8, Spellcasting d6 **Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 10 (2) **Gear:** Energy bolts (Throwing; range 3/6/12; Str+d6; Special)

Edges: Arcane Background (Magic), Dodge, Frenzy, Improved Frenzy, Strong Willed

Powers: Armor, Bolt (magic missile), Bolt (scorching ray), Detect Arcana (sense magic), Invisibility, Puppet (living humanoids only)

Special Abilities

- Armour +2: Natural armour.
- Bites: Str+d6; Confusion.
- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- Change Form: Can assume an alternate form as a normal action.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both good and piercing.
- **Confusion:** Make a Spirit roll or suffer a level of Fatigue.

Raktavarna

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d4. Vigor d8

Skills: Fighting d6, Climbing d8, Swimming d6, Notice d8,

Stealth d12+1, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1)

Edges: Alertness, Arcane Background (Magic)

Powers: Divination, Puppet, Puppet (living humanoids

only)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str; Poison.

• Darkvision: No vision penalties for darkness (range

• Outsider (Native): This ability is only important for certain spells.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Change Form: Can assume an alternate form as a normal action.

• Physical Resistance: -2 damage from physical attacks, except those caused by either good or piercing weapons.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Tataka

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+2, Climbing d12+1, Knowledge (Religion) d10, Survival d12, Tracking d12+1, Swimming d12+1, Notice d12+1, Faith d6

Charisma: +4; Pace: 8; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Miracles), Combat Reflexes, Dodge, Holy Warrior, Sweep, Improved Sweep

Powers: Armor, Blast (fireball), Bolt (magic missile), Deflection (forcefield), Dispel, Greater Healing, Healing (cure wounds), Lower Trait (Strength), Invisibility, Quickness, Telekinesis, Teleport (dimension door)

Special Abilities

• Armour +4: Natural armour.

• Unarmed Strike: Str+d4.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Truevision: Can see through illusions, shapechanging, invisibility, etc.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Outsider (Native): This ability is only important for certain spells.

• Change Form: Can assume an alternate form as a normal action.

• Physical Resistance: -4 damage from physical attacks, except from those that are both good and piercina.

• Size +3: Twelve feet tall: Toughness +3.

Rast

Rast

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Viaor d10

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: -; Pace: 1; Parry: 5; Toughness: 9 (2) **Edges:** Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +2: Puffed flesh.

• Bite: Str+d6: Grab.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb 1.

• Paralyzing Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Fire.

• Weakness: Cold (double damage).

Rat King

Rat King

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d6, Vigor d12

Skills: Fighting d8, Climbing d8, Knowledge (Local) d10, Swimming d8, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1)

Edges: Dodge, Frenzy, Improved Frenzy

Special Abilities

• Armour +1: Natural armour.

• Bites: Str+d4; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• Natural Swimmer: Swimming Pace of 4", and +2 to resist drowning.

• Disease: Make a Vigor roll or become afflicted.

• Size -1: Reduces Toughness by -1.

Ratfolk

Ratfolk

Rank: Novice

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4–2, Persuasion d4, Repair d8, Survival

d6, Lockpicking d6, Notice d8

Charisma: -; Pace: 4; Parry: 2; Toughness: 5 (1) Gear: Leather armour (+1), dagger (Str+d4), light crossbow (Shooting; range 12/24/48; 2d6; AP 1) Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Size -1: Four feet tall; Toughness -1.

Ratling

Ratling

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4, Climbing d6, Knowledge (Planes) d6, Swimming d6, Notice d6, Stealth d12, Spellcasting d6 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 3

Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Sneak Attack

Powers: Beast Friend, Detect Arcana (sense magic), Divination, Fear, Invisibility, Speak Language, Summon Ally, Teleport (dimension door), Wall Walker

Special Abilities
• Bite: Str; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Burrow: Can burrow and reappear within 2".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Immunities: Disease and poison.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size -2:** Two feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Ravener

*Vashkiyan (Ancient Green Dragon Ravener)

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+2, Intimidation d12+8, Knowledge (Arcana) d12+5, Knowledge (Religion) d12+5, Knowledge (Planes) d12+5, Repair d12+5, Tracking d12+8, Swimming d12+10, Notice d12+8, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 9; Toughness: 29 (7)

Edges: Arcane Background (Magic), Dodge, Quick **Powers:** Blast (fireball), Bolt (magic missile), Burst (prismatic spray), Deflection (forcefield), Detect Arcana (sense magic), Disguise (shapechange), Dispel, Entangle (plant growth), Fear, Invisibility, Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Teleport **Special Abilities**

• Armour +7: Scaly hide.

Bite: Str+d8.Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 48").

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at – 2.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• Trackless: Leaves no tracks in its natural environment.

• **Fear –3:** Anyone who sees this creature must make a Fear check at –3.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 50" and Climb -2.

• **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.

• Immunities: Acid, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by good weapons.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***Red Wyrm Ravener**

Rank: Epic

Attributes: Agility d4, Smarts d12+2, Spirit d12+3, Strength d12+8, Vigor d12+6

Skills: Fighting d12+4, Intimidation d12+9, Knowledge (Arcana) d12+7, Knowledge (History) d12+7, Knowledge (Religion) d12+6, Persuasion d12+7, Repair d12+7, Notice d12+9, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 10; Toughness: 31 (8) Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Armor, Barrier (fire), Bolt (magic missile), Bolt (ray of frost), Confusion, Deflection (forcefield), Deflection (displacement), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Lower Trait (Strength), Invisibility, Mind Reading, Puppet, Puppet (living humanoids only), Quickness, Slow, Teleport

Tactics: Two Weapons Special Abilities

• Armour +8: Scaly hide.

• Bite: Str+d8.

• Claws: Str+d8.

Darkvision: No vision penalties for darkness (range 48").

• Blindsense: Can sense and approximately pinpoint

things within 24", attacks using blindsense are made at – 2.

- **Fear –4:** Anyone who sees this creature must make a Fear check at –4.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 50" and Climb -2.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.
- Weakness: Cold (double damage).
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Rawbones

Rawbones

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Climbing

d12+1, Notice d12, Stealth d12+1

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2)

Gear: Entrails lash (Str+d8; Grab)

Edges: Combat Reflexes, Frenzy, Level Headed, Quick,

Trademark Weapon (slam)

Special Abilities

• Armour +2: Flesh.

• Slams: Str+d8.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by either magical or silver weapons.

Red Jester

Red Jester

Rank: Heroic

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d12, Intimidation d12, Notice d12, Stealth

d12+1, Throwing d10

Charisma: +1; Pace: 6; Parry: 8; Toughness: 11 (3) Gear: Light mace (Str+d6; AP 2; Merriment), jester (Throwing; range 3/6/12; Str+d6; See Below) Edges: Dodge, Improved Dodge, Level Headed

Special Abilities

- Armour +3: Natural armour.
- Slams: Str+d6.

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.
- **Merriment:** Make a Spirit roll or suffer a level of Fatique.

Red Reaver

Red Reaver

Rank: Legendary

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d12, Survival d8, Notice d10

Charisma: -; Pace: 6; Parry: 8; Toughness: 18 (5) Edges: Combat Reflexes, Sweep, Strong Willed, War Cry,

Trademark Weapon (claws)

Special Abilities

• Armour +5: Natural armour.

Bite: Str+d8.
 Claws: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 4" and Climb -2.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Red Sun (Baba Yaga Horseman)

Red Sun (Baba Yaga Horseman)

Rank: Heroic

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d12+1, Vigor d12+2

Skills: Fighting d12, Intimidation d10, Climbing d10, Knowledge (History) d6, Knowledge (Local) d6, Riding d12+1, Survival d12, Swimming d10, Notice d10, Shooting d10, Spellcasting d8

Charisma: -; Pace: 6; Parry: 9; Toughness: 12 (3) Gear: Breastplate (+3), flaming burst longsword (Str+d8; +2 fire damage), medium shield (+1 Parry), composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Magic), Trained Rider,

Improved Trademark Weapon (longsword)

Powers: Banish (plane shift self), Deflection (forcefield), Intangibility, Quickness, Slow, Teleport (dimension door)

Special Abilities

- Outsider (Native): This ability is only important for certain spells.
- Arcane Resistance: +5 to resist opposed magic, and
- +5 armour against offensive magic.
- Immunities: Electricity, fire and aging.
- Endurance: +2 to Soak rolls.

Redcap

Redcap

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Climbing d12, Knowledge (Nature) d12, Notice d10, Stealth d12+1 Charisma: -; Pace: 12; Parry: 6; Toughness: 8 (1) Gear: Leather armour (+1), medium scythe (Str+d8) Edges: Level Headed, Sweep, Trademark Weapon

(scythe)
Special Abilities

• Kick: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Size -1: Three feet tall; Toughness -1.

Reefclaw

Reefclaw

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Swimming d8, Notice d6

Charisma: -; Pace: 1; Parry: 4; Toughness: 6 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4; Constrict; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12).

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

• Energy Resistance: -1 damage from cold.

• **Poison:** Claws inflict poison if foe is Shaken or wounded.

• Size -1: 3½ feet long; Toughness -1.

Enormous Reefclaw

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Swimming d12+6, Notice d12+2,

Stealth d12+1

Charisma: +4; Pace: 1; Parry: 7; Toughness: 15 (2) Edges: Frenzy, Level Headed, Trademark Weapon (claw) Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d10; Constrict; Poison.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amphibious: Swimming Pace of 18", and cannot drown, but can also breathe air and survive indefinitely on land.

• Energy Resistance: -1 damage from cold.

• **Poison:** Claws inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Reigon

Reigon

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Climbing d10, Tracking d10, Notice

d10, Stealth d6, Psionics d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (1) Edges: Alertness, Arcane Background (Psionics), Dodge

Powers: Bolt (mind thrust)

Special Abilities

• Armour +1: Brownish-black fur.

Bite: Str+d6.
 Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size +2: Eight feet tall; Toughness +2.

Reliquary Guardian

Reliquary Guardian

Rank: Legendary

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Knowledge (Religion) d12, Notice

d12 + 3

Charisma: +1; Pace: 6; Parry: 7; Toughness: 13 Gear: Unholy greatsword (Str+d10; Parry -1)

Edges: Sweep, Strong Willed

Special Abilities

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Magic.

• Physical Resistance: -3 damage from physical

attacks, except from those that are both chaotic and good.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Remorhaz

Remorhaz

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Notice d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 17 (3)

Edges: Sweep Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Burrow: Can burrow and reappear within 4".

• Immunities: Fire and cold.

• Size +6: Twenty-five feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Renzer

Renzer

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d10, Tracking d10, Swimming d12+1, Notice d10, Spellcasting d6

Charisma: -; Pace: -; Parry: 6; Toughness: 10 (2) Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Environmental Protection (underwater)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6; Grab.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12"). • **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Retch Hound

Retch Hound

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Survival d6, Tracking d10, Notice d10 Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (2) Special Abilities

• Armour +2: Brownish-yellow fur.

• **Bite:** Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d6 acid damage.

Retriever

Retriever

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Notice d12

Charisma: -; Pace: 10; Parry: 8; Toughness: 17 (3)

Edges: Level Headed, Quick, Sweep

Special Abilities

• Armour +3: Protoplasmic flesh.

• Bite: Str+d8; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• **Size +6:** Thirty foot legspan; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Revenant

Revenant

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d10

Charisma: +4; Pace: 6; Parry: 6; Toughness: 12 (2) Edges: Frenzy, Level Headed, Sweep, Trademark Weapon

(claw)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• **Darkvision:** No vision penalties for darkness (range

12).

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

Rhinoceros

Rhinoceros

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 13 (2)

Special Abilities

• Armour +2: Thick hide.

• Horns: Str+d6.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

before attacking.

• Hardy: A second Shaken result doesn't become a

• Size +3: Increases Toughness by +3.

Woolly Rhinoceros

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Tracking d12, Notice d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 15 (3)

Edges: Hard to Kill Special Abilities

• Armour +3: Brown fur.

• Horn: Str+d8.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a wound.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Woolly Rhinoceros

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Tracking d12+3, Notice d12+3 Charisma: -; Pace: 6; Parry: 7; Toughness: 16 (3)

Edges: Trademark Weapon (gore)

Special Abilities

• Armour +3: Brown fur.

• Horn: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Hardy:** A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size +4: Fifteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Riptide Horror

Riptide Horror

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d12+1

Skills: Fighting d8, Swimming d12, Notice d6, Stealth d8, Spellcasting d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (2) Edges: Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Strong Willed, Trademark Weapon (tentacle)

Powers: Wall Walker Special Abilities

• Armour +2: Tough grayish-tan flesh.

• Tentacles: Str+d6; Reach 1"; Grab; Poison.

• Bites: Str+d6.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.
- Weakness: Electricity (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either piercing or slashing weapons.
- Poison: Tentacles inflict poison if foe is Shaken or wounded.

Riverswell Spirit

Riverswell Spirit

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d8, Notice d12, Stealth d12+1 **Charisma:** -; **Pace:** -; **Parry:** 6; **Toughness:** 7

Special Abilities

• **Chilling Touch:** Str+d6; +2 cold damage; Drowning Touch.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Robot

Annihilator Robot

Rank: Epic

Attributes: Agility d8, Smarts d8, Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12, Climbing

d12+1, Notice d12+3, Throwing d12

Charisma: -; Pace: 10; Parry: 8; Toughness: 24 (5) Gear: Integrated chain guns (Throwing; range 3/6/12; Str+d6)

Edges: Combat Reflexes, Dodge, Improved Dodge, Frenzy, Level Headed, Trademark Weapon (chain gun)

Special Abilities

• Armour +5: Natural armour.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Cold.

• Weakness: Electricity (double damage).

• **Energy Resistances:** –6 damage from electricity and fire.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Gearsman Robot

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Repair d8, Lockpicking d8, Notice d8,

Throwing d4

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 (2) Gear: Masterwork spear (Str+d6; Reach 1"; Parry +1; +2 electricity damage), masterwork spear (Throwing; range 3/6/12; Str+d6)

Edges: Combat Reflexes

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Electricity (double damage).

Machine Soldier

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d4, Strength

d12, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d4, Shooting d6 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2) **Gear:** Masterwork longsword (Str+d8), masterwork short sword (Str+d6), masterwork light crossbow (Shooting;

range 12/24/48; 2d6; AP 1)

Edges: Two-Fisted, Trademark Weapon (longsword)

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Electricity (double damage).

Mechanical Viper

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 6 (2)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d4; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.
- Weakness: Electricity (double damage).
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Endurance:** +2 to Soak rolls.
- Size -1: Reduces Toughness by -1.

Myrmidon Robot

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Knowledge (Engineering) d12+1,

Notice d12+1, Throwing d12

Charisma: -; Pace: 4; Parry: 8; Toughness: 15 (3) Gear: Integrated laser rifle (Throwing; range 3/6/12;

Str+d6; +2 fire damage)

Edges: Combat Reflexes, Frenzy, Level Headed,

Marksman, Quick Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Constrict.

• Quantum Lashes Touch: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 18" and Climb 3.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Cold.

• Weakness: Electricity (double damage).

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Rock Reptile

Rock Reptile

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d10 **Charisma:** -; **Pace:** 4; **Parry:** 5; **Toughness:** 10 (2)

Edges: Level Headed Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Rodent

Giant Hamster

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Tan fur.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 2".

• Immunity: Disease.

• Size +2: Increases Toughness by +2.

Mouse

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Climbing d10, Tracking d4,

Swimming d10, Notice d4, Stealth d12+1

Charisma: -; Pace: 3; Parry: 2; Toughness: 2

Hindrances: Small (M) **Special Abilities**

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Porcupine

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Climbing d6, Stealth d8 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 3

Edges: Level Headed Special Abilities

• Tail Slap: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Quills:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Porcupine

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Tracking d6, Notice d6, Stealth d8 **Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Level Headed Special Abilities

• Armour +2: Thick hide.

• Tail Slap: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Quills:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.

• Size -1: Four feet tall; Toughness -1.

Giant Porcupine

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Edges: Level Headed Special Abilities

• Armour +1: Thick hide.

• Tail Slap: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Quills:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.

Rat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Climbing d10, Tracking d4,

Swimming d10, Notice d4, Stealth d12+1

Charisma: -; Pace: 3; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 3".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Barrow Rat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d4, Notice d4,

Stealth d10

Charisma: -; Pace: 3; Parry: 5; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 3".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Brain Rat

Rank: Novice

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d4–2, Climbing d12, Tracking d8, Swimming d6, Notice d8, Stealth d12, Psionics d8 **Charisma:** –; **Pace:** 4; **Parry:** 2; **Toughness:** 3

Edges: Arcane Background (Psionics)

Powers: Bolt (mind thrust), Burst (burning hands), Detect Arcana (sense psionics), Mind Reading, Stun (psionic daze)

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -2: One foot long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Rat

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d4, Climbing d10, Tracking d6, Swimming

d10, Notice d6, Stealth d10

Charisma: -; Pace: 8; Parry: 4; Toughness: 4

Special Abilities

• Bite: Str+d4; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• **Disease:** Make a Vigor roll or become afflicted.

• **Size -1:** Two feet long; Toughness -1.

Vapor Dire Rat

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d4, Swimming

d10, Notice d4, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 4

Special Abilities

• Bite: Str+d4; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Weakness: Cold (double damage).

• Energy Resistance: -1 damage from fire.

• Disease: Make a Vigor roll or become afflicted.

• Size -1: Reduces Toughness by -1.

Diseased Rat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Climbing d6, Tracking d4,

Swimming d6, Notice d4, Stealth d12

Charisma: -; Pace: 1; Parry: 2; Toughness: 3

Special Abilities
• Bite: Str; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• **Natural Swimmer:** Swimming Pace of 3", and +2 to resist drowning.

• Disease: Make a Vigor roll or become afflicted.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Donkey Rat

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4-2, Tracking d6, Swimming d10, Notice

d6, Stealth d12

Charisma: -; Pace: 6; Parry: 2; Toughness: 4

Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -1: Reduces Toughness by -1.

Doppelrat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Climbing d10, Tracking d4, Swimming d10, Notice d4, Stealth d12+1

Charisma: -; Pace: 3; Parry: 4; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 3".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Ethereal Rat

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d6, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Special Abilities

• Bite: Str+d4; Ethereal Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Size -1:** Two feet long; Toughness -1.

Horrid Rat

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d10,

Strength d4, Vigor d8

Skills: Fighting d4-2, Tracking d4, Swimming d4, Notice

d4, Stealth d12+1

Charisma: -; Pace: 3; Parry: 2; Toughness: 5 (1)

Special Abilities

Swarm Of Rats

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d10, Tracking d8, Swimming d10,

Notice d8, Stealth d12

Charisma: -; Pace: 3; Parry: 4; Toughness: 6

Edges: Level Headed Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Swarm:** +2 Parry, immune to most weapons.
- **Split:** May split into two SBT swarms, each with -2 Toughness.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• Armour +1: Natural armour.

• Bite: Str; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 3".

• **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.

• Immunity: Acid.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Spore Rat

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1)

Edges: Alertness Special Abilities

• Armour +1: Brownish fur.

• Bite: Str+d4: Spores.

• Low Light Vision: No penalties for dim or dark lighting.

• **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatique.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Spores:** Make a Vigor roll or suffer a level of Fatigue.

• Size -1: Three feet long; Toughness -1.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• **Disease:** Make a Vigor roll or become afflicted.

Squirrel

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4-2, Climbing d12, Notice d4 Charisma: -; Pace: 6; Parry: 2; Toughness: 2

Hindrances: Small (M) Special Abilities

Special Adilitie

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Size -2: 1½ feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Squirrel

Rank: Novice

Attributes: Agility d12+1, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d10

Skills: Fighting d8, Climbing d12, Notice d6 Charisma: -; Pace: 8; Parry: 6; Toughness: 7

Special Abilities• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

Flying Squirrel

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Climbing d10, Notice d4 **Charisma:** –; **Pace:** 6; **Parry:** 2; **Toughness:** 2

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Glide:** Flying Pace of 8" and Climb –2, but cannot gain or maintain altitude.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Raggoth

Raggoth

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Survival d8, Tracking d10, Notice

d10, Stealth d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3)

Edges: Level Headed, Strong Willed, War Cry

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +3: Eight feet long; Toughness +3.

Rokurokubi

Rokurokubi

Rank: Legendary

Attributes: Agility d12+2, Smarts d8, Spirit d6, Strength

d12, Vigor d12+2

Skills: Fighting d12+2, Intimidation d12+3, Climbing d12+3, Notice d12+2, Stealth d12+3, Spellcasting d8 **Charisma:** +4; **Pace:** 6; **Parry:** 9; **Toughness:** 12 (3) **Edges:** Arcane Background (Magic), Combat Reflexes, Level Headed, Strong Willed, Trademark Weapon (bite) **Powers:** Barrier (wind), Confusion, Detect Arcana (sense magic), Disguise (illusion), Dispel, Invisibility, Puppet (living humanoids only), Slumber, Smite (shocking grasp)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Curse.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Sleep.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Ronus

Ronus

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d8, Tracking d10, Notice d10, Stealth d10

Charisma: -; Pace: 12; Parry: 6; Toughness: 7 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Brown feathers.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

12").
• Sce

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Roper

Roper

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+5, Vigor d12+4

Skills: Fighting d8, Climbing d12+4, Knowledge (Religion)

d10, Notice d12+3, Stealth d12+1, Throwing d6

Charisma: -; Pace: 2; Parry: 6; Toughness: 18 (4)

Gear: Strands (Throwing; range 3/6/12; Str+d6;

Strength)

Edges: Level Headed, Strong Willed, Trademark Weapon

(strand)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Immunity: Electricity.

• Weakness: Fire (double damage).

• Energy Resistance: -2 damage from cold.

• Size +4: Nine feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stone Roper

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d10, Vigor d8

Skills: Fighting d8, Climbing d10, Survival d10, Notice

d10, Stealth d10, Throwing d8

Charisma: -; Pace: 2; Parry: 6; Toughness: 9 (3) Gear: Strands (Throwing; range 3/6/12; Str+d6;

Strength)

Edges: Level Headed, Marksman, Trademark Weapon

(strand)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 40" that's in contact with the ground.

Rorkoun

Rorkoun

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d6, Swimming d12+2, Notice d10, Stealth

d8, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 17 (2) Gear: Gob (Throwing; range 3/6/12; Str+d6; Stuck)

Special Abilities

• Armour +2: Pallid flesh.

• Bite: Str+d8; Constrict.

• Tail Slap: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 14", and cannot drown.

• **Hardy:** A second Shaken result doesn't become a wound.

• Weakness: Acid (double damage).

• **Size +7:** Twenty-five feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Rot grub

Giant Rot Grub

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d12

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Poison; Grab.

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Rot Grub Swarm

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d12

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 8

Special Abilities

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at −2.

 $\bullet \ \mbox{\bf Mindless:} \ \mbox{\bf Immune to mind-affecting magic.}$

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Immunity: Mind-affecting effects.

Rune Guardian

Rune Guardian

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4,

Vigor d4

Skills: Fighting d4, Notice d4, Stealth d10, Spellcasting

d6

Charisma: -; Pace: -; Parry: 4; Toughness: 2 Edges: Arcane Background (Magic), Level Headed Powers: Burst (burning hands), Lower Trait (Strength),

Shrink, Slumber, Summon Ally

Special Abilities

• Slam: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Flight: Flying Pace of 12" and Climb 3.

• **Arcane Resistance:** +2 to resist opposed magic, and +2 armour against offensive magic.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Rusalka

Rusalka

Rank: Epic

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d12, Knowledge (Arcana) d6, Knowledge (Nature) d12+1, Persuasion d12, Repair d12+1, Swimming d12+5, Notice d12+2, Stealth d12+4, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 10 (2)

Gear: Tresses (Str+d8; Constrict)

Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Level Headed, Strong Willed

Powers: Deflection (blur), Entangle, Invisibility, Obscure (fog cloud), Summon Ally (animals and elementals)

Special Abilities

• Armour +2: Natural armour.

• Staggering Touch: Str+d6; Stagger.

• Low Light Vision: No penalties for dim or dark lighting.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Amphibious: Swimming Pace of 17", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Fire.

• **Physical Resistance:** –4 damage from physical attacks, except those caused by cold iron weapons.

Rust monster

Rust Monster

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Climbing d8, Tracking d10, Notice d10 Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Antennae Touch: Str+d6; Rust.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

Rust Lord

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 15 (3)

Edges: Ambidextrous, Frenzy, Quick

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

• Antennae Touch: Str+d8; Rust or Bloodrust.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Hardy: A second Shaken result doesn't become a wound.

• Energy Resistance: -2 damage from fire.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Ryven

Ryven

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d8, Survival d4, Tracking d6, Notice d6,

Shooting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 7
Gear: Short sword (Str+d6), light crossbow (Shooting;

range 12/24/48; 2d6; AP 1; Range)

Edges: Berserk Special Abilities • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

Sabosan

Sabosan

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d10, Tracking d12, Notice d12, Stealth

Charisma: -; Pace: 6; Parry: 7; Toughness: 7 (1)

Edges: Level Headed Special Abilities • Armour +1: Fur.

• **Bite:** Str+d6; Bleed.

• Claws: Str+d6; Grab.

- Darkvision: No vision penalties for darkness (range
- Blindsense: Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Humanoid:** Affected by spells that only work on
- Flight: Flying Pace of 8" and Climb 2.
- Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Sabrewing

Sabrewing

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Knowledge (Planes)

d10, Survival d10, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Gear: Wing slashes (Str+d8) Edges: Frenzy, Level Headed

Special Abilities

• Armour +2: Rubbery flesh.

- Darkvision: No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Evil: Affected by powers and abilities that work on evil creatures.
- Physical Resistance: -2 damage from physical attacks, except those caused by either good or silver weapons.

Sagari

Sagari

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4,

Vigor d10

Skills: Fighting d4–2, Notice d6, Stealth d12 Charisma: -; Pace: 2; Parry: 2; Toughness: 5

Edges: Quick **Special Abilities** • Bite: Str.

• Tentacle: Str; Reach 1".

• Darkvision: No vision penalties for darkness (range

12").

• Flight: Flying Pace of 6" and Climb 3.

- Size -2: Three feet long; Toughness -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Sahuagin

Sahuagin

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8,

Skills: Fighting d4, Riding d6, Survival d6, Swimming

d12, Notice d6, Stealth d6, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Berserk Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

Four-Armed Sahuagin Mutant

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Riding d6, Survival d6, Swimming

d12, Notice d6, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2)

Gear: Trident (Str+d6; Reach 1"; Parry +1)

Edges: Ambidextrous, Berserk

Special Abilities

• Armour +2: Sharp scales.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Blindsense: Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• Humanoid: Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a

• Endurance: +2 to Soak rolls.

Malenti

Rank: Novice

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Riding d8, Survival d6, Swimming

d12, Notice d6, Stealth d8, Shooting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1)

Gear: Spear (Str+d6; Reach 1"; Parry +1), light crossbow

(Shooting; range 12/24/48; 2d6; AP 1)

Edges: Berserk
Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

Prehistoric Sahuagin

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Riding d6, Survival d6, Swimming

d12, Notice d6, Stealth d6, Shooting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Berserk
Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound

• Size +2: Seven feet tall; Toughness +2.

Shark-Blooded Sahuagin

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Riding d6, Survival d6, Swimming

d12, Notice d6, Stealth d6, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Berserk
Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• **Hardy:** A second Shaken result doesn't become a wound.

Spined Sahuagin

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Riding d6, Survival d6, Swimming

d12, Notice d6, Stealth d6, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (2) Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Berserk
Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Thorns:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage.

• **Humanoid:** Affected by spells that only work on humanoids.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

Salamander

Salamander

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d8, Intimidation d10, Knowledge (Planes)

d10, Repair d12+1, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 10 (2) Gear: Spear (Str+d6; Reach 1"; Parry +1; +2 fire

damage)

Edges: Sweep, Strong Willed

Special Abilities

• **Armour +2:** Fiery-red scales.

• **Tail Slap:** Str+d6; +2 fire damage; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Fire.

• Weakness: Cold (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

Flamebrother Salamander

Rank: Novice

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d4, Intimidation d8, Knowledge (Planes)

d8, Repair d10, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2)
Gear: Spear (Str+d6; Reach 1"; Parry +1; +2 fire

damage)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

• Tail Slap: Str+d4; +2 fire damage.

 Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Fire.

Weakness: Cold (double damage).
Size -1: Reduces Toughness by -1.

Noble Salamander

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d12, Intimidation d12+1, Knowledge (Planes) d12+1, Repair d12+2, Notice d12+4, Stealth d10, Spellcasting d8

Charisma: -; Pace: 4; Parry: 9; Toughness: 15 (2) Gear: Longspear (Str+d6; Reach 1"; Parry +1; +2 fire damage)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Sweep, Improved Sweep, Strong Willed **Powers:** Barrier (fire), Blast (fireball), Burst (burning hands), Dispel, Summon Ally

Special Abilities

• Armour +2: Fiery-red scales.

• Tail Slap: Str+d8; +2 fire damage; Constrict.

 Darkvision: No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Immunity: Fire.

- Weakness: Cold (double damage).
- **Physical Resistance:** –4 damage from physical attacks, except those caused by magical weapons.
- Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sand Stalker

Sand Stalker

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Notice d8, Stealth d12

Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Burrow: Can burrow and reappear within 6".

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Sandling

Sandling

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d6

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Weakness: Water.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Ten feet long; Toughness +2.

Sandman

Sandman

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Climbing d8, Knowledge (Planes) d8, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Edges: Level Headed, Strong Willed

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6; Sleep.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 6".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by bludgeoning weapons.
- Sleep: Make a Spirit roll or suffer a level of Fatigue.

Sandpoint Devil

Sandpoint Devil

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d10, Knowledge (Geography) d6, Survival d12+1, Tracking d12+1, Notice d12+1, Stealth d12, Spellcasting d4

Charisma: +1; Pace: 8; Parry: 7; Toughness: 13 (2) Edges: Arcane Background (Magic), Dodge, Improved Dodge

Powers: Fear (phantasmal killer), Obscure (fog cloud), Pummel (wind), Teleport (dimension door)

Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Outsider (Native): This ability is only important for certain spells.
- Flight: Flying Pace of 12" and Climb -1.
- Immunities: Fire and fear.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.
- Size +3: Increases Toughness by +3.

Sard

Sard

Rank: Epic

Attributes: Agility d12+3, Smarts d6, Spirit d12+2,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+2, Climbing d12+3, Notice d12+5,

Throwing d12+2, Spellcasting d6

Charisma: +4; Pace: 10; Parry: 9; Toughness: 32 (5) Edges: Arcane Background (Magic), Frenzy, Marksman, Quick

Powers: Blast (lightning storm), Bolt (lightning bolt), Obscure (fog)

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8; +2 electricity damage.

• **Thorns:** Throwing; range 3/6/12; Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Immunity: Electricity.
- Weakness: Sonic (double damage).
- Energy Resistances: -6 damage from cold and fire.
- **Physical Resistance:** –4 damage from physical attacks, except from those that are both cold iron and slashing.
- **Poison:** Thorns inflict poison if foe is Shaken or wounded.
- Size +17: Increases Toughness by +17.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Sargassum Fiend

Sargassum Fiend

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d8, Climbing d12+1, Swimming d12, Notice d10, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 15 (3) Edges: Dodge, Frenzy, Level Headed, Quick, Trademark Weapon (slam)

Special Abilities

- Armour +3: Natural armour.
- Slams: Str+d8; Constrict.
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- **Tremorsense:** Can sense and accurately pinpoint anything within 24" that's in contact with the ground.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Aquatic: Swimming Pace of 12", and cannot drown.
- **Hardy:** A second Shaken result doesn't become a wound.
- Energy Resistance: -2 damage from cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sasquatch

Sasquatch

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Healing d4, Survival d10, Tracking

d10, Notice d6, Stealth d10, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 8
Gear: Club (Str+d8), rock (Throwing; range 3/6/12;

Str+d6)

Special Abilities
• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• **Humanoid:** Affected by spells that only work on humanoids.

• Size +1: Eight feet tall; Toughness +1.

Satyr

Satyr

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Nature) d10, Persuasion d12, Survival d8, Notice d12+1, Stealth d12+1, Shooting d6, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 6; Toughness: 8 (2) Gear: Dagger (Str+d4), short bow (Shooting; range 12/24/48; 2d6)

Edges: Arcane Background (Magic), Dodge, Improved Dodge

Powers: Fear, Light (dancing lights), Puppet, Puppet (living humanoids only), Slumber, Summon Ally (animals and elementals)

Special Abilities

• Armour +2: Natural armour.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Blighted Fey Satyr

Rank: Veteran

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Knowledge (Nature) d10, Persuasion d12, Survival d8, Notice d12+1, Stealth d12+1, Shooting d6, Spellcasting d6

Charisma: +4; Pace: 8; Parry: 6; Toughness: 10 (2) Gear: Dagger (Str+d4), shortbow (Shooting; range

12/24/48; 2d6)

Edges: Arcane Background (Magic), Dodge, Improved Dodge

Powers: Fear, Light (dancing lights), Puppet, Puppet (living humanoids only), Slumber, Summon Ally (animals and elementals)

Special Abilities

• Armour +2: Natural armour.

• Horns: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Disease, poison, shapechanging and paralysis.

• Energy Resistances: -2 damage from cold and electricity.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and good.

• Endurance: +2 to Soak rolls.

Saumen Kar

Saumen Kar

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Healing d4, Knowledge (Nature) d10, Survival d12+2, Tracking d12+2, Notice d12+2, Stealth d12, Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (2) Gear: Greataxe (Str+d10; Parry -1; +2 cold damage), headbutt (Str+d8; Knockback)

Edges: Alertness, Arcane Background (Magic), Hard to Kill, Trademark Weapon (greataxe)

Powers: Summon Ally (animals and elementals) **Special Abilities**

• Armour +2: Scored fur.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Knockback:** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Cold.

• Energy Resistance: -4 damage from fire.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Scarecrow

Scarecrow

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• **Slams:** Str+d6; Fear.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Fascinating Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Fear: Make a Spirit roll or suffer a level of Fatigue.

Scarlet Walker

Scarlet Walker

Rank: Legendary

Attributes: Agility d12+4, Smarts d8, Spirit d12+1,

Strength d12+2, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+3, Climbing d12, Knowledge (Arcana) d12+2, Knowledge (Nature) d12+2, Knowledge (Planes) d12+2, Notice d12+3, Stealth d12+1, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 8; Toughness: 17 (3) Edges: Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Frenzy **Powers:** Confusion, Mind Reading

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Bleed.

• Tentacles: Str+d8; Reach 1"; Bleed; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Draining Gaze:** All creatures within 12" must make a Spirit roll to resist.

• Immunities: Acid, cold and poison.

• Weakness: Electricity (double damage).

• Paralysis: Victims must make a Vigor roll or be

paralysed until they next draw a Joker or hearts for initiative.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sceaduinar

Sceaduinar

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d10, Intimidation d12, Knowledge (Nature) d10, Knowledge (Planes) d12+1, Notice d12+1,

Stealth d12+3, Spellcasting d6

Charisma: +2; Pace: 8; Parry: 7; Toughness: 9 (1) Edges: Arcane Background (Magic), Dodge, Improved Dodge

Powers: Deflection (entropic shield), Deflection (forcefield), Dispel, Obscure (darkness), Teleport (dimension door)

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; +2 necromantic damage; +2 energy damage Drain.

• Wings: Str+d6; +2 necromantic damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 18" and Climb 2.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Cold, disease, poison and death magic.

• **Energy Resistances:** –2 damage from acid, electricity and sonic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either adamantine or good weapons.

• **Energy Drain:** Make a Vigor roll or suffer a level of Fatigue.

Scorpion

Black Scorpion

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+1

Skills: Fighting d12+1, Climbing d12+1, Notice d6,

Stealth d6

Charisma: -; Pace: 12; Parry: 8; Toughness: 29 (6)

Edges: Frenzy
Special Abilities

• Armour +6: Black carapace.

• Claws: Str+d8; Constrict.

• **Sting:** Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +15: Increases Toughness by +15.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Cave Scorpion

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d8, Notice d6

Charisma: -; Pace: 12; Parry: 5; Toughness: 6 (1)

Edges: Frenzy **Special Abilities**

• Armour +1: Natural armour.

• Claws: Str+d6.

• Sting: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Deadfall Scorpion

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Notice d6, Stealth d6

Charisma: -; Pace: 10; Parry: 6; Toughness: 18 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Green carapace.

• Claws: Str+d8; Constrict.

• Sting: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed

Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +7: Twenty-four feet long; Toughness +7.

• **Large:** –2 to attack medium–sized foes, they receive +2 to their attacks.

Ghost Scorpion

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Edges: Frenzy
Special Abilities
• Claws: Str+d4.

• Sting: Str+d4; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size -1: Three feet long; Toughness -1.

Giant Scorpion

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 11 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d6; Constrict.

• Sting: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Eight feet long; Toughness +2.

Advanced Giant Scorpion

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d4 Charisma: -; Pace: 10; Parry: 5; Toughness: 13 (2)

Special Abilities

Edges: Frenzy

• Armour +2: Natural armour. • Claws: Str+d6; Constrict.

• **Sting:** Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or

• Size +3: Eight feet long; Toughness +3.

Giant Emperor Scorpion

Rank: Legendary

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d10, Climbing d12, Notice d6, Stealth d6 Charisma: -; Pace: 10; Parry: 7; Toughness: 22 (3)

Edges: Frenzy **Special Abilities**

• Armour +3: Natural armour.

• Claws: Str+d8: Constrict.

• Sting: Str+d8; Poison.

• Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or wounded.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Greensting Scorpion

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4-2, Climbing d8, Notice d6, Stealth d12 Charisma: -; Pace: 6; Parry: 2; Toughness: 4 (1)

Special Abilities

• Armour +1: Natural armour.

• Sting: Str; Poison.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Scorpionfolk

Scorpionfolk

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d8, Strength

d12, Vigor d6

Skills: Fighting d10, Intimidation d12+1, Persuasion d6,

Notice d12+1

Charisma: -; Pace: 8; Parry: 7; Toughness: 9 (2) **Edges:** Alertness, Ambidextrous, Level Headed,

Trademark Weapon (sting) Tactics: Two Weapons **Special Abilities**

• Armour +2: Natural armour.

• Sting: Str+d6; Poison.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids.

• Hardy: A second Shaken result doesn't become a wound.

• Energy Resistance: -1 damage from fire.

• **Poison:** Sting inflicts poison if foe is Shaken or

• Size +2: Increases Toughness by +2.

Scorrow

Scorrow

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Knowledge (Nature) d12, Survival

d12, Notice d12, Stealth d10, Throwing d8

Charisma: -; Pace: 10; Parry: 7; Toughness: 11 (2) Gear: Masterwork drow long knife (Str+d4; Poison), masterwork chakram (Throwing; range 3/6/12; Str+d4; Poison)

Edges: Level Headed **Special Abilities**

• Armour +2: Black carapace.

• Sting: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Immunity: Sleep.

• Poison: Masterwork drow long knife, sting and masterwork chakram inflict poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Screaming Devilkin

Screaming Devilkin

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Charisma: -; Pace: 1; Parry: 5; Toughness: 5 (1)

Gear: Tail-barb (Str+d6)

Edges: Dodge **Special Abilities**

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Flight: Flying Pace of 6" and Climb -1.

• Size -1: Three feet tall; Toughness -1.

Screaming Skull

Screaming Skull

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4, Spellcasting d4 Charisma: -; Pace: -; Parry: 4; Toughness: 5 (2)

Edges: Arcane Background (Magic) **Powers:** Bolt (magic missile) Tactics: No melee attacks

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by adamantine weapons.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Scylla

Scylla

Rank: Epic

Attributes: Agility d12+4, Smarts d12+1, Spirit d12+2,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+1, Intimidation d12+4, Knowledge (Nature) d12+3, Swimming d12+7, Notice d12+4, Stealth

d12+3, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 8; Toughness: 19 (3) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Frenzy,

Improved Frenzy, Trademark Weapon (bite)

Powers: Conceal Arcana, Detect Arcana (see invisibility), Dispel, Obscure (illusion), Obscure (fog), Obscure (fog

cloud), Summon Ally Tactics: Two Weapons **Special Abilities**

• Armour +3: Natural armour.

• Bites: Str+d8; Bleed.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Invisible: Enemies suffer -4 to their attacks.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Amphibious: Swimming Pace of 19", and cannot drown, but can also breathe air and survive indefinitely on land.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Cold and Gang Up bonuses.

• Energy Resistances: -4 damage from acid and fire.

• Physical Resistance: -3 damage from physical attacks, except from those that are both cold iron and lawful.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Scythe Tree

Scythe Tree

Rank: Veteran

Attributes: Agility d4, Smarts d6, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Notice d12, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 16 (3)

Gear: Branches (Str+d8) Edges: Frenzy, Quick, Sweep

Special Abilities

• Armour +3: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Fire (double damage).

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weapons.

• Size +6: Twenty feet tall; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2

Great Sea Anemone

Great Sea Anemone

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12+2

Skills: Fighting d8, Swimming d6, Notice d8, Stealth d6

Charisma: -; Pace: -; Parry: 6; Toughness: 15

Edges: Improved Level Headed

Special Abilities

• Tendrils: Str+d8; Reach 1"; Paralysis; Grab.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 8").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Aquatic: Swimming Pace of 6", and cannot drown.

• Energy Resistance: -4 damage from acid.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either piercing or slashing weapons.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sea Bonze

Sea Bonze

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d12, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d12+8, Swimming

d12+9, Notice d12+5, Stealth d10

Charisma: +4; Pace: 8; Parry: 8; Toughness: 26 (5) Edges: Alertness, Combat Reflexes, Frenzy, Level

Headed, Quick, Strong Willed

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 21", and cannot drown.

• Dooming Gaze: All creatures within 12" must make a

Spirit roll to resist.

• **Immunities:** Electricity, cold, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from acid and fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and slashing.

• **Size +10:** Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sea Cat

Sea Cat

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Tracking d10, Swimming d12+1,

Notice d10

Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Size +2:** Twelve feet long; Toughness +2.

Sea Scourge

Sea Scourge

Rank: Veteran

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d6, Climbing d12, Swimming d12 Charisma: -; Pace: 2; Parry: 5; Toughness: 11

Edges: Frenzy
Special Abilities

• **Slams:** Str+d6; +2 acid damage; Constrict.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 2".

- **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Immunities: Acid, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Size +3: Increases Toughness by +3.

Sea serpent

Sea Serpent

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+1, Notice d8, Stealth

d10

Charisma: -; Pace: 4; Parry: 8; Toughness: 23 (4)

Edges: Level Headed, Quick, Strong Willed

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Constrict.

• Tail Slap: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

24").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to accome

Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Aquatic: Swimming Pace of 13", and cannot drown.
- Immunity: Cold.
- Energy Resistance: -6 damage from fire.
- Size +10: Sixty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Brine Sea Serpent

Rank: Legendary

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d12, Intimidation d10, Persuasion d8, Tracking d12+3, Swimming d12+2, Notice d12+3, Stealth

d10

Charisma: -; Pace: -; Parry: 8; Toughness: 17 (4) Edges: Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d8; Poison; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 14", and cannot drown.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d10 acid damage.
- Immunities: Sleep and paralysis.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Endurance: +2 to Soak rolls.
- **Size +5:** Twenty feet long; Toughness +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Deep Sea Serpent

Rank: Epic

Attributes: Agility d12+1, Smarts d6 (A), Spirit d10,

Strength d12+6, Vigor d12+3

Skills: Fighting d12+2, Swimming d12+2, Notice d12+2,

Stealth d8

Charisma: -; Pace: 2; Parry: 9; Toughness: 24 (5) Edges: Dodge, Level Headed, Quick, Strong Willed Special Abilities

- Armour +5: Natural armour.
- Bite: Str+d8; Constrict.
- Tail Slap: Str+d8; Constrict.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Aquatic: Swimming Pace of 14", and cannot drown.
- Immunity: Cold.
- Energy Resistance: -6 damage from fire.
- Size +10: Fifty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

* Deep Hunter Sea Serpent

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d12+3, Intimidation d12+4, Knowledge (Nature) d8, Persuasion d12, Survival d12+4, Tracking d12+4, Swimming d12+7, Notice d12+3, Stealth d12

Charisma: -; Pace: -; Parry: 9; Toughness: 22 (3) Edges: Dodge, Improved Dodge, Level Headed, Sweep, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d8; Poison; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Aquatic: Swimming Pace of 19", and cannot drown.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Sleep and paralysis.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- Size +10: Sixty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Fanged Sea Serpent

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Survival d8, Tracking d8, Swimming

d12+2, Notice d8, Stealth d6

Charisma: -; Pace: -; Parry: 6; Toughness: 12 (3) Edges: Sweep, Improved Sweep, Trademark Weapon (bite)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; Poison.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 14", and cannot drown.
- Immunities: Sleep and paralysis.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Fifteen feet long; Toughness +2.

Gilded Sea Serpent

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d6, Vigor d10

Skills: Fighting d8, Survival d10, Tracking d10, Swimming

d12+1, Notice d10, Stealth d10

Charisma: +2; Pace: 2; Parry: 6; Toughness: 11 (4)

Special Abilities

• Armour +4: Scaly hide.

• Bite: Str+d6: Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• Immunities: Sleep and paralysis.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by gold weapons.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

***Shipbreaker Sea Serpent**

Rank: Epic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+4

Skills: Fighting d12+7, Intimidation d12+9, Knowledge (Nature) d12+2, Survival d12+9, Tracking d12+10, Swimming d12+10, Notice d12+10, Stealth d12+3 **Charisma:** +4; **Pace:** 2; **Parry:** 11; **Toughness:** 30 (6)

Edges: Alertness, Dodge, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Improved Trademark Weapon (bite)

Special Abilities

• Armour +6: Scaly hide.

• Bite: Str+d10; Poison; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Amphibious:** Swimming Pace of 22", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Hardy:** A second Shaken result doesn't become a wound.

• Immunities: Sleep and paralysis.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Endurance: +2 to Soak rolls.

• **Size +14:** 120 feet long; Toughness +14.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Spitting Sea Serpent

Rank: Heroic

Attributes: Agility d12+2, Smarts d4, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d12, Intimidation d10, Survival d12+1, Tracking d12+1, Swimming d12, Notice d12+1, Stealth

d12+1, Shooting d12

Charisma: -; Pace: 2; Parry: 8; Toughness: 11 (3) Edges: Level Headed, Marksman, Trademark Weapon (spit)

Special Abilities

• Armour +3: Scaly hide.

• Bite: Str+d6; Poison.

• **Spit:** Shooting; range 3/6/12; 2d4; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Immunities: Sleep and paralysis.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Sea Sphere (Blubble)

Sea Sphere (Blubble)

Rank: Heroic

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Swimming d12+3, Notice d8, Stealth

d10

Charisma: -; Pace: 2; Parry: 8; Toughness: 16 (2)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d8.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb 0.

• Aquatic: Swimming Pace of 15", and cannot drown.

• Size +6: Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sea spider

Sea Spider

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d12, Swimming d12+1, Notice d12,

Stealth d6

Charisma: -; Pace: -; Parry: 8; Toughness: 16 (3)

Edges: Combat Reflexes, Level Headed, Sweep,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• **Bite:** Str+d8; +2 acid damage; Grab.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• **Size +5:** Sixteen feet long; Toughness +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Pelagos Sea Spider

Rank: Epic

Attributes: Agility d10, Smarts d12+1, Spirit d12,

Strength d12+3, Vigor d12+2

Skills: Fighting d12+1, Knowledge (Nature) d12+3, Knowledge (Religion) d12+3, Persuasion d12+3, Swimming d12+1, Notice d12+5, Stealth d12+1, Spellcasting d12

Charisma: +4; Pace: -; Parry: 8; Toughness: 20 (4) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed, Trademark

Weapon (bite)

Powers: Bolt (lightning bolt)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Poison; Grab.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint anything within 12" that's in contact with the water.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll

as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

- Aquatic: Swimming Pace of 13", and cannot drown.
- Hardy: A second Shaken result doesn't become a wound.
- Energy Resistances: -2 damage from acid, cold and fire
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- **Size +7:** Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sea urchin

Black Spot Urchin

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Tracking d4, Swimming d6, Notice

d4

Charisma: -; Pace: 4; Parry: 2; Toughness: 4 (1)

Gear: Spines (Str+d4; Curse)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at −2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

• Energy Resistance: -1 damage from cold.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Glass Urchin

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Tracking d6, Swimming d6, Notice d6 Charisma: -; Pace: 1; Parry: 6; Toughness: 21 (4)

Gear: Spines (Str+d8; Poison)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Tremorsense: Can sense and accurately pinpoint

anything within 6" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Gang Up bonuses.

• **Poison:** Spines inflict poison if foe is Shaken or wounded.

• **Size +8:** Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great Diadem Urchin

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d6, Swimming d6, Notice d6 Charisma: -; Pace: 2; Parry: 5; Toughness: 11 (3)

Gear: Spines (Str+d8; Poison)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Immunities:** Gang Up bonuses and mind-affecting effects.

• **Poison:** Spines inflict poison if foe is Shaken or wounded.

Hunter Sea Urchin

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Tracking d6, Swimming d6, Notice d6 **Charisma:** –; **Pace:** 3; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities

• Armour +2: Natural armour.

• Tongue: Str; Reach 1"; Pull.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• **Immunities:** Gang Up bonuses and mind-affecting effects.

• Poison: Inflict poison if foe is Shaken or wounded.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

Spear Urchin

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d6, Tracking d6, Swimming d6, Notice d6,

Throwing d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 14 (3) Gear: Spines (Str+d8; Poison), spines (Throwing; range

3/6/12; Str+d6; Poison)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Gang Up bonuses and mind-affecting effects.

• **Poison:** Spines and spines inflict poison if foe is Shaken or wounded.

• Size +3: Increases Toughness by +3.

Ravenous Urchin Swarm

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Tracking d4, Swimming d6, Notice d4 Charisma: -; Pace: 2; Parry: 4; Toughness: 7 (1) Special Abilities

• Armour +1: Natural armour.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunity: Mind-affecting effects.

• Energy Resistance: -1 damage from cold.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Seal

Seal

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Swimming d10, Notice d6 Charisma: -; Pace: 2; Parry: 4; Toughness: 4 Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size -1: Reduces Toughness by -1.

Elephant Seal

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d6, Tracking d8, Swimming d8, Notice d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2) Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Size +3: Increases Toughness by +3.

Sea Lion

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Tracking d8, Swimming d8, Notice d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1)

Special Abilities

• Armour +1: Tough flesh.

• **Bite:** Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• **Hold Breath:** Can hold breath for Vigor x 10 minutes.

Walrus

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Swimming d12+1, Notice d8 **Charisma:** -; **Pace:** 2; **Parry:** 5; **Toughness:** 11 (2)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Thick hide.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +2: Ten feet long; Toughness +2.

Emperor Walrus

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Swimming d12+2, Notice d12 **Charisma:** –; **Pace:** 4; **Parry:** 6; **Toughness:** 23 (4) **Edges:** Hard to Kill, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +4: Skin.

• Bite: Str+d8.

• Slam: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Knockback:** Opponent knocked back d10" on a raise, if they hit a solid object they suffer +d6 damage.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +10: Twenty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Seaweed Siren

Seaweed Siren

Rank: Legendary

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Swimming d12+1, Notice d12,

Stealth d12, Throwing d12, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 17 (4) Gear: Strident squalls (Throwing; range 3/6/12; Str+d6;

+2 sonic damage)

Edges: Alertness, Arcane Background (Magic), Marksman

Powers: Confusion, Speak Language

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Aquatic: Swimming Pace of 13", and cannot drown.

• Terrible Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Mind-affecting effects.

• **Energy Resistances:** –2 damage from fire and sonic.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Selkie

Selkie

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Tracking d8, Swimming d12+2, Notice

d8, Stealth d10

Charisma: +4; Pace: 4; Parry: 5; Toughness: 8 (2)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +2: Short fur.

Bite: Str+d6.Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on

iumanoids.

• Aquatic: Swimming Pace of 14", and cannot drown.

• Change Form: Can assume an alternate form as a normal action.

• Energy Resistance: -2 damage from cold.

Sentinel

Bronze Sentinel

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d12, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d8,

Shooting d4, Spellcasting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1) Edges: Arcane Background (Magic), Frenzy, Level Headed

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d4.

• Fiery Bolt: Shooting; range 12/24/48; 2d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Fire and magic.

• Size -1: Reduces Toughness by -1.

Marble Sentinel

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d12+1, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d10,

Shooting d4, Spellcasting d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (2) Edges: Arcane Background (Magic), Frenzy, Level Headed

Powers: Detect Arcana (sense magic)

Special Abilities

• Armour +2: Natural armour.

• Claws: Str+d4.

• Paralyzing Bolt: Shooting; range 12/24/48; 2d6; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunities: Acid and magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size -1: Reduces Toughness by -1.

Sentinel Hut

Sentinel Hut

Rank: Veteran

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d12+3, Vigor d12+1 **Skills:** Fighting d10, Notice d4

Charisma: +1; Pace: 6; Parry: 7; Toughness: 18 (3)

Edges: Dodge Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8; Grab.Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Acid, cold and magic.

• Physical Resistance: -2 damage from physical

attacks, except those caused by adamantine weapons.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sepia Snake

Sepia Snake

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d10

Charisma: +4; Pace: 8; Parry: 7; Toughness: 17 (3) Edges: Level Headed, Trademark Weapon (tail sting) Special Abilities

• Armour +3: Brown scales.

• Bite: Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 10" and Climb 2.

• Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• **Size +6:** Increases Toughness by +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sepulchral Guardian

Sepulchral Guardian

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (3)

Gear: Longsword (Str+d8)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Disease.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.

• Immunities: Fire and cold.

• Energy Resistances: -2 damage from acid and electricity.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by adamantine weapons.

• Disease: Make a Vigor roll or become afflicted.

Serpentfolk

Rank: Seasoned

Attributes: Agility d12+1, Smarts d12, Spirit d8,

Strength d4, Vigor d10

Skills: Fighting d8, Knowledge (Arcana) d8, Repair d8,

Tracking d10, Notice d10, Spellcasting d12

Charisma: +1; Pace: 6; Parry: 6; Toughness: 8 (1)

Gear: Masterwork dagger (Str+d4)

Edges: Arcane Background (Magic), Level Headed **Powers:** Deflection (blur), Disguise (illusion), Puppet **Special Abilities**

• Armour +1: Scaly skin.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- **Immunities:** Poison, paralysis and mind-affecting effects.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Degenerate Serpentfolk

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2)

Gear: Dagger (Str+d4)

Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Scaly skin.

• Bite: Str+d6; Poison.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Hardy:** A second Shaken result doesn't become a wound.
- Immunities: Poison, paralysis and mind-affecting effects.
- Poison: Bite inflicts poison if foe is Shaken or wounded.

Seugathi

Seugathi

Rank: Veteran

Attributes: Agility d12+1, Smarts d8, Spirit d10,

Strength d10, Vigor d10

Skills: Fighting d8, Knowledge (Religion) d12, Notice d12,

Stealth d10, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 6; Toughness: 11 (2)

Gear: Masterwork short sword (Str+d6)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Armor, Confusion, Dispel, Fear (phantasmal

killer), Flight (levitate), Mind Reading, Puppet

Special Abilities

• Armour +2: Permanent armour spell.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 24").

- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- Immunities: Poison and mind-affecting effects.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either slashing or piercing weapons.
- Poison: Bite inflicts poison if foe is Shaken or wounded.
- Size +2: Fourteen feet long; Toughness +2.

Shadow

Shadow

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d8, Stealth d8

Charisma: -; Pace: -; Parry: 4; Toughness: 7

Edges: Dodge Special Abilities

- **Incorporeal Touch:** Victims must make a Strength roll or suffer a level of Fatigue.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 1.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Greater Shadow

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d12+1 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 7

Edges: Dodge, Improved Dodge

Special Abilities

- **Incorporeal Touch:** Str+d6; Strength.
- Darkvision: No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 2.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Unhallowed Greater Shadow

Rank: Veteran

Attributes: Agility d12+1, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d12+1 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 7

Edges: Dodge, Improved Dodge

Special Abilities

• Incorporeal Touch: Str+d6; Strength.

• **Darkvision:** No vision penalties for darkness (range 12").

- Ethereal: Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 2.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Lesser Shadow

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4-2, Notice d8, Stealth d6
Charisma: -; Pace: -; Parry: 2; Toughness: 7

Edges: Dodge Special Abilities

- **Incorporeal Touch:** Victims must make a Strength roll or suffer a level of Fatigue.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 8" and Climb 1.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Shadow Rat

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Climbing d10, Tracking d8, Notice d8, Stealth d12

Charisma: -; Pace: 8; Parry: 2; Toughness: 4 Special Abilities

• Bite: Str; Strength Drain; Disease.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Disease:** Make a Vigor roll or become afflicted.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Shadow Rat

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Climbing d8, Tracking d8, Notice d8,

Stealth d10

Charisma: +1; Pace: 8; Parry: 5; Toughness: 7 (1) Special Abilities

• Armour +1: Rotting flesh.

• Bite: Str+d4; Strength Drain; Disease.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Disease:** Make a Vigor roll or become afflicted.
- Size -1: Reduces Toughness by -1.

Shadow Rat Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Climbing d10, Tracking d8, Notice d8, Stealth d12+1

Charisma: -; Pace: 8; Parry: 4; Toughness: 7

Edges: Level Headed, Quick

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 12".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Disease:** Make a Vigor roll or become afflicted.

Shadow Wolf

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Survival d4, Tracking d8, Notice d8 **Charisma:** –; **Pace:** 10; **Parry:** 4; **Toughness:** 7

Edges: Alertness, Level Headed

Special Abilities

• Incorporeal Bite: Str+d6; Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Shadow mastiff

Shadow Mastiff

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Survival d10, Notice d10, Stealth d10 Charisma: -; Pace: 10; Parry: 6; Toughness: 9 (2)

Edges: Level Headed, Strong Willed

Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; Go for the Throat.

• Tail Slap: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Go for the Throat: Target least armoured location on a raise.

• **Evil:** Affected by powers and abilities that work on evil creatures.

Elite Shadow Mastiff

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12+1, Vigor d12+1

Skills: Fighting d8, Survival d8, Tracking d10, Notice d10,

Stealth d10

Charisma: -; Pace: 10; Parry: 6; Toughness: 10 (2) Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Go for the Throat: Target least armoured location on a raise.

• Evil: Affected by powers and abilities that work on evil creatures.

Unseelie Shadow Mastiff

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Survival d10, Tracking d10, Notice d10, Stealth d10, Spellcasting d4

Charisma: -; Pace: 10; Parry: 6; Toughness: 9 (2) Edges: Arcane Background (Magic), Level Headed, Strong

Willed

Powers: Disguise (shapechange), Invisibility, Obscure (darkness), Slumber

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Go for the Throat:** Target least armoured location on a raise.

- Evil: Affected by powers and abilities that work on evil creatures.
- Energy Resistance: -1 damage from cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.

Shae

Shae

Rank: Seasoned

Attributes: Agility d12+2, Smarts d12+1, Spirit d6,

Strenath d10, Vigor d12

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Knowledge (Planes) d10, Persuasion d10, Notice d8,

Stealth d10, Spellcasting d12

Charisma: +2; Pace: 6; Parry: 5; Toughness: 8 **Gear:** Masterwork falchion (Str+d8; +2 cold damage) Edges: Arcane Background (Magic), Strong Willed

Powers: Deflection (blur)

Special Abilities

• Touch: Str+d6; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Immunity: Cold.

Shambling mound

Shambling Mound

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d10, Stealth d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (3) Edges: Frenzy, Quick, Sweep, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6: Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Electricity.

• Energy Resistance: -2 damage from fire.

• Size +2: Nine feet tall; Toughness +2.

Fetid Spore Mound

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d8, Swimming d12, Notice d10, Stealth d8 Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3) Edges: Frenzy, Quick, Sweep, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Immunity: Electricity.

• **Energy Resistance:** –2 damage from fire.

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weapons.

• Size +3: Increases Toughness by +3.

Shantak

Shantak

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Slippery: +4 to resist and escape from grapple, constrict, Entangle, and other forms of confinement.

• Flight: Flying Pace of 16" and Climb 0.

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Immunities: Cold and disease.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Shedu

Shedu

Rank: Veteran

Attributes: Agility d6, Smarts d12, Spirit d12+2,

Strength d12+2, Vigor d12+1

Skills: Fighting d10, Knowledge (Religion) d12,

Knowledge (Planes) d12, Persuasion d12, Notice d12+1,

Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 13 (2)

Edges: Arcane Background (Magic), Strong Willed

Powers: Deflection (forcefield), Dispel, Healing (cure wounds)

Special Abilities

• Armour +2: Natural armour.

• Horns: Str+d6. • Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Flight: Flying Pace of 12" and Climb 1.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Energy Resistances: -2 damage from electricity and

• Physical Resistance: -3 damage from physical attacks, except those caused by evil weapons.

• Size +3: Increases Toughness by +3.

Shenzuzhou

Shenzuzhou

Rank: Legendary

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d12+1, Climbing d12+1, Notice d10, Stealth d8, Spellcasting d4

Charisma: +2; Pace: 6; Parry: 7; Toughness: 18 (4)

Gear: Battleaxe (Str+d8), battleaxe (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Quick, Sweep, Improved Sweep, Two-Fisted, Trademark Weapon (battleaxe)

Powers: Obscure (darkness) Tactics: Two Weapons **Special Abilities**

• Armour +4: Natural armour.

• Darkvision: No vision penalties for darkness (range 12").

• Lifesense: Can sense and accurately pinpoint living creatures within 12".

• Fear -2: Anyone who sees this creature must make a Fear check at -2.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Shining Child

Shining Child

Rank: Legendary

Attributes: Agility d10, Smarts d8, Spirit d6, Strength

d6, Vigor d12

Skills: Fighting d12, Intimidation d12+3, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Notice d12+3, Shooting d10, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 10 (2) **Gear:** Touches (Str+d6; +2 fire damage; Burning Touch) Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Level Headed, Quick

Powers: Dispel, Obscure (illusion), Teleport Special Abilities

• Armour +2: Natural armour.

• Searing Ray: Shooting; range 12/24/48; 2d6; +2 fire

• **Darkvision:** No vision penalties for darkness (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 10" and Climb 3.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunities: Fire and poison.

• Energy Resistances: -2 damage from cold and sonic.

Ship Sentinel

Ship Sentinel

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4 (M), Spirit d12+2, Strength d12, Vigor d10

Skills: Fighting d8, Swimming d6, Notice d4, Throwing d6 Charisma: +1; Pace: 6; Parry: 7; Toughness: 11 (2) **Gear:** Masterwork spear (Str+d6; Reach 1"; Parry +1; Salted), masterwork spear (Throwing; range 3/6/12;

Str+d6; Salted Wound) Edges: Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Slams: Str+d6; Salted Wound.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by either slashing or piercing weapons.

• Salted Wound: Make a Vigor roll or suffer a level of Fatique.

• Salted Wound: Make a Vigor roll or suffer a level of

• Size +2: Six feet tall; Toughness +2.

Shobhad

Shobhad

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Intimidation d8, Survival d8, Notice

d8, Stealth d4, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 12 (2) Gear: Hide armour (+2), longsword (Str+d8), longsword (Str+d8), shobhad longrifle (Throwing; range 3/6/12; Str+d6)

Edges: Combat Reflexes, Level Headed, Two-Fisted,

Trademark Weapon (shobhad longrifle)

Tactics: Two Weapons Special Abilities

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Energy Resistance: -1 damage from cold.

• Size +2: Twelve feet tall; Toughness +2.

Shocker Lizard

Shocker Lizard

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d8, Swimming d8, Notice d8,

Stealth d12+1

Charisma: -; Pace: 8; Parry: 5; Toughness: 5 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Green scales.

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Electricity.

• Size -1: Reduces Toughness by -1.

Shrieker

Shrieker

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 1; Parry: 4; Toughness: 5 (1)

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Sonic.

• Size -1: Reduces Toughness by -1.

Mindstab Fungus

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 1; Parry: 4; Toughness: 5 (1)

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Sonic.

• Size -1: Reduces Toughness by -1.

Singing Shrieker

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 1; Parry: 4; Toughness: 5 (1)

Tactics: No melee attacks

Special Abilities

• Armour +1: Natural armour.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Sonic.

• Size -1: Reduces Toughness by -1.

Shriezyx

Shriezyx

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Climbing d12, Notice d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Tremorsense: Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Web: Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Hardy: A second Shaken result doesn't become a wound.

Immunity: Mind-affecting effects.
Weakness: Fire (double damage).

• Poison: Bite inflicts poison if foe is Shaken or wounded.

Silid

Silid

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Notice d4, Stealth d10, Throwing d4,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Leather armour (+1), short sword (Str+d6), shortspear (Throwing; range 3/6/12; Str+d6) Edges: Arcane Background (Magic), Sneak Attack

Powers: Deflection (blur)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Size -1: Reduces Toughness by -1.

Silver Bells

Silver Bells

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Edges: Alertness, Combat Reflexes

Special Abilities

• Armour +1: Natural armour.

• Tendril: Str+d6; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by either magical or slashing weapons.

• Poison: Inflict poison if foe is Shaken or wounded.

• Size +2: Seven feet tall; Toughness +2.

Silvereye Marauder

Silvereye Marauder

Rank: Veteran

Attributes: Agility d12+2, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d10

Skills: Fighting d12, Tracking d10, Notice d10

Charisma: -; Pace: 12; Parry: 8; Toughness: 10 (3)

Edges: Level Headed Special Abilities

• Armour +3: Silver skin.

• Bite: Str+d8; Holy Damage; Grab.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 60").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.

Simurgh

***Simurgh**

Rank: Epic

Attributes: Agility d10, Smarts d10, Spirit d12, Strength

d12+5, Vigor d12+3

Skills: Fighting d12+3, Healing d12, Knowledge (Arcana) d12+5, Persuasion d12+3, Survival d12, Notice d12+4,

Shooting d12+2, Spellcasting d10

Charisma: +4; Pace: 8; Parry: 9; Toughness: 24 (5) Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Strong Willed

Powers: Detect Arcana (sense magic), Healing (cure

wounds), Speak Language **Tactics:** Two Weapons

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; +2 fire damage.

• Claws: Str+d8; +2 fire damage.

• **Glaring Ray:** Shooting; range 12/24/48; 2d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 24" and Climb 2.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Immunities: Fire, sleep, disease, poison and petrification.

• **Energy Resistances:** –2 damage from acid, cold and electricity.

• **Size +10**: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sinspawn (Envy)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d4, Intimidation d6, Survival d8, Tracking

d8, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1)

Gear: Ranseur (Str+d8) **Edges:** Dodge, Level Headed

Special Abilities

Armour +1: Natural armour.
Bite: Str+d6; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.
• Immunity: Mind-affecting effects.

• **Sinful Bite:** Make a Spirit roll or suffer a level of

Fatigue.

Sinspawn (Gluttony)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d10

Skills: Fighting d4, Intimidation d8, Survival d8, Tracking

d8, Notice d8, Stealth d6

Charisma: -; Pace: 8; Parry: 4; Toughness: 8 (1)

Gear: Ranseur (Str+d6) **Edges:** Dodge, Level Headed

Special Abilities

Armour +1: Natural armour.
Bite: Str+d6; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.
• Immunity: Mind-affecting effects.

• **Sinful Bite:** Make a Spirit roll or suffer a level of

Fatigue.

Sinspawn (Greedspawn)

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Intimidation d8, Survival d6, Tracking

d6, Notice d6, Stealth d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1)

Gear: Ranseur (Str+d6)
Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Sinful Bite.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

• Sinful Bite: Make a Spirit roll or suffer a level of Fatique.

Lustspawn

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d8, Survival d6, Tracking d6, Notice d6, Stealth d8

d6, Notice d6, Stealth d8

Charisma: +1; Pace: 8; Parry: 4; Toughness: 6 (1)

Edges: Dodge, Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Bite: Str+d6; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

• **Sinful Bite:** Make a Spirit roll or suffer a level of Fatigue.

Sinspawn (Pride)

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Intimidation d6, Knowledge (Arcana) d6, Repair d6, Survival d6, Tracking d6, Notice d6, Stealth d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1)

Gear: Ranseur (Str+d6) **Edges:** Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.
• Immunity: Mind-affecting effects.

• Sinful Bite: Make a Spirit roll or suffer a level of

Fatigue

Sinspawn (Sloth)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6,

Vigor d8

Skills: Fighting d4, Intimidation d8, Survival d8, Tracking

d8, Notice d8, Stealth d6

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1)

Gear: Ranseur (Str+d6) **Edges:** Dodge, Level Headed

Special Abilities

Armour +1: Natural armour.
Bite: Str+d6; Sinful Bite.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

• Sinful Bite: Make a Spirit roll or suffer a level of

Fatigue.

Sinspawn (Wrath)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Intimidation d8, Survival d8, Tracking

d8, Notice d8, Stealth d8

Charisma: -; Pace: 8; Parry: 4; Toughness: 7 (1)

Gear: Ranseur (Str+d6) **Edges:** Dodge, Level Headed

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; Sinful Bite.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Arcane Resistance: +2 to resist opposed magic, and

+2 armour against offensive magic.

• Immunity: Mind-affecting effects.

• Sinful Bite: Make a Spirit roll or suffer a level of

Fatigue.

Siren

Siren

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d12, Strength

d6, Vigor d6

Skills: Fighting d10, Knowledge (History) d10, Notice d12, Stealth d12, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 6 (1) Edges: Arcane Background (Magic), Dodge, Frenzy, Ouick, Sneak Attack

Powers: Fear, Puppet (living humanoids only), Slumber **Special Abilities**

• Armour +1: Natural armour.

• Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• Flight: Flying Pace of 12" and Climb 2.

• Immunity: Mind-affecting effects.

Siyokoy

Siyokoy

Rank: Heroic

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Intimidation d8, Knowledge (Geography) d10, Survival d12, Lockpicking d12, Tracking d12+2, Swimming d12+3, Notice d12+2, Stealth d12+3 Charisma: -; Pace: 6; Parry: 7; Toughness: 12 (3) Edges: Alertness, Dodge, Trademark Weapon (tail slap) Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Constrict.

• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 15", and cannot drown.

• Immunities: Electricity, cold and poison.

• Weakness: Light sensitive.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by slashing weapons.

Skaravojen (Unique Creature)

***Skaravojen (Unique** Creature)

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12+2

Skills: Fighting d12+1, Climbing d12, Notice d12+2,

Spellcasting d6

Charisma: -; Pace: 10; Parry: 8; Toughness: 12 (3) Edges: Alertness, Ambidextrous, Arcane Background

(Magic), Combat Reflexes

Powers: Detect Arcana (see invisibility)

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

Horns: Str+d8; Magical; Silver; Holy.
Claws: Str+d8; Magical; Silver; Holy.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Sleep and mind-affecting effects. • Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

Skeletal champion

Skeletal Champion

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (2) Gear: Breastplate (+2), masterwork longsword (Str+d8),

medium shield (+1 Parry)

Edges: Level Headed, Sweep, Trademark Weapon

(longsword)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Skeletal Champion Archer

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting

d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (3) Gear: Breastplate (+3), masterwork longsword (Str+d8),

longbow (Shooting; range 15/30/60; 2d6)

Edges: Level Headed, Marksman, Trademark Weapon

(longbow)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Gold-Clad Skeletal Champion

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d6, Intimidation d10, Climbing d8, Notice

8b

Charisma: -; Pace: 4; Parry: 5; Toughness: 16 (3) Gear: Breastplate (+3), halberd (Str+d8; Reach 1")

Edges: Level Headed, Quick, Strong Willed

Special AbilitiesClaws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Fire, cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Electricity (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Skeletal Mage

Rank: Seasoned

Attributes: Agility d8, Smarts d10, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Knowledge (Religion) d10, Repair d10, Notice d8,

Stealth d10, Shooting d4, Spellcasting d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Gear: Masterwork dagger (Str+d4)

Edges: Arcane Background (Magic), Level Headed **Powers:** Armor, Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Detect Arcana (sense magic), Lower Trait (Strength), Zombie, Puppet (undead)

Special Abilities

• Armour +2: Permanent armour spell.

• Claw: Str+d6.

• **Ray:** Shooting; range 12/24/48; 2d6; By Spell.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

Skeleton

Medium Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8)

Edges: Level Headed Special Abilities
• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Acid Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8)

Edges: Level Headed Special Abilities

• Claw: Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Acid, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Skeletal Archer

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4, Shooting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), longbow (Shooting; range

15/30/60; 2d6)

Edges: Frenzy, Level Headed, Marksman

Special Abilities• Claws: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Black Skeleton

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d8, Climbing d10, Notice d10, Stealth d12 Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (2)

Gear: Short swords (Str+d6; Strength Drain)

Edges: Frenzy, Level Headed, Two-Fisted, Trademark

Weapon (short sword) **Tactics:** Two Weapons **Special Abilities**

Armour +2: Natural armour.
Claws: Str+d6; Strength Drain.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Fear -1:** Anyone who sees this creature must make a Fear check at -1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and good.

Bloody Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8)

Edges: Level Headed Special Abilities • Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Burning Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2)
Gear: Chainmail shirt (+2), broken scimitar (Str+d8; +2

fire damage) **Edges:** Level Headed **Special Abilities**

• Claw: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Golden Skeleton

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength

d8, Vigor d8 **Skills:** Fighting d4

Charisma: +4; Pace: 4; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8; +2

fire damage)

Edges: Level Headed
Special Abilities

• Claw: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Mindless:** Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Weaknesses:** Electricity (double damage) and cold (double damage).
- **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Shrine-Blessed Burning Skeletons

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8; +2 fire damage)

Edges: Level Headed Special Abilities

• Claw: Str+d6; +2 fire damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Flaming Aura: Anyone attacking the creature with

unarmed or natural weapons suffers 2d6 fire damage.

- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Exploding Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) Gear: Chainmail shirt (+2), broken scimitar (Str+d8)

Edges: Level Headed Special Abilities • Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Four-Armed Mudra Skeleton

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Notice d4
Charisma: -: Pace: 6: Parry: 5: To

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1) Gear: Short sword (Str+d6), short swords (Str+d8)

Edges: Level Headed, Two-Fisted

Tactics: Two Weapons Special Abilities

• **Armour +1:** Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Giant Skeleton

Rank: Legendary

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 10; Parry: 7; Toughness: 10 (1)

Edges: Frenzy Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic. • Fearless: Immune to fear and Intimidation. • Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

Skeleton (Host Corpse)

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2) **Gear:** Chainmail shirt (+2), broken scimitar (Str+d8)

Edges: Level Headed Special Abilities • Claw: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical

attacks, except those caused by bludgeoning weapons.

Advanced Megaraptor Skeleton

Rank: Seasoned

Attributes: Agility d12+2, Smarts d4 (M), Spirit d8,

Strength d12+3, Vigor d12+1

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d12 Charisma: -; Pace: 12; Parry: 5; Toughness: 15 (1)

Gear: Foreclaws (Str+d8) Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Talons: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken,

ignore wound modifiers, disease, poison, and extra damage from called shots.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Immunities: Cold, sleep, paralysis, mind-affecting

effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Skeletal Mount

Rank: Novice

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6,

Strength d12+1, Vigor d10 Skills: Fighting d6, Notice d4

Charisma: -; Pace: 10; Parry: 5; Toughness: 13 (2)

Gear: Chainmail shirt (+2) Edges: Level Headed **Special Abilities** • Bite: Str+d6.

• Hooves: Str+d4. • Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic. • Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Increases Toughness by +2.

Multiplying T-Rex Skeleton

Rank: Legendary

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Notice d4

Charisma: -; Pace: 8; Parry: 7; Toughness: 23 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d8.

• Darkvision: No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Armored Ogre Skeleton

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 14 (3) Gear: Platemail (+3), helmet (+3), greatclub (Str+d8)

Edges: Level Headed Special Abilities • Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Increases Toughness by +2.

Owlbear Skeleton

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Grab.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning immune cold weapons.

• Size +2: Increases Toughness by +2.

Troll Skeleton

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d12+1, Vigor d10 **Skills:** Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (1)

Edges: Level Headed Special Abilities • Armour +1: Flesh.

• Bite: Str+d6.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Increases Toughness by +2.

Skin Stealer

Skin Stealer

Rank: Seasoned

Attributes: Agility d10, Smarts d10, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Healing d8, Notice d8, Stealth d12 **Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Edges: Frenzy, Sneak Attack

Special Abilities

• Armour +1: Pink flesh.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

Skin Stitcher

Skin Stitcher

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Climbing d10,

Tracking d10, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Gear: Spiked chain (Str+d8)

Edges: Berserk, Combat Reflexes, Trademark Weapon

(spiked chain)

Special Abilities

• Armour +2: Scarred flesh.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Skinwraith

Skinwraith

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d4, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d8

Charisma: -; Pace: 1; Parry: 5; Toughness: 7

Gear: Lashes (Str+d6; Grab)

Edges: Ambidextrous, Frenzy

Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 0.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either piercing or slashing weapons.

Skrik Nettle

Skrik Nettle

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d10 **Skills:** Fighting d8, Notice d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 11 (2) Edges: Combat Reflexes, Frenzy, Level Headed, Quick

Special AbilitiesArmour +2: Feathers.Bites: Str+d6; Poison.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Flight: Flying Pace of 6" and Climb 3.

• Poison: Bites inflict poison if foe is Shaken or wounded.

• **Size +2:** Increases Toughness by +2.

Skulk

Skulk

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d6, Stealth d12, Throwing d4 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 5 **Gear:** Short sword (Str+d6), dagger (Throwing; range

3/6/12; Str+d4)

Edges: Level Headed, Sneak Attack

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

Skull Ripper

Skull Ripper

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d12, Climbing d12+1, Notice d4, Stealth

d12

Charisma: -; Pace: 8; Parry: 8; Toughness: 14 (3)

Edges: Combat Reflexes, Frenzy, Quick

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6; Constrict.

• **Sting:** Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.

• Energy Resistance: -2 damage from cold.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• **Size +3:** Increases Toughness by +3.

Skulleton

Skulleton

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4,

Vigor d4

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth

Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Edges: Trademark Weapon (bite) **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 2" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Disease: Make a Vigor roll or become afflicted.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Skum (Ulat-Kini)

Skum (Ulat-Kini)

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Viger d10

Vigor d10

Skills: Fighting d4, Intimidation d4, Swimming d12,

Notice d6, Stealth d6, Throwing d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Gear: Trident (Str+d6; Reach 1"; Parry +1), trident

(Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous Special Abilities

• Armour +1: Natural armour.

Claw: Str+d6.

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

- Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.
- Energy Resistance: -2 damage from cold.

• Endurance: +2 to Soak rolls.

Skunk

Skunk

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Tracking d6, Notice d6 Charisma: -: Pace: 6: Parry: 2: Toughness: 3

Special Abilities • Bite: Str. • Claws: Str.

• Spray: Shooting; range 4/8/16; 2d6; Musk (can cause Shaken but not wounds).

- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Skunk

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d6

Skills: Fighting d8, Climbing d8, Survival d4, Tracking d8,

Notice d8, Shooting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1)

Special Abilities

• Armour +1: Thick pelt.

• Bite: Str+d6. • Claws: Str+d6.

- Spray: Shooting; range 4/8/16; 2d6; Musk (can cause Shaken but not wounds).
- Low Light Vision: No penalties for dim or dark lighting.
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Size +2: Increases Toughness by +2.

Skvader

Skvader

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d6, Notice d4, Stealth d12 Charisma: -; Pace: 8; Parry: 5; Toughness: 3

Special Abilities • Bite: Str; Attach.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Flight: Flying Pace of 8" and Climb -1.

• Size -2: 1½ feet long; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Slaad lord

***Slaad Lord Of Entropy**

Rank: Epic

Attributes: Agility d12+3, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+6

Skills: Fighting d12+10, Intimidation d12+10, Climbing d12+10, Knowledge (Arcana) d12+10, Knowledge (History) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Repair d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 13; Toughness: 21 (6)

Gear: Anarchic scythe (Str+d8: Death Stroke)

Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon (scythe)

Powers: Banish (plane shift self), Blast (fireball), Blast (lightning storm), Detect Arcana (sense magic), Detect Arcana (see invisibility), Fear, Invisibility, Obscure (darkness), Summon Ally

Special Abilities

- Armour +6: Natural armour.
- Darkvision: No vision penalties for darkness (range
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +8 to resist opposed magic, and +8 armour against offensive magic.
- Hardy: A second Shaken result doesn't become a wound.
- Energy Resistances: -2 damage from acid, cold, electricity, fire and sonic.
- Physical Resistance: -6 damage from physical attacks, except from those that are both magical and lawful.
- **Death Stroke:** Make a Vigor roll at -3 or suffer a level of Fatique.
- Size +4: Fifteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

***Slaad Lord Of The**Insane

Rank: Epic

Attributes: Agility d12+2, Smarts d12+3, Spirit d12+3,

Strength d12+5, Vigor d12+6

Skills: Fighting d12+7, Intimidation d12+10, Climbing d12+10, Knowledge (Arcana) d12+10, Knowledge (History) d12+10, Knowledge (Religion) d12+10, Knowledge (Planes) d12+10, Persuasion d12+10, Survival d12+10, Notice d12+10, Stealth d12+10, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 11; Toughness: 17 (6) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Sweep, Improved Sweep, Trademark Weapon (slam)

Powers: Banish (plane shift self), Blast (fireball), Detect Arcana (sense magic), Detect Arcana (see invisibility), Invisibility, Obscure (darkness), Summon Ally

Special Abilities

- Armour +6: Natural armour.
- Slam: Str+d6; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Invisible: Enemies suffer -4 to their attacks.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 0.
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- **Arcane Resistance:** +7 to resist opposed magic, and +7 armour against offensive magic.
- Change Form: Can assume an alternate form as a normal action.
- **Hardy:** A second Shaken result doesn't become a wound.
- Energy Resistances: -2 damage from acid, cold, electricity, fire and sonic.
- **Physical Resistance:** –5 damage from physical attacks, except from those that are both magical and lawful.
- Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

Slag Worm

Slag Worm

Rank: Epic

Attributes: Agility d8, Smarts d12, Spirit d12, Strength

d12+7, Vigor d12+3

Skills: Fighting d12+3, Intimidation d12+4, Climbing d12+7, Knowledge (Planes) d12+5, Knowledge (Engineering) d12+5, Survival d12+5, Notice d12+6 Charisma: -; Pace: 6; Parry: 9; Toughness: 25 (6) Edges: Alertness, Quick, Sweep, Improved Sweep, Strong

Willed, War Cry, Trademark Weapon (bite)

Special Abilities

- Armour +6: Natural armour.
- Bite: Str+d8; Grab.
- Darkvision: No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 6".
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Fire.
- **Weaknesses:** Cold (double damage) and rust vulnerability.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by adamantine weapons.
- Endurance: +2 to Soak rolls.
- Size +10: Forty feet long; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Slaughterford

Slaughterford

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d12, Stealth

d12+1

Charisma: -; Pace: 8; Parry: 7; Toughness: 9 (2)

Gear: Arm blades (Str+d8), flurry (Str+d8)

Edges: Dodge, Improved Dodge, Frenzy, Level Headed

Special Abilities

- Armour +2: Natural armour.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.
- Arcane Resistance: +3 to resist opposed magic, and
- +3 armour against offensive magic.
- Endurance: +2 to Soak rolls.

Sleeping Willow

Sleeping Willow

Rank: Veteran

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d8, Notice d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 15 Edges: Frenzy, Improved Frenzy, Sweep, Trademark Weapon (slam)

Special Abilities

• Slams: Str+d8; Grab; Constitution Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Spores: Cone Template; victims must make a Vigor roll

or suffer Fatigue.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Fire (double damage).

• Constitution Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Sleipnir

Sleipnir

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Swimming d12, Notice d12 Charisma: -; Pace: 16; Parry: 8; Toughness: 14 (3)

Edges: Ambidextrous, Quick, Strong Willed

Tactics: Two Weapons
Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• Immunity: Electricity.

• **Energy Resistance:** –2 damage from cold.

• Size +3: Seven feet tall; Toughness +3.

Slime crawler

Larval Slime Crawler

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4, Climbing d8, Tracking d8, Notice d8
Charisma: -; Pace: 4; Parry: 4; Toughness: 6 (1)

Special Abilities

• Armour +1: Natural armour.

• **Tentacles:** Str+d6; Reach 1"; Constrict.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

Mature Slime Crawler

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d12, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2) Edges: Combat Reflexes, Frenzy, Improved Frenzy Special Abilities

• Armour +2: Natural armour.

• Tentacles: Str+d6; Reach 1"; Paralysis.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +2: Twelve feet long; Toughness +2.

Slithering Tracker

Slithering Tracker

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d12+2

Skills: Fighting d6, Climbing d10, Notice d8, Stealth

d12 + 1

Charisma: -; Pace: 2; Parry: 5; Toughness: 8

Edges: Frenzy
Special Abilities

• Slams: Str+d4; Grab; Paralysis.

• **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at – 2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Amorphous: Doesn't suffer additional damage from raises or called shots.

- **Immunities:** Sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.
- Size -1: Reduces Toughness by -1.

Slorath

Slorath

Rank: Epic

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Climbing d12+1, Repair d12+2, Swimming d12+1, Notice d12+3, Stealth d12, Shooting

d12, Spellcasting d8

Charisma: -; Pace: 6; Parry: 8; Toughness: 23 (4) Edges: Arcane Background (Magic), Level Headed, Quick,

Strong Willed, Trademark Weapon (ray)

Powers: Blast (ice storm)
Special Abilities

• Armour +4: Glossy-white scales.

• Bite: Str+d8.

• Paralysis Ray: Shooting; range 12/24/48; 2d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• Burrow: Can burrow and reappear within 2".

• Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

• Paralyzing Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Cold.

• Weakness: Fire (double damage).

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Size +10: Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sloth

Sloth

Rank: Novice

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Climbing d10, Tracking d4,

Swimming d4, Notice d4, Stealth d12+1

Charisma: -; Pace: 1; Parry: 2; Toughness: 3

Special Abilities

• Claws: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium–sized foes, they receive –2 to their attacks.

Dire Sloth

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Climbing d10, Tracking d4, Swimming

d10, Notice d4, Stealth d8

Charisma: -; Pace: 3; Parry: 5; Toughness: 8 (2)

Edges: Frenzy
Special Abilities
• Armour +2: Fur.
• Claws: Str+d6.
• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Hardy: A second Shaken result doesn't become a wound.

Slug

Giant Slug

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Notice d4, Throwing d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 19 (4) Gear: Spit acid (Throwing; range 3/6/12; Str+d6; +2 acid damage)

Special Abilities

• Armour +4: Natural armour.

• Tongue: Str; Reach 1"; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunities: Acid and mind-affecting effects.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by either slashing or piercing immune acid weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Sea Slug

Rank: Heroic

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Swimming d12+5, Notice d6 **Charisma:** -; **Pace:** -; **Parry:** 7; **Toughness:** 22 (3) **Edges:** Hard to Kill, Sweep, Trademark Weapon (bite)

Special Abilities

• Armour +3: Swollen flesh.

• Bite: Str+d8; Grab; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 17", and cannot drown.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Slurk

Slurk

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d6, Climbing d12, Notice d4, Throwing d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1) **Gear:** Slime squirt (Throwing; range 3/6/12; Str+d6)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

Sylph

Sylph

Rank: Novice

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d6, Knowledge (Local) d6, Persuasion d6, Lockpicking d6, Notice d6, Stealth d8,

Spellcasting d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)
Gear: Leather armour (+1), dagger (Str+d4), dagger

(Throwing; range 3/6/12; Str+d4)

Edges: Arcane Background (Magic), Dodge, Sneak Attack, Thief

Powers: Flight (feather fall)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range

12").

• Outsider (Native): This ability is only important for certain spells.

Energy Resistance: -1 damage from electricity.

Smoke Haunt

Smoke Haunt

Rank: Seasoned

Attributes: Agility d12+1, Smarts d4, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d12+1, Spellcasting

d4

Charisma: +4; Pace: - (d6 running die); Parry: 5; Toughness: 7 (1)

Hindrances: Lame (M)

Edges: Arcane Background (Magic), Dodge, Level

Headed, Quick

Powers: Bolt (scorching ray), Deflection (forcefield),

Puppet, Slumber, Teleport

Special Abilities

• Armour +1: Burning flesh.

• Slam: Str+d4; +2 necromantic damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Cold (double damage).

• Size -1: Reduces Toughness by -1.

Snake

Anaconda

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+3, Vigor d10

Skills: Fighting d6, Climbing d12, Swimming d12, Notice

d10, Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (1) Special Abilities

Special Abilities

• Armour +1: Tough scales.

• Bite: Str+d10; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Hardy:** A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Anaconda

Rank: Heroic

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d12+2

Skills: Fighting d8, Climbing d12+2, Tracking d12+2,

Swimming d12+2, Notice d12+2

Charisma: -; Pace: 4; Parry: 6; Toughness: 23 (4) Edges: Dodge, Level Headed, Trademark Weapon (bite) Special Abilities

• Armour +4: Scales.

• **Bite:** Str+d8; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Asp

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d10, Swimming d10, Notice d10, Stealth d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 7 (1)

Edges: Level Headed Special Abilities

• Armour +1: Tough scales.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

Emperor Cobra

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d12+2, Vigor d12

Skills: Fighting d8, Climbing d12, Tracking d10,

Swimming d12, Notice d10, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (2) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Tough scales.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size +3:** Sixteen feet long; Toughness +3.

King Cobra

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d12+1, Vigor d12+2

Skills: Fighting d6, Climbing d10, Tracking d10,

Swimming d10, Notice d10, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (2)

Edges: Level Headed Special Abilities

• Armour +2: Tough scales.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size +2:** Increases Toughness by +2.

Spitting Cobra

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d4, Tracking d6,

Swimming d4, Notice d6, Stealth d10

Charisma: -; Pace: 4; Parry: 2; Toughness: 3 Special Abilities

• Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Three feet long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Constrictor Snake

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d10, Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d10,

Swimming d10, Notice d10, Stealth d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 6 (1) Special Abilities

• Armour +1: Green scales.

• Bite: Str+d6; Constrict.

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- Endurance: +2 to Soak rolls.

Sea Snake

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Climbing d8, Swimming d8, Notice d8,

Stealth d12

Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Special Abilities• **Bite:** Str+d4; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• **Size -1:** Four feet long; Toughness -1.

Giant Sea Snake

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12+1

Skills: Fighting d8, Climbing d12+1, Swimming d12+1, Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 19 (3) Edges: Improved Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +3: Tough scales.

• Bite: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +8: Thirty feet long; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Sea Krait

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4–2, Climbing d10, Tracking d8, Swimming d10, Notice d8, Stealth d12

Charisma: -; Pace: 4; Parry: 2; Toughness: 2 Special Abilities

• Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size -2:** Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Snake Swarm

Rank: Novice

Attributes: Agility d8, Smarts d4 (A), Spirit d10,

Strength d10, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d12, Tracking d8, Swimming d8, Notice d8, Stealth d12+1

Charisma: -; Pace: 4; Parry: 4; Toughness: 6

Edges: Improved Level Headed

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

Venomous Snake Swarm

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d10, Vigor d12

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d12, Tracking d10, Swimming d10, Notice d10, Stealth d12+1

Charisma: -; Pace: 4; Parry: 4; Toughness: 9 (1)

Edges: Improved Level Headed

Special Abilities

• Armour +1: Tough scales.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Poison: Swarm inflicts poison if foe is Shaken or wounded.

Venomous Snake

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d8

Skills: Fighting d6, Climbing d8, Tracking d8, Swimming

d8, Notice d8, Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Tough scales.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Viper

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d4, Vigor d4

Skills: Fighting d4-2, Climbing d10, Tracking d8,

Swimming d10, Notice d8, Stealth d12

Charisma: -; Pace: 4; Parry: 2; Toughness: 2

Special Abilities • Bite: Str; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adiacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Sloth Viper

Rank: Seasoned

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Climbing d10, Swimming d12, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (1)

Edges: Level Headed

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Snallygaster

Snallygaster

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d6, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (1)

Gear: Beak (Str+d8; Bleed)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 1.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Solifugid

Albino Cave Solifugid

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d6 Charisma: -; Pace: 10; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

Giant Solifugid

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d6, Stealth d10 Charisma: -; Pace: 10; Parry: 5; Toughness: 5

Special Abilities • Bite: Str+d4. Claws: Str+d4.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects. • Size -1: Reduces Toughness by -1.

Somalcygot

Somalcygot

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Climbing

d12+4, Notice d12+3, Stealth d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 16 (3) Edges: Ambidextrous, Dodge, Level Headed, Quick,

Sweep

Tactics: Two Weapons **Special Abilities**

• Armour +3: Natural armour. • Bite: Str+d8; +2 acid damage.

• Tentacles: Str+d8; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 4".

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 acid

• Immunities: Acid and cold.

• Weakness: Sonic (double damage).

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weapons.

• Size +4: Sixteen feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Soucouyant

Soucouyant

Attributes: Agility d12+2, Smarts d8, Spirit d10,

Strength d12, Vigor d10

Skills: Fighting d12, Intimidation d12+1, Notice d12+1,

Stealth d12+2, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 8; Toughness: 9 (2) **Edges:** Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Trademark Weapon (claw)

Powers: Bolt (scorching ray), Detect Arcana (sense

magic), Slumber, Wall Walker

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6: Grab.

• Darkvision: No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Immunities: Fire, sleep, disease and fear.

• Physical Resistance: -2 damage from physical attacks, except from those that are both cold iron and magical.

Soul Eater

Soul Eater

Rank: Veteran

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d12, Intimidation d12, Knowledge (Planes) d12, Notice d12, Stealth d12+1

Charisma: -; Pace: 6; Parry: 8; Toughness: 7 (1) Edges: Dodge, Frenzy, Level Headed, Trademark Weapon (claw)

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; Spiritual Drain.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 20" and Climb 3.

• Evil: Affected by powers and abilities that work on evil

• Immunities: Sleep, poison, paralysis and Gang Up bonuses.

• Physical Resistance: -3 damage from physical attacks, except those caused by magical weapons.

Soul Nibbler

Soul Nibbler

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Tracking d6, Notice

d6, Stealth d10

Charisma: -; Pace: 3; Parry: 2; Toughness: 3 Special Abilities

• Bite: Str; +2 energy damage Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Soul Reaper

Soul Reaper

Rank: Epic

Attributes: Agility d12, Smarts d12, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d12, Intimidation d12+4, Climbing d12+5, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+4, Persuasion d12, Survival d12+1, Notice d12+4, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 18 (4)

Gear: Scythe (Str+d8)

Edges: Arcane Background (Magic), Level Headed, Quick, Sweep, Improved Sweep, Trademark Weapon (scythe)

Powers: Detect Arcana (see invisibility)

Special Abilities

• Armour +4: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Invisible:** Enemies suffer -4 to their attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -4 damage from physical attacks, except from those that are both silver and magical.

• Endurance: +2 to Soak rolls.

• Size +4: Twelve feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2

to their attacks.

Soulbound Doll

Soulbound Doll

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4,

Vigor d4

Skills: Fighting d4, Notice d4, Stealth d10, Spellcasting

d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 2

Gear: Dagger (Str+d4)

Edges: Arcane Background (Magic), Level Headed

Powers: Flight (levitate)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12")

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Mind-affecting effects.

• **Physical Resistance:** -1 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Spawn of destruction

***The End−Singer**

Rank: Epic

Attributes: Agility d12+2, Smarts d4, Spirit d8, Strength

d12+5, Vigor d12+5

Skills: Fighting d12+3, Tracking d12+1, Notice d12+1,

Shooting d12+3, Spellcasting d4

Charisma: +4; Pace: 4; Parry: 9; Toughness: 32 (7) Gear: Razor tongues (Str+d8; Bleed; Blood Rage) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Level Headed, Marksman, Strong Willed

Powers: Invisibility Special Abilities

• Armour +7: Natural armour.

• Bite: Str+d8.

• Eye Rays: Shooting; range 12/24/48; 2d8; Nausea.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsense:** Can sense and approximately pinpoint things within 60", attacks using blindsense are made at – 2.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fear -4: Anyone who sees this creature must make a Fear check at -4.

• Flight: Flying Pace of 20" and Climb 3.

• Arcane Resistance: +6 to resist opposed magic, and

- +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Immunities:** Electricity, acid, disease, poison, shapechanging, paralysis, petrification, Gang Up bonuses, mind-affecting effects and bleeding.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size +15:** Increases Toughness by +15.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

***The Firebleeder**

Rank: Epic

Attributes: Agility d12, Smarts d4, Spirit d10, Strength

d12+6, Vigor d12+4

Skills: Fighting d12+5, Climbing d12+5, Survival d12+2,

Notice d12+3, Throwing d12+4

Charisma: -; Pace: 12; Parry: 10; Toughness: 33 (7) Gear: Lava bombs (Throwing; range 3/6/12; Str+d6;

Bludgeoning; Burn Splash)

Edges: Combat Reflexes, Frenzy, Hard to Kill, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed **Special Abilities**

- Armour +7: Natural armour.
- Claws: Str+d8; Burn.
- Bite: Str+d8; Burn; Grab.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").
- Fast Runner: Roll d8 when running instead of d6.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- Burrow: Can burrow and reappear within 12".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 12".
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire

damage.

- **Immunities:** Fire, sleep, disease, poison, shapechanging, paralysis, petrification and bleeding.
- Weakness: Cold (double damage).
- **Energy Resistances:** –4 damage from electricity and sonic.
- **Physical Resistance:** –4 damage from physical attacks, except those caused by legendary weapons.
- **Burn:** Make a Vigor roll at −3 or suffer a level of Fatigue.
- **Burn:** Make a Vigor roll at −3 or suffer a level of Fatique.
- Size +16: Increases Toughness by +16.
- **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

***The Monarch Worm**

Rank: Epic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+5, Vigor d12+5

Skills: Fighting d12+4, Climbing d12+1, Swimming d12+1, Notice d12+4, Shooting d12+3, Spellcasting d4 **Charisma:** +4; **Pace:** 8; **Parry:** 10; **Toughness:** 33 (8) **Edges:** Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (toothed tentacle)

Powers: Blast (earthquake)

Special Abilities

- Armour +8: Natural armour.
- Toothed Tentacles: Str+d8; Reach 1"; Grab.
- Ray: Shooting; range 12/24/48; 2d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 36" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Fear -4:** Anyone who sees this creature must make a Fear check at -4.
- Burrow: Can burrow and reappear within 8".
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Hungry Gaze:** All creatures within 12" must make a Spirit roll to resist.
- **Immunities:** Acid, cold, disease, poison, shapechanging, paralysis, petrification, mind-affecting effects and bleeding.
- Physical Resistance: -4 damage from physical

attacks, except those caused by legendary weapons.

• Size +15: Increases Toughness by +15.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

*Tarrasque

Rank: Epic

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+7, Vigor d12+5

Skills: Fighting d12+4, Tracking d12+8, Notice d12+8,

Throwing d12+3

Charisma: -; Pace: 8; Parry: 10; Toughness: 35 (8) Gear: Spines (Throwing; range 3/6/12; Str+d6) Edges: Combat Reflexes, Level Headed, Quick, Sweep,

Improved Sweep **Special Abilities**

• Armour +8: Natural armour.

• Bite: Str+d8; Grab. • Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Fear -5: Anyone who sees this creature must make a Fear check at -5.

• Arcane Resistance: +7 to resist opposed magic, and +7 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Hardy: A second Shaken result doesn't become a

• Immunities: Acid, fire, disease, poison, shapechanging, paralysis, petrification, mind-affecting effects and bleeding.

• Physical Resistance: -4 damage from physical attacks, except those caused by legendary weapons.

• Size +17: Increases Toughness by +17.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Spawning Canker

Spawning Canker

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Notice d12, Stealth d12+1

Charisma: +2; Pace: 8; Parry: 7; Toughness: 11 (2)

Edges: Dodge, Improved Dodge, Frenzy, Quick

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Tentacle: Str+d6; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Hardy: A second Shaken result doesn't become a

• Immunity: Mind-affecting effects.

Spectral Rock Troll

Spectral Rock Troll

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d8, Tracking d12, Notice d12, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 9

Edges: Alertness, Level Headed

Special Abilities

• Corrupting Touch: Str+d6; Fort Dc Half.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Ethereal: Intangible and can only be hurt by magical

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Spectre

Spectre

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Knowledge (History) d10, Knowledge (Religion) d10, Survival d10, Notice d12+1, Stealth d12

Charisma: -; Pace: -; Parry: 5; Toughness: 7

Edges: Level Headed **Special Abilities**

- **Incorporeal Touch:** Str+d6; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Fear −1:** Anyone who sees this creature must make a Fear check at −1.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 16" and Climb 3.
- **Weaknesses:** Resurrection vulnerability and powerless in sunlight.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.

Sphinx

Androsphinx

Rank: Heroic

Attributes: Agility d6, Smarts d10, Spirit d10, Strength

d12+3, Vigor d12

Skills: Fighting d10, Intimidation d10, Survival d12,

Notice d12+2, Faith d10

Charisma: +2; Pace: 8; Parry: 7; Toughness: 15 (3)

Edges: Alertness, Arcane Background (Miracles), Frenzy, Holy Warrior, Sweep, Improved Sweep, War Cry

Powers: Boost Trait (Strength), Deflection (forcefield), Detect Arcana (sense magic), Fear, Healing (cure

wounds), Lower Trait (curse), Mind Reading (speak with dead)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d8; Grab.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Flight: Flying Pace of 12" and Climb -1.
- Size +4: Twelve feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Criosphinx

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d10,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 13 (3) Edges: Arcane Background (Magic), Frenzy, Trademark

Weapon (gore)
Powers: Beast Friend
Special Abilities

• Armour +3: Natural armour.

Claws: Str+d6.Horns: Str+d6.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- Flight: Flying Pace of 12" and Climb -1.
- **Size +3:** Increases Toughness by +3.

Gynosphinx

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12, Strength

d12+2, Vigor d10

Skills: Fighting d10, Intimidation d12, Persuasion d12,

Repair d10, Notice d12+2, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 7; Toughness: 13 (3) Edges: Alertness, Arcane Background (Magic), Frenzy,

Level Headed, Strong Willed

Powers: Detect Arcana (sense magic), Detect Arcana

(see invisibility), Dispel, Fear, Slumber

Special Abilities

- Armour +3: Natural armour.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12")
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Flight: Flying Pace of 12" and Climb -1.
- **Size +3:** Ten feet long; Toughness +3.

Hieracosphinx

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12, Vigor d8

Skills: Fighting d8, Notice d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2)

Edges: Sweep Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d6.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Flight: Flying Pace of 12" and Climb -1.
- **Size +2:** Nine feet long; Toughness +2.

Spider

Albino Cave Spider

Rank: Novice

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Notice d6, Stealth

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Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Special AbilitiesBite: Str; Poison.

Bite: Sti, Poison.

• Darkvision: No vision penalties for darkness (range

12").

- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Diamond Spider

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Climbing d12, Notice d6, Stealth d8 **Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Diamond blade (Str+d6)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Drain Spider

Rank: Novice

Attributes: Agility d12+3, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d4

Skills: Fighting d4, Climbing d12+1, Notice d6, Stealth

d12+2

Charisma: -; Pace: 6; Parry: 4; Toughness: 4 Special Abilities

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Dream Spider

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Notice d6, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 Special Abilities

• Bite: Str+d4; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Giant Spider

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d6, Climbing d12, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 5 Special Abilities

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Giant Black Widow Spider

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d12+1, Notice d6, Stealth d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size +2:** Increases Toughness by +2.

Giant Crab Spider

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d12+3, Notice d6, Stealth

d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 Special Abilities

• Bite: Str+d4; Poison.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Giant Skate Spider

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 10; Parry: 5; Toughness: 17 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8; Grab; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Giant Tarantula Spider

Rank: Veteran

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d8, Climbing d12+4, Notice d6, Stealth

d8, Throwing d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 22 (3) Gear: Barbed hairs (Throwing; range 3/6/12; Str+d6; Nausea)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Tremorsense: Can sense and accurately pinpoint

anything within 12" that's in contact with the ground.

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Immunity:** Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ogre Spider

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Climbing d12+4, Notice d6, Stealth

Charisma: -; Pace: 8; Parry: 5; Toughness: 14 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Immunity: Mind-affecting effects.

• Poison: Bite inflicts poison if foe is Shaken or wounded.

• **Size +5:** Increases Toughness by +5.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Scarlet Spider

Rank: Novice

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d12+2, Notice d6, Stealth

d12+1

Charisma: -; Pace: 6; Parry: 2; Toughness: 3 Special Abilities

• Bite: Str; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Skull Spider

Rank: Novice

Attributes: Agility d12+1, Smarts d4 (M), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Notice d6, Stealth

d10

Charisma: -; Pace: 4; Parry: 2; Toughness: 4 (1) Special Abilities

• Armour +1: Natural armour.

• Sting: Str; Poison.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Spider Swarm

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Climbing d10, Notice d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 6

Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Mind-affecting effects.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Desert Spider Swarm

Rank: Heroic

Attributes: Agility d12+2, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d8 damage

within a MBT), Climbing d12, Notice d6

Charisma: -; Pace: 4; Parry: 4; Toughness: 7

Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".

• Energy Resistance: -2 damage from fire.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Scarlet Spider Swarm

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d10, Notice d6, Stealth d12+2 Charisma: -; Pace: 2; Parry: 4; Toughness: 6

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
 Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Immunity: Mind-affecting effects.

• Disease: Make a Vigor roll or become afflicted.

Skate Spider Swarm

Rank: Veteran

Attributes: Agility d10, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Swarm:** +2 Parry, immune to most weapons.

• Immunity: Mind-affecting effects.

Spider Collective

Spider Collective

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Climbing d10, Notice d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Engulf:** This creature may engulf creatures it moves over, as long as it doesn't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Spider Eater

Spider Eater

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d6, Tracking d12, Notice d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Dodge Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Pincers: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 12" and Climb 1.

• **Size +2:** Fourteen feet long; Toughness +2.

Spikestone Guardian

Spikestone Guardian

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Notice d4, Throwing d6

Charisma: -; Pace: 4; Parry: 6; Toughness: 17 (4)

Edges: Frenzy
Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Spike Volley: Throwing; range 12/24/48; Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Energy Resistances:** –2 damage from cold, electricity and fire.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Six feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Spindler

Spindler

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: +4; Pace: 6; Parry: 5; Toughness: 6

Gear: Needle (Str+d6; Poison)

Edges: Level Headed Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.
 Poison: Needle inflicts poison if foe is Shaken or

wounded.

Spriggan

Spriggan

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d4, Lockpicking d10, Notice

d8, Stealth d12, Shooting d4, Spellcasting d6 $\,$

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Gear: Leather armour (+1), masterwork morningstar (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Magic), Combat Reflexes, Sneak Attack, Trademark Weapon (morningstar)

Powers: Growth/Shrink

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids

• Size -1: Reduces Toughness by -1.

Fellnight Spriggan

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d12

Skills: Fighting d6, Lockpicking d6, Notice d4, Stealth d4,

Shooting d4, Spellcasting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 12 (2) Gear: Chainmail shirt (+2), thorn dart (Shooting; range 3/6/12; 2d4)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Quick Draw, Sneak Attack, Trademark Weapon (slam)

Powers: Growth/Shrink, Entangle, Teleport (between thorny plants)

Special Abilities

• Slams: Str+d6; Grab.

• Horns: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• **Thorns:** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

Weakness: Fire (double damage).
Size +2: Increases Toughness by +2.

Spring-Heeled Jack

Spring-Heeled Jack

Rank: Seasoned

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d8, Notice d8, Stealth d12,

Spellcasting d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 5

Gear: Masterwork dagger (Str+d4)

Edges: Arcane Background (Magic), Sneak Attack

Powers: Flight (feather fall)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d4 fire damage.

• Endurance: +2 to Soak rolls.

• Size -1: Four feet tall; Toughness -1.

Sprite

Sprite

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d4-2, Notice d6, Stealth d12+1,

Spellcasting d4

Charisma: -; Pace: 3; Parry: 2; Toughness: 2 Gear: Shortsword (Str+d6), shortbow (Shooting; range

12/24/48; 2d6)

Hindrances: Small (M)

Edges: Alertness, Arcane Background (Magic) **Powers:** Light (dancing lights), Stun (daze)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 12" and Climb 3.

• **Physical Resistance:** –1 damage from physical attacks, except those caused by cold iron weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Sprite Swarm

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

a8, Vigor a8

Skills: Fighting N/A (automatically hits, 2d6 damage within a MBT), Intimidation d10, Notice d12, Stealth

d12+4, Spellcasting d4

Charisma: -; Pace: 3; Parry: 4; Toughness: 6 Edges: Alertness, Arcane Background (Magic), Dodge,

Level Headed
Powers: Stun (daze)
Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 12" and Climb 3.

Squealer

Squealer

Rank: Heroic

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d12+1, Notice d10, Stealth

6

Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (2)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +2: Long fur.

• Claws: Str+d6.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 6".

• Size +3: Nine feet tall; Toughness +3.

Squid

Squid

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d6

Skills: Fighting d6, Swimming d10, Notice d8 **Charisma:** –; **Pace:** –; **Parry:** 5; **Toughness:** 5 **Edges:** Ambidextrous, Improved Level Headed

Tactics: Two Weapons
Special Abilities
• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 10", and cannot drown.

Giant Squid

Rank: Heroic

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d8, Swimming d12, Notice d12+2 **Charisma:** -; **Pace:** -; **Parry:** 6; **Toughness:** 17 (2)

Gear: Arms (Str+d8)

Edges: Ambidextrous, Combat Reflexes, Improved Level

Headed

Tactics: Two Weapons Special Abilities

• Armour +2: Tough flesh.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Aquatic: Swimming Pace of 12", and cannot drown.
- Hardy: A second Shaken result doesn't become a wound.
- **Size +7:** Forty-five feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Star Monarch

Star Monarch

Rank: Heroic

Attributes: Agility d12+2, Smarts d6, Spirit d10,

Strength d12, Vigor d12

Skills: Fighting d10, Notice d12, Spellcasting d6 **Charisma:** +4; **Pace:** 6; **Parry:** 7; **Toughness:** 15 (2) **Edges:** Alertness, Arcane Background (Magic), Dodge,

Frenzy, Level Headed, Strong Willed

Powers: Deflection (entropic shield), Deflection (forcefield), Light (dancing lights), Slumber, Voice on the Wind (dream message)

Special Abilities

- Armour +2: Peacock feathers.
- Claws: Str+d8; Grab.
- Tail: Str+d8; Nonlethal.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 16" and Climb 0.
- No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.
- Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.
- Immunity: Cold.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.
- Size +5: Increases Toughness by +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Star-Spawn Of Cthulhu

*Star-Spawn Of Cthulhu

Rank: Epic

Attributes: Agility d6, Smarts d12+2, Spirit d12+4,

Strength d12+7, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+6, Knowledge (Arcana) d12+6, Knowledge (Geography) d12+5, Knowledge (Planes) d12+5, Repair d12+6, Swimming d12+10, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 24 (6) Edges: Arcane Background (Magic), Frenzy, Level

Headed, Strong Willed

Powers: Voice on the Wind (dream message)

Special Abilities

- Armour +6: Natural armour.
- Claws: Str+d8.

- Tentacles: Str+d8; Reach 1"; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- Immortality: Reforms after a period of time if killed.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Fear -4: Anyone who sees this creature must make a Fear check at -4.
- Flight: Flying Pace of 12" and Climb 0.
- **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.
- **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Cold, disease and poison.
- Size +8: Thirty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Stegocentipede

Stegocentipede

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d6, Stealth d4 Charisma: -; Pace: 8; Parry: 5; Toughness: 13 (2) Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d8; Poison.
- Sting: Str+d8; Poison.
- Darkvision: No vision penalties for darkness (range 12").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- Immunity: Mind-affecting effects.
- **Poison:** Bite and sting inflict poison if foe is Shaken or wounded.
- **Size +5:** Eighteen feet long; Toughness +5.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stench Kow

Stench Kow

Rank: Novice

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 11 (2) Special Abilities

• Armour +2: Natural armour.

- Horns: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- Darkvision: No vision penalties for darkness (range

12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- Hardy: A second Shaken result doesn't become a wound.
- Immunities: Fire, cold and poison.
- Size +2: Eight feet long; Toughness +2.

Stirge

Stirge

Rank: Novice

Attributes: Agility d12, Smarts d4 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d6, Tracking d4, Notice d4, Stealth d12 **Charisma:** –; **Pace:** 2; **Parry:** 5; **Toughness:** 3

Special Abilities• Touch: Str; Attach.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- Flight: Flying Pace of 8" and Climb 0.
- Size -2: One foot long; Toughness -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Stirge

Rank: Seasoned

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d8, Notice d4, Stealth d10 Charisma: -; Pace: 2; Parry: 6; Toughness: 4

Edges: Level Headed Special Abilities • Bite: Str+d4; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Flight:** Flying Pace of 8" and Climb 0.

• Size -1: Reduces Toughness by -1.

Stone Maiden

Stone Maiden

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+1, Vigor d12

Skills: Fighting d10, Knowledge (Nature) d12, Knowledge (Planes) d12, Persuasion d12+1, Repair d12, Survival d12, Notice d12, Spellcasting d8

Charisma: +4; Pace: 6; Parry: 7; Toughness: 11 (3)

Gear: Longsword (Str+d8)

Edges: Arcane Background (Magic), Level Headed, Quick,

Strong Willed, Trademark Weapon (longsword)

Powers: Barrier (stone), Elemental Manipulation (earth)

Special Abilities
• Armour +3: The skin.

• Slams: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- Burrow: Can burrow and reappear within 6".
- Immunity: Magic.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Stormghost

Stormghost

Rank: Legendary

Attributes: Agility d12+2, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+2

Skills: Fighting d12+2, Climbing d12+3, Survival d12+1, Tracking d12+2, Notice d12+2, Stealth d12+2, Faith d8 **Charisma:** +1; **Pace:** 10; **Parry:** 9; **Toughness:** 16 (3) **Edges:** Arcane Background (Miracles), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Sneak Attack **Powers:** Blast (ice storm), Invisibility, Obscure (fog),

Obscure (darkness), Obscure (fog cloud), Pummel (wind)

Special Abilities

- Armour +3: Natural armour.
- Bite: Str+d8.
- Claws: Str+d8; +2 electricity damage.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 18").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease and Gang Up bonuses.
- Energy Resistances: -2 damage from cold and fire.
- Size +4: Eight feet tall; Toughness +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stormwarden

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d4, Survival d8, Notice d8, Shooting d4 Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1) Gear: Leather armour (+1), longsword (Str+d8), longbow

(Shooting; range 15/30/60; 2d6)

Edges: Level Headed **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on

humanoids.

Strangle Weed

Strangle Weed

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Swimming d12, Notice d6, Stealth d4 Charisma: -; Pace: -; Parry: 5; Toughness: 11 (2)

Edges: Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 6").

• Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Energy Resistance: -2 damage from fire.

• Size +2: Ten feet long; Toughness +2.

Strix

Strix

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 5

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Edges: Level Headed **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on

• Flight: Flying Pace of 12" and Climb 0.

Stroke Lad

Stroke Lad

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d8, Knowledge (Local) d10, Persuasion

d10, Notice d12, Stealth d12, Spellcasting d8 Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) **Edges:** Alertness, Arcane Background (Magic), Level

Powers: Confusion, Dispel, Light (dancing lights), Mind

Reading

Special Abilities

• Armour +2: Natural armour.

• Slap: Str+d6: Dexterity Drain.

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Physical Resistance: -3 damage from physical attacks, except those caused by cold iron weapons.

Stygian Leviathan

Stygian Leviathan

Rank: Epic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d12+7, Vigor d12+3

Skills: Fighting d12+6, Swimming d12+9, Notice d12+4 Charisma: -; Pace: -; Parry: 11; Toughness: 32 (6) Edges: Hard to Kill, Level Headed, Quick, Sweep, Improved Sweep, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +6: Gray flesh.

• Bite: Str+d8; Grab.

• Blindsight: Ignore sight-based penalties and gaze attacks (range 24").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 21", and cannot drown.

• Hardy: A second Shaken result doesn't become a wound.

• Poison: Inflict poison if foe is Shaken or wounded.

• Size +17: Increases Toughness by +17.

• Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Stygira

Stygira

Rank: Veteran

Attributes: Agility d10, Smarts d10, Spirit d12+2,

Strength d10, Vigor d12

Skills: Fighting d8, Knowledge (Arcana) d10, Knowledge (Religion) d10, Repair d10, Tracking d12+2, Notice d12+2

Charisma: -; Pace: 6; Parry: 6; Toughness: 10 (2) Edges: Alertness, Frenzy, Level Headed, Strong Willed

Special Abilities

• Armour +2: Cracked flesh.

• Claws: Str+d6; Stone Curse.

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Gem Gaze:** All creatures within 12" must make a Spirit roll to resist.
- Immunities: Paralysis, petrification and gaze attacks.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.
- **Stone Curse:** Make a Spirit roll or suffer a level of Fatigue.

Stymphalian Bird

Stymphalian Bird

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d8, Notice d6, Throwing d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1) Gear: Feathers (Throwing; range 3/6/12; Str+d6) Edges: Frenzy, Trademark Weapon (feathers)

Special Abilities

• Armour +1: Feathers.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Flight: Flying Pace of 14" and Climb 0.

Stymphalides

Stymphalidies

Rank: Veteran

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12+2, Vigor d12+1

Skills: Fighting d8, Notice d10, Throwing d6

Charisma: +2; Pace: 4; Parry: 6; Toughness: 14 (3)

Gear: Wing razors (Throwing; range 3/6/12; Str+d6; Bleed)

Edges: Level Headed, Quick

Special Abilities

• **Armour +3:** Natural armour.

• Bite: Str+d6; Bleed. • Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Flight: Flying Pace of 24" and Climb -1.

• Immunity: Fire.

• Weakness: Sonic (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and adamantine.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• **Size +3:** Increases Toughness by +3.

Stymphalides Swarm

Rank: Seasoned

Attributes: Agility d12, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d10

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d10

Charisma: -; Pace: 2; Parry: 4; Toughness: 9 (2)

Edges: Alertness, Dodge, Level Headed

Special Abilities

• Armour +2: Feathers.

• Low Light Vision: No penalties for dim or dark lighting.

• **Swarm:** +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• Flight: Flying Pace of 12" and Climb 0.

• Immunity: Fire.

• Weakness: Sonic (double damage).

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

• **Bleed:** A victim who is Shaken or wounded starts Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Sudoth

Sudoth

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Survival d8, Swimming d12+1, Notice

d10, Stealth d10

Charisma: -; Pace: 1; Parry: 6; Toughness: 7 (1)

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Edges: Ambidextrous, Frenzy

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Watersense: Can sense and accurately pinpoint

anything within 12" that's in contact with the water.

• Aquatic: Swimming Pace of 13", and cannot drown.

• Immunity: Gang Up bonuses.

• Weakness: Water.

Suli

Suli

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Knowledge (Geography) d6, Knowledge (Nature) d6, Persuasion d4, Survival d8,

Tracking d8, Shooting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (2) Gear: Chainmail (+2), scimitar (Str+d8), shortbow

(Shooting; range 12/24/48; 2d6)

Edges: Beast Master, Woodsman, Trademark Weapon

(scimitar)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Outsider (Native): This ability is only important for certain spells.

• **Energy Resistances:** –1 damage from acid, cold, electricity and fire.

Svirfneblin

Svirfneblin

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Healing d6, Repair d6, Survival d8, Tracking d8, Notice d6, Stealth d10, Shooting d6, Faith d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 Gear: Heavy pick (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Miracles), Beast Master,

Woodsman

Powers: Conceal Arcana, Deflection (blur), Disguise

(illusion)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Humanoid:** Affected by spells that only work on humanoids.

• Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Symbiont

Breed Leech

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4,

Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d10
Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Edges: Quick **Special Abilities**

• Bite: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Crawling Gauntlet

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d12 Charisma: -; Pace: 4; Parry: 2; Toughness: 3

Edges: Level Headed Special Abilities • Claw: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Size -2:** Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Living Breastplate

Rank: Novice

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d4–2, Knowledge (Planes) d6, Notice d6,

Stealth d8

Charisma: -; Pace: 1; Parry: 2; Toughness: 5 (2)

Tactics: No melee attacks

Special Abilities

• Armour +2: Tainted flesh.

• Hardy: A second Shaken result doesn't become a

wound.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by byeshk weapons.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Shadow Sibling

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Notice d4, Stealth d12+1 Charisma: -; Pace: 3; Parry: 2; Toughness: 3

Special Abilities

• Incorporeal Touch: Str.

• **Darkvision:** No vision penalties for darkness (range 12").

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Spellwurm

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4,

Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d12, Spellcasting

d4

Charisma: -; Pace: 4; Parry: 2; Toughness: 3 Edges: Arcane Background (Magic), Strong Willed Powers: Armor, Bolt (magic missile), Bolt (ray of frost),

Slumber

Special Abilities

• Bite: Str.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Stormstalk

Rank: Novice

Attributes: Agility d12+2, Smarts d4, Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4-2, Stealth d12+1

Charisma: -; Pace: 2; Parry: 2; Toughness: 3 Gear: Eye ray (Str+d4; +2 electricity damage)

Special Abilities

• Darkvision: No vision penalties for darkness (range

12").

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Tentacle Whip

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4, Climbing d4, Stealth d12 Charisma: -; Pace: 2; Parry: 4; Toughness: 4 (1)

Tactics: No melee attacks

Special Abilities

• Armour +1: Tainted flesh.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 12").

• **Size -2:** Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Throwing Scarab

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d4-2, Notice d4, Stealth d12+2 Charisma: -; Pace: 1; Parry: 2; Toughness: 2

Hindrances: Small (M) **Edges:** Alertness

Special Abilities

• Bite: Str.

• **Darkvision:** No vision penalties for darkness (range

12").

• Flight: Flying Pace of 12" and Climb 3.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2

to their attacks.

Tongueworm

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4–2, Stealth d12

Charisma: -; Pace: 3; Parry: 2; Toughness: 3

Tactics: No melee attacks

Special Abilities

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Immunity: Poison.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Winter Cyst

Rank: Novice

Attributes: Agility d12+2, Smarts d4, Spirit d4, Strength

d4, Vigor d6

Skills: Fighting d4-2, Stealth d12+1

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Gear: Eye ray (Str+d4; +2 cold damage)

Special Abilities

• Darkvision: No vision penalties for darkness (range

12").

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Syrinx

Syrinx

Rank: Novice

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4,

Vigor d6

Skills: Fighting d4–2, Repair d6, Notice d4 **Charisma:** –; **Pace:** 6; **Parry:** 3; **Toughness:** 5 **Gear:** Quarterstaff (Str+d4; Reach 1"; Parry +1)

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 0.

T'Shann

T'Shann

Rank: Seasoned

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d6

Charisma: -; Pace: 1; Parry: 5; Toughness: 5 (1)

Edges: Quick Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Burrow: Can burrow and reappear within 1".

• Size -1: Four feet long; Toughness -1.

Tabaxi

Tabaxi

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d6, Climbing d10, Tracking d4, Notice d4,

Stealth d4, Throwing d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 5 Gear: Short sword (Str+d6), javelin (Throwing; range

3/6/12; Str+d6)

Edges: Frenzy

Special Abilities

• Claws: Str+d6: Grab.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

Taer

Taer

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Climbing d8, Tracking d8, Notice d8,

Stealth d6, Throwing d4

Charisma: -; Pace: 10; Parry: 5; Toughness: 8 (2) Gear: Shortspear (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy
Special Abilities

• Armour +2: Snow-white fur.

Slams: Str+d6.Bite: Str+d6.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Immunity: Cold.

• Weakness: Fire (double damage).

Endurance: +2 to Soak rolls.

Tangtal

Tangtal

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Tracking d8, Notice d8, Stealth d8 Charisma: -; Pace: 8; Parry: 6; Toughness: 7 (1)

Special Abilities
• Armour +1: Brown fur.

• Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Tanuki

Tanuki

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d8, Vigor d12

Skills: Fighting d8, Knowledge (Nature) d6, Persuasion d6, Repair d6, Notice d8, Stealth d10, Throwing d6,

Spellcasting d6

Charisma: +4; Pace: 6; Parry: 9; Toughness: 9 (1) Gear: Masterwork quarterstaff (Str+d4; Reach 1"; Parry +1), masterwork quarterstaff (Str+d4; Reach 1"; Parry +1), medium shield (+1 Parry), sling (Throwing; range 4/8/16; Str+d4)

Edges: Arcane Background (Magic), Florentine, Two-

Fisted, Trademark Weapon (quarterstaff) **Powers:** Disquise (illusion)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Change Form: Can assume an alternate form as a normal action.

Taotieh

Taotieh

Rank: Heroic

Attributes: Agility d8, Smarts d4 (M), Spirit d8, Strength

d12+4, Vigor d12+2

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 8; Parry: 8; Toughness: 17 (4)

Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8; Grab.Claws: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Weakness: Sonic (double damage).
- Energy Resistances: -2 damage from acid, cold, electricity and fire.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tatzlwyrm

Tatzlwyrm

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8,

Vigor d6

Skills: Fighting d6, Intimidation d6, Climbing d12, Notice

d8, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Scaly hide.

• **Bite:** Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunities: Sleep and paralysis.

• **Poison:** Inflict poison if foe is Shaken or wounded.

Tavi (Mongoose Folk)

Tavi (Mongoose Folk)

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d10, Persuasion d10, Survival d4, Tracking d6, Notice d6, Stealth d8, Throwing

Charisma: -; Pace: 6; Parry: 5; Toughness: 4 Gear: Sling stone (Throwing; range 3/6/12; Str+d6) Edges: Combat Reflexes, Dodge, Level Headed, Quick Special Abilities

• Bite: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Size -1: Reduces Toughness by -1.

Tazelwurm

Tazelwurm

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength

d12, Vigor d10

Skills: Fighting d8, Tracking d8, Notice d8, Stealth d8
Charisma: -; Pace: 8; Parry: 6; Toughness: 11 (2)
Edges: Frenzy, Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Grayish scales.

• Claws: Str+d8. • Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Energy Resistance: -2 damage from fire.

• Size +2: Increases Toughness by +2.

Tear Of Nuruu'Gal

Tear Of Nuruu'Gal

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d8,

Vigor d12+2

Skills: Fighting d4, Climbing d10, Stealth d4, Throwing

d4, Spellcasting d4

Charisma: -; Pace: 2; Parry: 4; Toughness: 8
Gear: Ranged (Throwing; range 3/6/12; Str+d6; By

Edges: Arcane Background (Magic), Trademark Weapon

(slam)

Powers: Mind Reading

Special Abilities

- Slam: Str+d4; Burn; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".
- Amorphous: Doesn't suffer additional damage from raises or called shots.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Immunities: Fire, sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- Weakness: Cold (double damage).
 Endurance: +2 to Soak rolls.
- Size -1: Reduces Toughness by -1.

Temporal Crawler

Temporal Crawler

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d12, Notice d10, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Level Headed Special Abilities • Armour +1: Silver fur.

• **Bite:** Str+d6; Paralysis.

• Low Light Vision: No penalties for dim or dark lighting.

• **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Immunity: Magic.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Tendriculos

Tendriculos

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12+2, Vigor d12

Skills: Fighting d6, Notice d8, Stealth d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 17 (3)

Edges: Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Grab.

• Tentacles: Str+d8; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to

climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Acid.

• Size +6: Twenty feet tall; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tendrul

Tendrul

Rank: Veteran

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Tracking d10, Swimming d12, Notice

d10

Charisma: -; Pace: 2; Parry: 6; Toughness: 11 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Constrict.

• Tail Slap: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.

• Endurance: +2 to Soak rolls.

• Size +2: Twelve feet long; Toughness +2.

Tenebrous Worm

Tenebrous Worm

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d10, Vigor d12+1

Skills: Fighting d10, Notice d12, Stealth d12

Charisma: -; Pace: 4; Parry: 7; Toughness: 10 (2) Edges: Level Headed, Strong Willed, Trademark Weapon

(bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12")

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

- **Hardy:** A second Shaken result doesn't become a wound.
- Immunity: Acid.
- Poison: Inflict poison if foe is Shaken or wounded.

Tengu

Tengu

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Climbing d6, Knowledge (Local) d6, Lockpicking d6, Notice d8, Stealth d8, Shooting d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1) **Gear:** Leather armour (+1), dagger (Str+d4), short bow (Shooting; range 12/24/48; 2d6)

Edges: Sneak Attack, Thief

Special Abilities
• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

humanoids.

Greater Tengu

Rank: Seasoned

Attributes: Agility d12, Smarts d10, Spirit d10, Strength

d6, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Persuasion d10, Repair d10, Notice d10, Stealth d10, Throwing d8, Faith d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 8 (1) Gear: Leather armour (+1), katana (Str+d6+2; AP 2; Attack; Damage To Sunder), wakizashi (Str+d6; Attack; Damage To Sunder), masterwork shuriken (Throwing; range 3/6/12; Str+d6; Range Increment)

Edges: Ambidextrous, Arcane Background (Miracles), Dodge, Improved Dodge, Holy Warrior, Two-Fisted,

Trademark Weapon (katana)

Powers: Banish (plane shift self), Boost Trait (bless), Deflection (blur), Disguise (shapechange), Fear, Invisibility, Intangibility (gaseous form)

Tactics: Two Weapons
Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 12" and Climb 3.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Immunities: Shapechanging and petrification.
- **Energy Resistances:** −1 damage from acid, cold and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both silver and chaotic.

Tentacle Spider

Tentacle Spider

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Notice d6, Stealth d6,

Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Gear: Web (Throwing; range 3/6/12; Str+d6) Edges: Frenzy, Improved Frenzy, Level Headed

Special Abilities

Armour +1: Natural armour.
Tentacles Touch: Str+d6: Poison.

• Bite: Str+d6.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- **Poison:** Tentacles touch inflicts poison if foe is Shaken or wounded.

Tentacled Horror

Tentacled Horror

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d12+2, Vigor d12+1

Skills: Fighting d10, Intimidation d12+2, Knowledge

(Arcana) d12+1, Notice d12+2

Charisma: +4; Pace: 6; Parry: 7; Toughness: 17 (3) Edges: Frenzy, Improved Frenzy, Quick, Sweep, Strong

Willed

Special Abilities

- Armour +3: Natural armour.
- Tentacles: Str+d8; Reach 1"; Constrict.
- Bite: Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Energy Resistance: -2 damage from acid.
- Size +6: Two feet long; Toughness +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tentamort

Tentamort

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d10, Notice d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2) Edges: Level Headed, Quick, Trademark Weapon

(tentacle)

Special Abilities

• Armour +2: Natural armour.

• **Sting:** Str+d6; Poison.

• **Tentacle:** Str+d6; Reach 1"; Constrict.

• Darkvision: No vision penalties for darkness (range

12").

• **Blindsense:** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Immunity: Gang Up bonuses.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

Terra-cotta soldier

Terra-Cotta Soldier

Rank: Veteran

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d10, Vigor d10 **Skills:** Fighting d10, Notice d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 9 (2) Gear: Longsword (Str+d8), shortsword (Str+d6)

Edges: Level Headed, Two-Fisted

Tactics: Two Weapons Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Terra-Cotta Archer

Rank: Veteran

Attributes: Agility d10, Smarts d4 (A), Spirit d6,

Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Shooting d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 9 (2) Gear: Composite longbow (Shooting; range 15/30/60;

2d6)

Edges: Frenzy, Level Headed, Marksman, Trademark Weapon (longbow)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• Construct: +2 to recover from Shaken, ignore wound

modifiers, disease, poison, and extra damage from called shots.

• Immunity: Fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by bludgeoning weapons.

Terra-Cotta Horseman

Rank: Veteran

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d10

Charisma: -; Pace: 6; Parry: 7; Toughness: 13 (2)

Gear: Lance (Str+d8)

Edges: Level Headed, Trademark Weapon (lance)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Fire.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +3: Increases Toughness by +3.

Tetrolimulus

Tetrolimulus

Rank: Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12+1

Skills: Fighting d12, Climbing d10, Survival d12,

Swimming d6, Notice d8

Charisma: -; Pace: 10; Parry: 8; Toughness: 14 (3) Edges: Ambidextrous, Frenzy, Level Headed, Strong

Willed

Tactics: Two Weapons Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6.

• Sting: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fast Runner: Roll d8 when running instead of d6.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Hardy: A second Shaken result doesn't become a wound

• Energy Resistance: -2 damage from cold.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• **Size +3:** Increases Toughness by +3.

Thawn

Thawn

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d4, Repair d6, Notice d4, Stealth d4 Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2)

Edges: Frenzy
Special Abilities

• Armour +2: Loose flesh.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Hardy:** A second Shaken result doesn't become a wound.

• Size +2: Nine feet tall; Toughness +2.

Therianthrope

Asswere

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Climbing d4, Tracking d8, Notice d8 Charisma: -; Pace: 6; Parry: 5; Toughness: 6 (1) Gear: Longspear (Str+d6; Reach 1"; Parry +1)

Special Abilities

• Armour +1: Blackish-gray fur.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Change Form: Can assume an alternate form as a

normal action.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Foxwere

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Survival d8, Tracking d12, Notice d12,

Stealth d12+1

Charisma: -; Pace: 8; Parry: 5; Toughness: 6 (1)

Special Abilities

• Armour +1: Reddish fur.

• Bite: Str+d6; As Short Sword.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Change Form: Can assume an alternate form as a normal action.

• Charming Gaze: All creatures within 12" must make a Spirit roll to resist.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Jackalwere

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Survival d8, Tracking d10, Notice d10,

Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Gear: Longsword (Str+d8)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Dark fur.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Change Form: Can assume an alternate form as a normal action.

• Sleep Gaze: All creatures within 12" must make a Spirit roll to resist.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

Lionwere

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Tracking d10, Notice d10, Stealth d10 Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (2)

Edges: Level Headed Special Abilities

• Armour +2: Brown fur.

• Bite: Str+d6; Grab.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Change Form: Can assume an alternate form as a normal action.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by cold iron weapons.

• Size +2: Increases Toughness by +2.

Owlwere

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d12

Charisma: -; Pace: 2; Parry: 5; Toughness: 6 (1)

Edges: Frenzy, Level Headed

Special Abilities

• Armour +1: Brownish-yellow feathers.

• Talons: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Flight: Flying Pace of 12" and Climb 0.

• Change Form: Can assume an alternate form as a

normal action.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Wolfwere

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d6, Survival d6, Tracking d8, Notice d8,

Stealth d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Gear: Bastard sword (Str+d6; Knockback)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Gray fur.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

• Knockback: Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

• Change Form: Can assume an alternate form as a normal action.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

Dire Wolfwere

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Survival d6, Tracking d10, Notice d10,

Stealth d6

Charisma: -; Pace: 10; Parry: 6; Toughness: 11 (2)

Gear: Longsword (Str+d8; Knockback) Edges: Trademark Weapon (bite)

Special Abilities

• Armour +2: Gray fur.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a

• Knockback: Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.

• Change Form: Can assume an alternate form as a normal action.

• Sickness Gaze: All creatures within 12" must make a Spirit roll to resist.

• Physical Resistance: -2 damage from physical attacks, except those caused by cold iron weapons.

• Size +2: Increases Toughness by +2.

Thermite

***Queen Thermite**

Rank: Veteran

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 fire damage; Burn.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Immunities: Fire and mind-affecting effects.

• Weakness: Cold (double damage).

• Size +2: Six feet long; Toughness +2.

Soldier Thermite

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 fire damage; Burn.

• Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- Mindless: Immune to mind-affecting magic.
 Fearless: Immune to fear and Intimidation.
 Immunities: Fire and mind-affecting effects.

• Weakness: Cold (double damage).

Worker Thermite

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (2)

Special Abilities

Armour +2: Natural armour.
Bite: Str+d6; +2 fire damage; Burn.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.
Immunities: Fire and mind-affecting effects.

• Weakness: Cold (double damage).

Thessalhydra hybrid

Thessalgorgon

Rank: Veteran

Attributes: Agility d6, Smarts d6 (A), Spirit d10,

Strength d12+4, Vigor d12+3

Skills: Fighting d8, Tracking d12+1, Notice d12+1 Charisma: -; Pace: 8; Parry: 6; Toughness: 20 (3) Edges: Combat Reflexes, Level Headed, Strong Willed

Tactics: Two Weapons Special Abilities

• Armour +3: Metallic scales.

• Serpentine Bites: Str+d8; +2 acid damage.

• **Bite:** Str+d8; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll or use its breath weapon without incurring a MAP, although each head can only perform one action each round, and no more than four heads can attack a single target. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate.

A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).

• **Breath Weapons:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 damage. If a victim is targeted by multiple breath attacks from the same hydra in the same round, they only need to make one Agility roll, and if it fails they only suffer the damage once.

• Immunity: Acid.

• Size +8: Twelve feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Thessalisk

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 14 (3)

Edges: Combat Reflexes, Strong Willed

Tactics: Two Weapons Special Abilities

• Armour +3: Natural armour.

• Serpentine Bites: Str+d6; +2 acid damage.

• **Bite:** Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

- Multiple Heads: This creature has multiple heads, each of which can make a Fighting roll without incurring a MAP, although no more than four heads may attack a single target each round. A Called Shot to the head that causes Shaken or inflicts wounds automatically severs one head, and the creature dies if all its heads are severed.
- **Regrow heads:** When the creature draws Hearts for initiative, any severed heads are replaced with two new ones at the beginning of its turn, although it can never exceed twice its normal number of heads. Heads that were severed with acid or fire attacks do not regenerate. A character may also make a Called Shot touch attack with an acid or fire weapon, cauterizing a stump on a successful hit (don't roll for damage in this case).
- **Hardy:** A second Shaken result doesn't become a wound.
- Gaze Attack: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Acid.

• **Size +3:** Twelve feet long; Toughness +3.

Thin Man

Thin Man

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Climbing d12, Survival d8, Notice d10,

Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Edges: Dodge, Level Headed, Strong Willed, Trademark

Weapon (claw)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Claws: Str+d6; Bleed.

• Low Light Vision: No penalties for dim or dark lighting.

• Burrow: Can burrow and reappear within 4".

• Immunity: Poison.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

Thoqqua

Thoqqua

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Survival d8, Notice d10, Stealth d8 **Charisma:** -; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (1)

Special Abilities

• Armour +1: Red-hot scales.

• Slam: Str+d6; Burn.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Burrow: Can burrow and reappear within 4".

• Immunity: Fire.

• Weakness: Cold (double damage).

Thorny

Thorny

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Charisma: -; Pace: 10; Parry: 5; Toughness: 8 (2)

Edges: Combat Reflexes

Special Abilities

• Armour +2: Natural armour.

• **Bite:** Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Go for the Throat:** Target least armoured location on a raise.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Thorny Tyrannosaurus

Thorny Tyrannosaurus

Rank: Epic

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength

d12+6, Vigor d12+2

Skills: Fighting d12+3, Tracking d12+7, Notice d12+7, Stealth d6

Charisma: -; Pace: 10; Parry: 9; Toughness: 30 (5) Edges: Hard to Kill, Level Headed, Quick, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size +16: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Thrasfyr

*Thrasfyr

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d12+2, Strength

d12+4, Vigor d12+4

Skills: Fighting d12+1, Climbing d12+1, Notice d12+4,

Spellcasting d4

Charisma: +4; **Pace:** 10; **Parry:** 8; **Toughness:** 23 (5)

Edges: Arcane Background (Magic), Frenzy, Level

Headed, Quick, Strong Willed

Powers: Detect Arcana (see invisibility), Teleport

Special Abilities

• Armour +5: Red scales.

• Bites: Str+d8.

• Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 10".

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 fire damage.

• Immunities: Fire and sonic.

- Weakness: Cold (double damage).
- Energy Resistance: -6 damage from electricity.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and slashing.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Thriae

***Thriae Queen**

Rank: Epic

Attributes: Agility d6, Smarts d12+1, Spirit d12+1,

Strength d12+3, Vigor d12+3

Skills: Fighting d12+3, Knowledge (Arcana) d12+4, Knowledge (Religion) d12+4, Persuasion d12+6, Repair

d12+4, Notice d12+7, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 9; Toughness: 22 (6)

Gear: Axiomatic light mace (Str+d6; AP 2)

Edges: Alertness, Arcane Background (Magic), Level Headed, Strong Willed, Trademark Weapon (light mace) **Powers:** Greater Healing, Healing (cure wounds), Mind

Reading, Mind Reading (speak with dead), Slow

Special Abilities

• Armour +6: Natural armour.

• Sting: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 10" and Climb 1.

• Immunities: Sonic and poison.

• Energy Resistance: -4 damage from acid.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Thriae Seer

Rank: Heroic

Attributes: Agility d12+1, Smarts d12, Spirit d12+2,

Strength d8, Vigor d12

Skills: Fighting d12, Knowledge (Arcana) d12+1, Persuasion d12+2, Repair d12+1, Notice d12+4, Faith d12

Charisma: +4; Pace: 6; Parry: 10; Toughness: 11 (3)

Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1), quarterstaff (Str+d4; Reach 1"; Parry +1) **Edges:** Adept, Alertness, Ambidextrous, Arcane Background (Miracles), Combat Reflexes, Quick, Two-Fisted

Powers: Dispel (invisibility only), Mind Reading, Slumber, Summon Ally

Special Abilities

• Armour +3: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12")

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Sonic and poison.

• Energy Resistance: -2 damage from acid.

Thriae Soldier

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d10, Survival d8, Notice

d8, Stealth d8, Shooting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2) Gear: Chainmail (+2), composite longbow (Shooting; range 15/30/60; 2d6; Poison)

Edges: Marksman Special Abilities

• Sting: Str+d6; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Flight: Flying Pace of 12" and Climb 2.

• Immunities: Sonic and poison.

• **Poison:** Sting and composite longbow inflict poison if foe is Shaken or wounded.

Thulid

Thulid

Rank: Veteran

Attributes: Agility d8, Smarts d12, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d8, Intimidation d10, Persuasion d10, Repair d10, Notice d10, Stealth d10, Psionics d12 **Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1) **Edges:** Arcane Background (Psionics), Frenzy, Improved Frenzy, Level Headed

Powers: Banish (plane shift self), Flight (levitate), Mind

Reading, Puppet, Stun (mind blast cone)

Special Abilities

• Armour +1: Spongy purple flesh.

• **Tentacles:** Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

Thunder Beast

Thunder Beast

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d6, Tracking d10, Notice d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 18 (2)

Special Abilities

- Armour +2: Natural armour.
- Bite: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d12 resists damage.
- Endurance: +2 to Soak rolls.
- Size +8: Twenty feet long; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Thunderbird

Thunderbird

Rank: Heroic

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d12+1, Throwing d10,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 8; Toughness: 22 (4) Gear: Thunderbolt (Throwing; range 3/6/12; Str+d6; +2

electricity damage; +2 sonic damage)

Edges: Arcane Background (Magic), Dodge, Frenzy, Level

Headed, Strong Willed **Powers:** Obscure (fog) **Special Abilities**

- Armour +4: A-coloured feathers.
- Claws: Str+d8; Grab.
- Bite: Str+d8.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 24" and Climb 2.
- Immunities: Electricity and sonic.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Thundershrike

Thundershrike

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Knowledge (Nature) d10, Repair d10,

Survival d10, Notice d12+1, Spellcasting d6

Charisma: +2; Pace: 4; Parry: 7; Toughness: 17 (2) Edges: Arcane Background (Magic), Frenzy, Trademark

Weapon (bite)

Powers: Bolt (lightning bolt), Obscure (fog), Pummel

(wind)

Special Abilities

• Armour +2: Ebon feathers.

Claws: Str+d8.Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 14" and Climb 0.

• **Size +7:** Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Thylacine

Thylacine

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d4, Notice d8

Charisma: -; Pace: 6; Parry: 4; Toughness: 6

Special Abilities• **Bite:** Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Size -1: Two feet tall; Toughness -1.

Brush Thylacine

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d12

Skills: Fighting d6, Notice d8, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Striped fur.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

Tick

Giant Tick

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Tracking d4, Notice d4,

Stealth d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d4; Grab; Attach; Disease.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 4".

• **Immunity:** Mind-affecting effects.

• Disease: Make a Vigor roll or become afflicted.

• **Size -1:** Three feet long; Toughness -1.

Tick Swarm

Rank: Legendary

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d12

Skills: Fighting N/A (automatically hits, 2d10 damage within a MBT), Climbing d10, Tracking d4, Notice d4 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (1)

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• Immunity: Mind-affecting effects.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

• **Disease:** Make a Vigor roll or become afflicted.

Tiefling

Tiefling

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Intimidation d4, Climbing d6, Lockpicking d6, Notice d6, Stealth d8, Shooting d4,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Gear: Studded leather armour (+1), short sword (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Arcane Background (Magic), Sneak Attack, Thief

Powers: Obscure (darkness)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• Energy Resistances: -1 damage from cold, electricity and fire.

Tigrilla

Tigrilla

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d8, Climbing d10, Tracking d8, Swimming

d8, Notice d8, Stealth d6

Charisma: -; Pace: 7; Parry: 6; Toughness: 9 (1) Edges: Frenzy, Level Headed, Trademark Weapon (claw) Special Abilities

• **Armour +1:** Orange-brown fur.

• Claws: Str+d6; Grab. • Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 3".

• Hardy: A second Shaken result doesn't become a wound.

• Size +2: Increases Toughness by +2.

Time Flayer

Time Flayer

Rank: Heroic

Attributes: Agility d8, Smarts d12+1, Spirit d12+1,

Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Climbing d10, Knowledge (History) d12+2, Knowledge (Planes) d12+2, Persuasion d12+1, Survival d12+2, Notice d12+2, Stealth d12+3

Charisma: +4; Pace: 8; Parry: 6; Toughness: 10 (3)

Gear: Greatsword (Str+d10; Parry -1)

Edges: Dodge, Improved Dodge, Level Headed, Quick, Trademark Weapon (greatsword)

Special Abilities

• Armour +3: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

Titan

Elysian Titan

Rank: Epic

Attributes: Agility d10, Smarts d12+1, Spirit d12+3, Strength d12+8, Vigor d12+6

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Planes) d12+4, Knowledge (Engineering) d12+3, Persuasion d12+5, Repair d12+4, Notice d12+5, Faith

d12

Charisma: +4; Pace: 12; Parry: 8; Toughness: 34 (5)

Gear: Maul (Str+d8; Parry -1; AP 2)

Edges: Arcane Background (Miracles), Holy Warrior, Level

Headed

Powers: Dispel, Greater Healing, Lower Trait (curse), Puppet

Special Abilities

• Armour +5: Natural armour.

Slams: Str+d8.

- Darkvision: No vision penalties for darkness (range
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Good: Affected by powers and abilities that work on good creatures.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Disease, aging and death magic.
- Physical Resistance: -4 damage from physical attacks, except those caused by evil weapons.
- Size +18: Seventy feet tall; Toughness +18.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Hekatonkheires Titan

Attributes: Agility d8, Smarts d12+2, Spirit d12,

Strength d12+8, Vigor d12+7

Skills: Fighting d12+3, Intimidation d12+6, Climbing d12+9, Knowledge (History) d12+4, Knowledge (Planes) d12+5, Persuasion d12+5, Repair d12+5, Survival d12+4, Notice d12+6, Throwing d12+2, Spellcasting d12

Charisma: +4; Pace: 12; Parry: 9; Toughness: 36 (7) Gear: Weapon (Str+d8; Whirlwind), rock (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Arcane Background (Magic), Level

Headed, Quick, Sweep, Improved Sweep

Powers: Blast (lightning storm), Dispel, Greater Healing, Lower Trait (curse), Puppet

Special Abilities

- Armour +7: Natural armour.
- Slam: Str+d8; Knockback.
- Darkvision: No vision penalties for darkness (range 24").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Knockback: Opponent knocked back d12" on a raise, if they hit a solid object they suffer +d6 damage.
- Evil: Affected by powers and abilities that work on evil

creatures.

- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Disease, Gang Up bonuses, mindaffecting effects, aging and death magic.
- Physical Resistance: -5 damage from physical attacks, except from those that are both legendary and lawful.
- Size +18: Fifty feet tall; Toughness +18.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Thanatotic Titan

Rank: Epic

Attributes: Agility d6, Smarts d12+3, Spirit d12+1, Strenath d12+9, Vigor d12+7

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (Religion) d12+5, Persuasion d12+4, Repair d12+6, Riding d12+1, Notice d12+5, Stealth d6, Throwing d12+1, Spellcasting d12

Charisma: +4; **Pace:** 12; **Parry:** 9; **Toughness:** 35 (5) **Gear:** Unholy battleaxe (Str+d8), rock (Throwing; range 3/6/12: Str+d6)

Edges: Arcane Background (Magic), Level Headed, Quick, Strong Willed

Powers: Dispel, Greater Healing, Lower Trait (curse), Puppet

Special Abilities

- Armour +5: Natural armour.
- Claw: Str+d8.
- Darkvision: No vision penalties for darkness (range 24").
- Truevision: Can see through illusions, shapechanging, invisibility, etc.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Arcane Resistance: +6 to resist opposed magic, and +6 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Disease, aging and death magic.
- Physical Resistance: -4 damage from physical attacks, except from those that are both lawful and legendary.
- Size +19: Increases Toughness by +19.
- Gargantuan: -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Tobongo

Tobongo

Rank: Heroic

Attributes: Agility d4, Smarts d8, Spirit d10, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d12, Knowledge (Nature) d12, Persuasion d12, Notice

d10, Stealth d8, Throwing d8, Spellcasting d8

Charisma: +4; Pace: 8; Parry: 7; Toughness: 24 (5)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Edges: Alertness, Arcane Background (Magic), Frenzy,

Strong Willed, Trademark Weapon (slam)

Powers: Entangle **Special Abilities**

• Armour +5: Natural armour.

• Slams: Str+d10; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Fire (double damage).

• Physical Resistance: -3 damage from physical attacks, except those caused by slashing weaknesses vulnerability to fire weapons.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Tojanida

Tojanida

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Knowledge (Planes) d8, Survival d8,

Swimming d12, Notice d12, Stealth d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (2)

Edges: Dodge **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Natural Swimmer: Swimming Pace of 12", and +2 to resist drowning.

• Immunity: Gang Up bonuses.

• Energy Resistances: -2 damage from electricity and

Tombstone Fairy

Tombstone Fairv

Rank: Heroic

Attributes: Agility d12, Smarts d10, Spirit d10, Strength

d6, Vigor d8

Skills: Fighting d10, Intimidation d12+1, Healing d12+1, Knowledge (Religion) d8, Persuasion d12+2, Repair d10,

Notice d12+3, Stealth d12+3, Spellcasting d10 Charisma: +4; Pace: 4; Parry: 7; Toughness: 6 (1)

Gear: Dagger (Str+d4)

Edges: Alertness, Arcane Background (Magic), Dodge,

Level Headed, Strong Willed

Powers: Dispel, Light (dancing lights), Mind Reading, **Puppet**

Special Abilities

• Armour +1: Slate skin.

• Low Light Vision: No penalties for dim or dark lighting.

• Arcane Resistance: +4 to resist opposed magic, and

+4 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a

• Physical Resistance: -3 damage from physical attacks, except from those that are both good and cold

• Size -1: Three feet tall; Toughness -1.

Tome Of Horrors

***Tome Of Horrors**

Rank: Epic

Attributes: Agility d12, Smarts d10, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d12+5, Knowledge (Arcana) d12+1, Knowledge (Local) d12+1, Knowledge (Nature) d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1, Notice d12+4, Stealth d12+6, Spellcasting d10

Charisma: +4; Pace: -; Parry: 10; Toughness: 10 (4) Edges: Arcane Background (Magic), Dodge, Improved Dodge, Frenzy, Level Headed, Quick, Strong Willed

Powers: Summon Allv Special Abilities

• Armour +4: Scaly flesh.

• Bites: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Construct: +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Arcane Resistance: +6 to resist opposed magic, and

+6 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Cold.

• Energy Resistance: -4 damage from fire.

• Physical Resistance: -4 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Tophet

Tophet

Rank: Heroic

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d12, Notice d4

Charisma: -; Pace: 4; Parry: 8; Toughness: 16 (4)

Special Abilities

• Armour +4: Natural armour.

Bite: Str+d8; Grab.Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunity: Fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by adamantine weapons.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tortoise

Giant Tortoise

Rank: Novice

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Notice d8

Charisma: -; Pace: 2; Parry: 5; Toughness: 9 (2)

Special Abilities

• Armour +2: Leathery skin.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Hardy: A second Shaken result doesn't become a wound.

Immense Tortoise

Rank: Veteran

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+6, Vigor d12+2

Skills: Fighting d8, Notice d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 31 (6)

Special Abilities

• Armour +6: Thick shell.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Hardy: A second Shaken result doesn't become a wound

• **Size +16**: Increases Toughness by +16.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Totenmaske

Totenmaske

Rank: Veteran

Attributes: Agility d12+2, Smarts d10, Spirit d8,

Strength d12, Vigor d10

Skills: Fighting d10, Persuasion d12, Notice d12, Stealth

d12+1

Charisma: +4; **Pace:** 10; **Parry:** 7; **Toughness:** 10 (1)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +1: Green flesh.

• Bite: Str+d6; Drain.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Change Form: Can assume an alternate form as a normal action.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistance: -4 damage from cold.

• Drain: Make a Spirit roll or suffer a level of Fatigue.

Advanced Unhallowed Totenmaske

Rank: Veteran

Attributes: Agility d12+3, Smarts d12+1, Spirit d12,

Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Persuasion d12,

Repair d12+1, Notice d12+1, Stealth d12+2

Charisma: +4; Pace: 10; Parry: 7; Toughness: 12 (2)

Edges: Combat Reflexes, Level Headed

Special Abilities

• Armour +2: Green flesh.

• Bite: Str+d6; Charisma Drain.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Change Form: Can assume an alternate form as a normal action.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistance: -4 damage from cold.

• Charisma Drain: Make a Spirit roll or suffer a level of

Transposer

Transposer

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Notice d10, Spellcasting d4 **Charisma:** –; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1) **Edges:** Arcane Background (Magic), Dodge, Frenzy

Powers: Disguise (illusion)

Special Abilities

Armour +1: Natural armour.
Slams: Str+d6; Transposition.

• **Darkvision:** No vision penalties for darkness (range

12").

• Transposition: Make a Vigor roll or suffer a level of

Fatigue.

Trapper

Trapper

Rank: Heroic

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength

d12+4, Vigor d12+2

Skills: Fighting d8, Stealth d8

Charisma: -; Pace: 2; Parry: 6; Toughness: 19 (2)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d8; +2 acid damage.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Treant

Treant

Rank: Heroic

Attributes: Agility d4, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Intimidation d8, Knowledge (Nature) d8, Persuasion d8, Notice d10, Stealth d8, Throwing d6 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 19 (3)

Gear: Rock (Throwing; range 3/6/12; Str+d6) **Edges:** Alertness, Frenzy, Strong Willed, Trademark Weapon (slam)

Special Abilities

• Armour +3: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Fire (double damage).

• **Physical Resistance:** -3 damage from physical attacks, except those caused by slashing weapons.

• Size +8: Thirty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

***The Horror Tree**

Rank: Epic

Attributes: Agility d4, Smarts d6, Spirit d10, Strength

d12+7, Vigor d12+5

Skills: Fighting d12, Knowledge (Nature) d12+2, Survival

d12+3, Notice d12+4, Throwing d10

Charisma: +4; Pace: 6; Parry: 8; Toughness: 27 (5)

Gear: Rock (Throwing; range 3/6/12; Str+d6) **Edges:** Frenzy, Sweep, Trademark Weapon (slam)

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d10; Fungus.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• **Physical Resistance:** –3 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Lightning Treant

Rank: Heroic

Attributes: Agility d6, Smarts d6, Spirit d10, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Knowledge (Nature) d6, Survival d8, Notice d4, Stealth d12

Charisma: -; Pace: 8; Parry: 6; Toughness: 20 (4)

Edges: Frenzy, Level Headed, Sweep

Special Abilities

• Armour +4: Natural armour.

• Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by slashing weapons.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Advanced Lightning

Treant

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength

d12+4, Vigor d12+3

Skills: Fighting d8, Knowledge (Nature) d12, Survival d12+1, Notice d12+1, Stealth d8, Spellcasting d8
Charisma: -; Pace: 8; Parry: 6; Toughness: 21 (4)
Edges: Arcane Background (Magic), Frenzy, Level

Headed, Quick, Sweep

Powers: Blast (lightning storm), Bolt (lightning bolt),

Greater Healing

Special Abilities

• Armour +4: Natural armour.

• Slams: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunities: Electricity and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by slashing weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Trench Newt

Trench Newt

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d6, Survival d10, Swimming d12+2,

Notice d10, Stealth d10, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (2) Edges: Ambidextrous, Arcane Background (Magic), Level

Headed, Quick

Powers: Divination, Obscure (darkness)

Tactics: Two Weapons
Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Grab.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 14", and cannot drown.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at −2 or suffer 2d8 acid damage.

• Energy Resistances: -1 damage from acid and cold.

• Size +2: Increases Toughness by +2.

Tri-Flower Frond

Tri-Flower Frond

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 7 (1)

Edges: Frenzy, Improved Frenzy

Special Abilities

• Armour +1: Natural armour.

• Tendrils: Str+d6; Reach 1"; Sleep Pollen.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Sleep Pollen: Make a Vigor roll or suffer a level of Fatique.

Triaxian

Triaxian

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d4, Knowledge (Nature) d6, Riding d4, Survival d8, Tracking d8, Notice d8, Stealth d4, Shooting d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 8 (2) Gear: Chainmail hauberk (+2), lance (Str+d6), longsword (Str+d8), composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Beast Master, Steady Hands, Trained Rider,

Woodsman

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

Triton

Triton

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Persuasion d6, Repair d8, Riding d6, Survival d8, Swimming d8, Notice d8, Stealth d6, Shooting d4, Spellcasting d6

Charisma: -; Pace: 1; Parry: 5; Toughness: 6 (1) Gear: Masterwork trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2) Edges: Arcane Background (Magic), Trained Rider

Powers: Summon Ally (animals and elementals)

Special Abilities

• Armour +1: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Outsider (Native): This ability is only important for certain spells.

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

Troblin

Troblin

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d4, Stealth d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Gear: Greatclub (Str+d8)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Hardy: A second Shaken result doesn't become a wound.

• Endurance: +2 to Soak rolls.

Troglodyte

Troglodyte

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Notice d4, Stealth d6, Throwing d4 Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (2) **Gear:** Club (Str+d6), javelin (Throwing; range 3/6/12;

Str+d6)

Special Abilities

• Armour +2: Natural armour.

• Claw: Str+d6.

• Darkvision: No vision penalties for darkness (range 18").

• Humanoid: Affected by spells that only work on humanoids.

• Hardy: A second Shaken result doesn't become a wound.

Advanced Troglodyte

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d10, Vigor d12

Skills: Fighting d4, Intimidation d6, Notice d6, Stealth d8 Charisma: -; Pace: 6; Parry: 4; Toughness: 10 (2)

Edges: Frenzy **Special Abilities**

• Armour +2: Natural armour.

• Claws: Str+d6. • Bite: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on humanoids.

• Hardy: A second Shaken result doesn't become a wound.

Stone Troglodyte

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d10

Skills: Fighting d6, Climbing d6, Notice d8, Stealth d6, Faith d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (2) **Edges:** Arcane Background (Miracles), Trademark

Weapon (bite)

Powers: Elemental Manipulation (earth)

Special Abilities

• Armour +2: Scaly skin.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• **Humanoid:** Affected by spells that only work on humanoids.

• Burrow: Can burrow and reappear within 4".

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Poison.

• Weakness: Light sensitive.

Troll

Troll

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12+2

Skills: Fighting d6, Intimidation d8, Tracking d8, Notice

Charisma: -; Pace: 6; Parry: 5; Toughness: 13 (2)

Edges: Strong Willed **Special Abilities** • Armour +2: A skin.

• Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Humanoid: Affected by spells that only work on humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size +2: Fourteen feet tall; Toughness +2.

Advanced Troll

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12+3, Vigor d12+3

Skills: Fighting d6, Intimidation d12, Tracking d10, Notice

d10, Shooting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 15 (2) Gear: Large heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d8. • Claws: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Size +4: Increases Toughness by +4.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Cave Troll

Rank: Seasoned

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d8, Vigor d12+1

Skills: Fighting d6, Climbing d10, Tracking d8, Notice d8 Charisma: -; Pace: 12; Parry: 5; Toughness: 10 (2)

Edges: Frenzy, Quick Special Abilities

• Armour +2: Leathery skin.

• Claws: Str+d6.

• Claw: Str+d6; From Haste.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 18").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Endurance: +2 to Soak rolls.

Fire-Infused Troll

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d4, Strength

d12, Vigor d12+1

Skills: Fighting d6, Intimidation d10, Tracking d8, Notice

d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Bite: Str+d6; +2 fire damage.

• Claws: Str+d6; +2 fire damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

- Flaming Aura: Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Humanoid:** Affected by spells that only work on humanoids.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 round damage.

• Immunity: Fire.

• Weakness: Cold (double damage).

• Size +2: Increases Toughness by +2.

Ice Troll

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d8, Survival d6, Notice

d8

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Gear: Battleaxe (Str+d8)

Edges: Quick Special Abilities

• Armour +1: Blue-green skin.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Humanoid:** Affected by spells that only work on humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +2: Ten feet tall; Toughness +2.

Jotund Troll

Rank: Legendary

Attributes: Agility d4, Smarts d6, Spirit d10, Strength

d12+4, Vigor d12+4

Skills: Fighting d10, Climbing d12+4, Tracking d12+3,

Notice d12+3, Throwing d8

Charisma: -; Pace: 6; Parry: 7; Toughness: 23 (5) Gear: Club (Str+d8), rock (Throwing; range 3/6/12;

Str+d6)

Edges: Level Headed, Quick, War Cry

Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage

every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Humanoid:** Affected by spells that only work on humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• **Hardy:** A second Shaken result doesn't become a wound.

• Immunity: Gang Up bonuses.

• Size +8: Thirty feet tall: Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Freshwater Merrow

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Swimming d10, Notice d6, Stealth d4,

Throwing d6

Charisma: -; Pace: 8; Parry: 6; Toughness: 10 (1) Gear: Javelin (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Strong Willed

Special Abilities

• Armour +1: Scaled skin.

• Claws: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

• Size +2: Twelve feet tall; Toughness +2.

Moss Troll

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d6, Climbing d10,

Tracking d6, Notice d6, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Edges: Strong Willed **Special Abilities**

• Armour +1: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Change Form: Can assume an alternate form as a normal action.

• Weakness: Fire (double damage).

• Size +2: Nine feet tall; Toughness +2.

Troll, Mountain

Rank: Legendary

Attributes: Agility d6, Smarts d4, Spirit d10, Strength

d12+5, Vigor d12+3

Skills: Fighting d10, Climbing d12+5, Tracking d12,

Notice d12, Throwing d8, Spellcasting d4

Charisma: -; Pace: 8; Parry: 7; Toughness: 22 (5)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Edges: Arcane Background (Magic), Quick Draw, Strong

Willed

Powers: Blast (earthquake), Elemental Manipulation

(earth), Summon Ally **Special Abilities**

• Armour +5: Brown fur.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Burrow: Can burrow and reappear within 2".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 8".

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Weakness: Sonic (double damage).

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Rock Troll

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d6, Intimidation d10, Climbing d10,

Tracking d6, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 15 (2)

Edges: Strong Willed, Trademark Weapon (claw)

Special Abilities

• Armour +2: Rocky skin.

• Bite: Str+d8.

• Claw: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Weakness: Petrification.

• Size +4: Sixteen feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Scrag (Aquatic Troll)

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+1, Vigor d12+2

Skills: Fighting d6, Intimidation d8, Tracking d8,

Swimming d6, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 13 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size +2: Increases Toughness by +2.

Swamp Troll

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12, Vigor d12+1

Skills: Fighting d6, Survival d4, Tracking d4, Swimming

d10, Notice d4, Stealth d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Strong Willed Special Abilities

• Armour +2: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size +2: Seven feet tall; Toughness +2.

Two-Headed Troll

Rank: Veteran

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+3

Skills: Fighting d6, Intimidation d6, Tracking d12, Notice

d12

Charisma: -; Pace: 6; Parry: 5; Toughness: 16 (3) Edges: Frenzy, Sweep, Improved Sweep, Strong Willed

Special Abilities

• Armour +3: Natural armour.

Claws: Str+d8.Bites: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 18").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Humanoid:** Affected by spells that only work on humanoids.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Size +4: Ten feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Trollhound

Trollhound

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Level Headed
Special Abilities

• Armour +1: Scaly skin.

• Bite: Str+d6; Disease; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Disease: Make a Vigor roll or become afflicted.

Rock Trollhound

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: Pebbly skin.

• Bite: Str+d6; Disease; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Go for the Throat: Target least armoured location on a raise.

• Weakness: Vulnerable to sunlight.

• Disease: Make a Vigor roll or become afflicted.

Scraghound

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Swimming

d6, Notice d8, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6; Disease; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a raise.

• Amphibious: Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Disease: Make a Vigor roll or become afflicted.

Trollkin

Trollkin

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d4, Notice d4, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Gear: Leather armour (+1), longspear (Str+d6; Reach 1"; Parry +1), javelin (Throwing; range 3/6/12; Str+d6)

Edges: Ambidextrous **Special Abilities** • Bite: Str+d6.

- **Darkvision:** No vision penalties for darkness (range
- **Humanoid:** Affected by spells that only work on humanoids.

Tsathar

Tsathar

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Climbing d6, Tracking d8, Swimming

d12, Notice d8, Stealth d6, Throwing d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 6 (1) Gear: Leather armour (+1), shortspear (Str+d6), kukri (Str+d6), shortspear (Throwing; range 3/6/12; Str+d6)

Edges: Level Headed Special Abilities

- **Darkvision:** No vision penalties for darkness (range
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.

Tsathar Scourge

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Skills: Fighting d6, Climbing d6, Tracking d10, Swimming

d12, Notice d10, Stealth d8, Throwing d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1) Gear: Leather armour (+1), shortspear (Str+d6), kukri (Str+d8), shortspear (Throwing; range 3/6/12; Str+d6)

Edges: Level Headed **Special Abilities**

- Darkvision: No vision penalties for darkness (range
- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Humanoid: Affected by spells that only work on humanoids.
- Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on
- Endurance: +2 to Soak rolls.

Giant Tuatara

Giant Tuatara

Rank: Seasoned

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Climbing d8, Tracking d8, Swimming

d8, Notice d8, Stealth d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Edges: Level Headed Special Abilities

• Armour +2: Hard scales.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Hardy: A second Shaken result doesn't become a

wound.

• Size +2: Ten feet long; Toughness +2.

Tumblespark

Tumblespark

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8 **Skills:** Fighting d8, Notice d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Edges: Dodge, Improved Dodge

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Amorphous: Doesn't suffer additional damage from

raises or called shots.Immunity: Electricity.Weakness: Water.

Tunnel Worm

Tunnel Worm

Rank: Veteran

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d12+2, Vigor d12+2

Skills: Fighting d8, Notice d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 17 (2) Edges: Quick, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 4".

• Endurance: +2 to Soak rolls.

• **Size +6:** Thirty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Tupilaq

Tupilaq

Rank: Veteran

Attributes: Agility d12, Smarts d4 (M), Spirit d6,

Strength d12+1, Vigor d10

Skills: Fighting d8, Swimming d10, Notice d4,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 8 (2)

Edges: Arcane Background (Magic)

Powers: Invisibility Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d4; Grab.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by bludgeoning weapons.

• **Size -1:** Three feet tall; Toughness -1.

Turtle

Turtle

Rank: Novice

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d4

Skills: Fighting d4–2, Swimming d10, Notice d6 Charisma: -; Pace: 1; Parry: 2; Toughness: 4 (2) Special Abilities

• Armour +2: Thick shell.

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Giant Bog Turtle

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+1

Skills: Fighting d12, Tracking d12, Swimming d12+5,

Charisma: -; Pace: 6; Parry: 8; Toughness: 20 (4) **Edges:** Level Headed, Trademark Weapon (bite)

Special Abilities

• **Armour +4:** Brownish-green carapace.

• Bite: Str+d10; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 17", and cannot drown.

• Endurance: +2 to Soak rolls.

• Size +8: Twenty feet long; Toughness +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Snapping Turtle

Rank: Novice

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Tracking d6, Swimming d6, Notice

Charisma: -; Pace: 2; Parry: 2; Toughness: 3

Special Abilities

• Bite: Str.

• Low Light Vision: No penalties for dim or dark lighting.

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- Size -2: Reduces Toughness by -2.
- Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Giant Snapping Turtle

Rank: Veteran

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength

d12+4, Vigor d12+1

Skills: Fighting d8, Tracking d12+2, Swimming d12+1, Notice d12+2

Charisma: -; Pace: 4; Parry: 6; Toughness: 22 (4) Edges: Level Headed, Strong Willed, Trademark Weapon

Special Abilities

• Armour +4: Thick shell.

• Bite: Str+d8: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Turtle-shark

Turtle-Shark

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12+1

Skills: Fighting d8, Swimming d12, Notice d8

Charisma: -; Pace: 2; Parry: 6; Toughness: 18 (3)

Edges: Sweep, Trademark Weapon (bite)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Grab.

• Slam: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

- **Amphibious:** Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on land.
- Size +7: Twenty feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Stygian Turtle-Shark

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+1, Notice d12+1,

Innate Powers d6

Charisma: -; Pace: 2; Parry: 8; Toughness: 23 (4) Edges: Arcane Background (Super Powers), Sweep, Improved Sweep, Strong Willed, Trademark Weapon (bite)

Powers: Smite (Good)
Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Grab.

• **Slam:** Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- Energy Resistances: -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Twigjack

Twigjack

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d8, Strength

d6, Vigor d8

Skills: Fighting d6, Climbing d8, Knowledge (Nature) d8,

Lockpicking d8, Notice d10, Stealth d12+2

Charisma: -; Pace: 6; Parry: 6; Toughness: 5 (1)

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Edges: Sneak Attack Special Abilities • Armour +1: Natural armour.

• Claws: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

- Weakness: Fire (double damage).
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Tzitzimitl

Tzitzimitl

Rank: Epic

Attributes: Agility d12+1, Smarts d12+1, Spirit d12+2,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+1, Knowledge (Arcana) d12+4, Knowledge (Nature) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+3, Repair d12+2, Survival d12+2, Notice d12+5, Throwing d12+1, Spellcasting d12 **Charisma:** +4; **Pace:** 10; **Parry:** 8; **Toughness:** 27 (5)

Gear: Eye beam (Throwing; range 3/6/12; Str+d6; +2 electricity damage; Force)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Marksman, Quick, Trademark Weapon (claw)

Powers: Lower Trait (curse), Obscure (darkness), Quickness, Summon Ally (skeletons and zombies), Teleport

Special Abilities

- Armour +5: Natural armour.
- **Bite:** Str+d8; +2 electricity damage; +2 energy damage Drain.
- Claws: Str+d8; +2 electricity damage.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Immunities:** Electricity, cold, sleep, paralysis, mindaffecting effects, aging, bleeding and death magic.
- Energy Resistance: -3 damage from fire.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both bludgeoning and good.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Size +10: Fifty feet tall; Toughness +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Ubashki

Ubashki Lynx

Rank: Veteran

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12+1, Vigor d10

Skills: Fighting d8, Climbing d10, Notice d6, Stealth d8 **Charisma:** –; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (2) **Edges:** Level Headed, Quick, War Cry, Trademark Weapon (bite)

Special Abilities

Armour +2: Natural armour.
Bite: Str+d6; Ubashki Rot.

• Claws: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

L2").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Weakness: Fire (double damage).
Endurance: +2 to Soak rolls.

• Size +2: Increases Toughness by +2.

Ubashki Swarm

Rank: Novice

Attributes: Agility d10, Smarts d4 (A), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage within a MBT), Climbing d6, Notice d6, Stealth d12 **Charisma:** –; **Pace:** 6; **Parry:** 4; **Toughness:** 7

Edges: Quick Special Abilities

 Darkvision: No vision penalties for darkness (range 12").

• Swarm: +2 Parry, immune to most weapons.

• **Split:** May split into two SBT swarms, each with -2 Toughness.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Disease: Make a Vigor roll or become afflicted.

Ubue

Ubue

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Climbing d8, Notice

d8, Throwing d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (2)

Gear: Hide armour (+2), clubs (Str+d8), clubs

(Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Trademark Weapon (club)

Special Abilities• **Slams:** Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on

humanoids.

• Immunity: Gang Up bonuses.

• Size +2: Increases Toughness by +2.

Ugash-Iram

Ugash-Iram

Rank: Legendary

Attributes: Agility d12, Smarts d6, Spirit d12+1,

Strength d12+4, Vigor d12+3

Skills: Fighting d12+1, Knowledge (Geography) d10, Knowledge (Planes) d10, Swimming d12+2, Notice

d12+1, Stealth d12+2, Spellcasting d6

Charisma: +1; Pace: 1; Parry: 8; Toughness: 28 (5) Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed, Sweep

Powers: Lower Trait (curse), Puppet

Special Abilities

• **Armour +5:** Natural armour.

• Tentacles: Str+d8; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Aquatic: Swimming Pace of 14", and cannot drown.

• Energy Resistances: -2 damage from acid and cold.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

• Poison: Inflict poison if foe is Shaken or wounded.

• **Size +14:** Increases Toughness by +14.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Umbral Hulk

Umbral Hulk

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d8, Climbing d12+1, Notice d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (2)

Edges: Ambidextrous, Frenzy **Tactics:** Two Weapons

Special Abilities

• Armour +2: Natural armour.

Claws: Str+d8.Bite: Str+d8.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Burrow: Can burrow and reappear within 4".

• Hardy: A second Shaken result doesn't become a wound.

• **Gaze Attack:** All creatures within 12" must make a Spirit roll to resist.

• Endurance: +2 to Soak rolls.

• Size +3: Increases Toughness by +3.

Umbral Shepherd

Umbral Shepherd

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Intimidation d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Notice d10, Stealth d10

Charisma: -; Pace: -; Parry: 5; Toughness: 5 Edges: Level Headed, Quick, Strong Willed

Special Abilities

• Touch: Str+d6; Shadow Touch or Possession.

• **Darkvision:** No vision penalties for darkness (range 12").

- Ethereal: Intangible and can only be hurt by magical attacks.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 6" and Climb 3.

• Weakness: Light sensitive.

Umbral Spy

Umbral Spy

Rank: Novice

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10
Charisma: -; Pace: -; Parry: 5; Toughness: 4

Special Abilities

• Incorporeal Touch: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

- Ethereal: Intangible and can only be hurt by magical attacks.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 3.
- **Physical Resistance:** –2 damage from physical attacks, except from those that are both magical and adamantine.
- Size -1: Reduces Toughness by -1.

Undead Warlord

Undead Warlord

Rank: Heroic

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Climbing d12+1, Repair d12, Notice

d12

Charisma: -; Pace: 4; Parry: 6; Toughness: 9 Gear: Keen greatsword (Str+d10; Parry -1)

Edges: Level Headed, Trademark Weapon (greatsword)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• **Immunities:** Sleep, disease, poison, fatigue, paralysis, mind-affecting effects, aging, bleeding and death magic.

Undine

Undine

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d10, Strength

d6, Vigor d4

Skills: Fighting d4–2, Knowledge (Religion) d6, Persuasion d6, Swimming d6, Notice d4, Faith d10 **Charisma:** –; **Pace:** 6; **Parry:** 3; **Toughness:** 6 (2) **Gear:** Scale mail (+2), trident (Str+d6; Reach 1"; Parry

+1), sling (Throwing; range 4/8/16; Str+d4) **Edges:** Arcane Background (Miracles), Holy Warrior **Powers:** Boost Trait (bless), Elemental Manipulation

(water), Puppet (living humanoids only)

Special Abilities

- **Darkvision:** No vision penalties for darkness (range 12").
- Outsider (Native): This ability is only important for certain spells.
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- Energy Resistance: -1 damage from cold.

Undying

Undying Councilor

Rank: Heroic

Attributes: Agility d6, Smarts d12, Spirit d12+1,

Strength d12+3, Vigor d12+1

Skills: Fighting d8, Knowledge (Arcana) d12+1,

Knowledge (History) d12+1, Knowledge (Nobility) d12+1, Knowledge (Religion) d12+1, Knowledge (Planes) d12+1,

Repair d12+1, Notice d12+1, Spellcasting d12

Charisma: -; Pace: 6; Parry: 6; Toughness: 11 (3)

Edges: Arcane Background (Magic)

Powers: Barrier (whirling blades), Dispel, Greater Healing **Special Abilities**

- **Armour +3:** Leathery skin.
- Slam: Str+d6; Cleansing.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- **Physical Resistance:** –3 damage from physical attacks, except those caused by targeth weapons.
- Endurance: +2 to Soak rolls.

***Ascendant Councilor**

Rank: Epic

Attributes: Agility d10, Smarts d12+2, Spirit d12+3,

Strength d12+4, Vigor d12+2

Skills: Fighting d12+1, Knowledge (Arcana) d12+6, Knowledge (History) d12+6, Knowledge (Nobility) d12+6, Knowledge (Religion) d12+6, Knowledge (Planes) d12+6, Persuasion d12+5, Repair d12+6, Notice d12+6, Spellcasting d12

Charisma: -; Pace: 8; Parry: 8; Toughness: 12 (3)

Edges: Arcane Background (Magic), Combat Reflexes, Level Headed

Powers: Blast (lightning storm), Dispel, Greater Healing **Special Abilities**

• Armour +3: Natural armour.

• Slam: Str+d6; Purification.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunity: Mind-affecting effects.

• Energy Resistance: -1 damage from fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by targeth weapons.

Undying Soldier

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Climbing d6, Notice d8, Stealth d6,

Throwing d4

Charisma: -; Pace: 4; Parry: 7; Toughness: 8 (2) Gear: Breastplate (+2), masterwork short spear (Str+d6; Reach 1"; Parry +1), medium shield (+1 Parry), masterwork short spear (Throwing; range 3/6/12; Str+d6; Ranged)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Physical Resistance:** –2 damage from physical attacks, except those caused by targeth weapons.

• Endurance: +2 to Soak rolls.

Undying Wizard

Rank: Novice

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d10, Knowledge (History) d10, Knowledge (Religion) d10, Persuasion d8, Repair d10, Notice d6, Throwing d4, Spellcasting d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 Gear: Masterwork dagger (Str+d4), masterwork dagger

(Throwing; range 3/6/12; Str+d4)

Edges: Arcane Background (Magic), Trademark Weapon

(ray)

Powers: Armor, Bolt (magic missile), Bolt (scorching ray), Bolt (ray of frost), Detect Arcana (sense magic), Lower Trait (Strength)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Physical Resistance:** –2 damage from physical attacks, except those caused by targeth weapons.

Unicorn

Unicorn

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d12+1,

Strength d12, Vigor d10

Skills: Fighting d8, Survival d8, Tracking d10, Notice d10,

Stealth d8, Faith d12

Charisma: +4; Pace: 12; Parry: 6; Toughness: 10 (1) Edges: Ambidextrous, Arcane Background (Miracles),

Beast Master, Trademark Weapon (horn) **Powers:** Healing (cure wounds), Teleport

Tactics: Two Weapons
Special Abilities

• Armour +1: Natural armour.

Horns: Str+d6.Hooves: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Gore:** +4 damage if move 6" or more in straight line before attacking.

• Immunity: Poison.

• Size +2: Eight feet long; Toughness +2.

Urdark

Urdark

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d8, Stealth d12

Charisma: -; Pace: -; Parry: 5; Toughness: 6 Special Abilities

• **Incorporeal Touch:** Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 8" and Climb 0.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -1: Reduces Toughness by -1.

Urdefhan

Urdefhan

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Intimidation d8, Knowledge (Religion) d8, Knowledge (Planes) d8, Riding d6, Survival d8, Notice d8, Shooting d4, Faith d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1) Gear: Studded leather armour (+1), rhoka sword

(Str+d8), composite longbow (Shooting; range 15/30/60; 2d6)

Edges: Arcane Background (Miracles), Holy Warrior, Strong Willed, Trademark Weapon (rhoka sword) **Powers:** Flight (feather fall), Lower Trait (Strength) **Special Abilities**

• Bite: Str+d6; Str.

- **Darkvision:** No vision penalties for darkness (range 24").
- Outsider (Native): This ability is only important for certain spells.
- Arcane Resistance: +2 to resist opposed magic, and +2 armour against offensive magic.
- Immunities: Disease, fear and death magic.
- Energy Resistance: -2 damage from acid.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by either good or silver weapons.

Ursikka

Ursikka

Rank: Heroic

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Climbing d12, Tracking d12, Notice

d12

Charisma: -; Pace: 8; Parry: 7; Toughness: 21 (4)

Edges: Level Headed, Quick

Special Abilities

• Armour +4: White fur.

• Bite: Str+d8; Freezing Viscosity.

• Coat Claws: Str+d8.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Burrow: Can burrow and reappear within 4".
- Energy Resistance: -2 damage from cold.
- Size +8: Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Valkrie

Valkrie

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d12+1,

Strength d12, Vigor d12+1

Skills: Fighting d12, Healing d12+3, Knowledge (Planes) d12+1, Riding d12+4, Notice d12+3, Throwing d10,

Spellcasting d6

Charisma: +4; Pace: 6; Parry: 9; Toughness: 11 (3) Gear: Breastplate (+3), returning spear (Str+d6; Reach 1"; Parry +1), returning spear (Throwing; range 3/6/12;

Str+d6)

Edges: Arcane Background (Magic), Trained Rider, Trademark Weapon (spear)

Powers: Banish (plane shift self), Blast (lightning storm), Greater Healing, Speak Language, Summon Ally **Special Abilities**

- **Darkvision:** No vision penalties for darkness (range 12").
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Flight: Flying Pace of 20" and Climb 3.
- Arcane Resistance: +4 to resist opposed magic, and
- +4 armour against offensive magic.
- Immunities: Electricity, cold and poison.
- Energy Resistances: -2 damage from acid and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and lawful.

Vampire

Vampire

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d8, Knowledge (Arcana) d10, Knowledge (Religion) d10, Repair d10, Notice d12+2, Stealth d10 **Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (2) **Edges:** Alertness, Combat Reflexes, Dodge, Level

Headed, Quick

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d6; +2 energy damage Drain.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Gaseous Form:** Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Change Form: Can assume an alternate form as a normal action.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Endurance: +2 to Soak rolls.

Vampire Spawn

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d4, Intimidation d4, Knowledge (Religion)

d8, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6: +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range

- Gaseous Form: Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Resurrection vulnerability.
- Energy Resistances: -2 damage from cold and electricity.
- Physical Resistance: -2 damage from physical attacks, except those caused by silver weapons.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.

Enslaved Spawn

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d10, Stealth

Charisma: +4; Pace: 6; Parry: 6; Toughness: 11 (2)

Edges: Trademark Weapon (slam)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 energy damage Drain.

• Darkvision: No vision penalties for darkness (range

- Gaseous Form: Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Resurrection vulnerability.
- Energy Resistances: -2 damage from cold and electricity.
- Physical Resistance: -2 damage from physical attacks, except those caused by silver weapons.
- Energy Drain: Make a Vigor roll or suffer a level of
- Endurance: +2 to Soak rolls.

Bloodborn Vampire

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Intimidation d12+2, Climbing d10. Knowledge (Nobility) d10, Persuasion d12, Riding d10,

Notice d12+1, Stealth d12, Throwing d6

Charisma: +1; Pace: 6; Parry: 6; Toughness: 10 (2) **Gear:** Chainmail (+2), masterwork dagger (Throwing;

range 3/6/12; Str+d4)

Edges: Alertness, Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed, Two-Fisted

Tactics: Two Weapons **Special Abilities**

• Bite: Str+d6; Draining.

• Claws: Str+d6; Bleed.

• Darkvision: No vision penalties for darkness (range 12").

- Blindsense: Can sense and approximately pinpoint things within 24", attacks using blindsense are made at -
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Humanoid: Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- Physical Resistance: -3 damage from physical attacks, except those caused by silver weapons.
- Poison: Inflict poison if foe is Shaken or wounded.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue. • **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They

must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Endurance: +2 to Soak rolls.

Bloodborn Vampire Spawn

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d4, Intimidation d10, Climbing d10, Knowledge (Nobility) d4, Persuasion d8, Notice d8, Stealth d10, Shooting d4

Charisma: -; Pace: 6; Parry: 4; Toughness: 11 (2) Gear: Shortbow (Shooting; range 12/24/48; 2d6) Edges: Alertness, Combat Reflexes, Dodge, Level Headed, Quick, Trained Rider

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Draining.

• Claws: Str+d6; Bleed.

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.
- **Poison:** Inflict poison if foe is Shaken or wounded.
- Draining: Make a Vigor roll or suffer a level of Fatigue.
- **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- Endurance: +2 to Soak rolls.

Dhampir

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d4, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Riding d6, Survival

d4, Notice d4

Charisma: +1; Pace: 6; Parry: 6; Toughness: 7 (2) Gear: Chainmail (+2), rapier (Str+d4; Parry +1) Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Humanoid:** Affected by spells that only work on humanoids.

Weakness: Light sensitive.
Endurance: +2 to Soak rolls.

Vampire Enforcer

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge (Local)

d6, Notice d12+1, Stealth d12+1, Shooting d8

Charisma: +4; Pace: 12; Parry: 8; Toughness: 11 (2) Gear: Longsword (Str+d8), medium shield (+1 Parry), masterwork light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Alertness, Brave, Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed, Trademark Weapon (longsword)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Gaseous Form:** Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Change Form: Can assume an alternate form as a normal action.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** –3 damage from physical attacks, except from those that are both magical and silver
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.
- Endurance: +2 to Soak rolls.

Merfolk Vampire

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d8, Knowledge (Arcana) d12, Knowledge (Religion) d10, Repair d10, Swimming d10, Notice d12+2, Stealth d10

Charisma: +4; Pace: 1; Parry: 6; Toughness: 11 (2) Edges: Alertness, Combat Reflexes, Dodge, Level Headed, Ouick

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d6; +2 energy damage Drain.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Gaseous Form:** Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 5".
- **Amphibious:** Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.
- Change Form: Can assume an alternate form as a normal action.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both magical and silver.
- Energy Drain: Make a Vigor roll or suffer a level of Fatigue.
- Endurance: +2 to Soak rolls.

Vampire Noble

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Intimidation d12, Knowledge (Nobility) d10, Persuasion d12, Notice d12+1, Stealth d10. Throwing d6

Charisma: +4; Pace: 6; Parry: 7; Toughness: 11 (2) **Gear:** Masterwork rapier (Str+d4; Parry +1), masterwork

dagger (Throwing; range 3/6/12; Str+d4)

Edges: Alertness, Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed, Trademark Weapon (rapier)

Special Abilities

• Armour +2: Natural armour.

• Slam: Str+d6: +2 energy damage Drain.

• Darkvision: No vision penalties for darkness (range

- Gaseous Form: Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- Create Spawn: Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Change Form: Can assume an alternate form as a normal action.
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold and electricity.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

* Nosferatu

Rank: Veteran

Attributes: Agility d10, Smarts d12, Spirit d12+1,

Strength d6, Vigor d6

Skills: Fighting d6, Healing d10, Knowledge (Arcana) d12, Knowledge (History) d10, Knowledge (Religion) d10, Knowledge (Planes) d10, Persuasion d6, Repair d12, Tracking d12+1, Notice d12+1, Stealth d12+1, Spellcasting d12

Charisma: +2; Pace: 6; Parry: 5; Toughness: 9 (2) Edges: Alertness, Arcane Background (Magic), Frenzy,

Level Headed, Ouick, Strong Willed

Powers: Armor, Bolt (lightning bolt), Bolt (magic missile). Bolt (scorching ray), Deflection (forcefield), Detect Arcana (sense magic), Disguise (illusion), Dispel, Lower Trait (Strength), Invisibility

Special Abilities

- Armour +2: Permanent armour spell.
- Claws: Str+d6.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Humanoid: Affected by spells that only work on
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 5".
- Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Energy Resistances: -2 damage from cold, electricity and sonic.
- Physical Resistance: -2 damage from physical attacks, except from those that are both piercing and wood.

Succubus Vampire

Rank: Veteran

Attributes: Agility d12+1, Smarts d12+1, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d12+1, Knowledge (Local) d12, Persuasion d12+2, Notice d12+3, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: 6; Parry: 7; Toughness: 12 (3) **Edges:** Alertness, Arcane Background (Magic), Combat Reflexes, Dodge, Frenzy, Level Headed, Quick, Strong

Powers: Intangibility, Mind Reading, Puppet, Puppet (living humanoids only), Speak Language, Summon Ally, Teleport, Wall Walker

Special Abilities

- Armour +3: Demonic flesh.
- Claws: Str+d6; +2 energy damage Drain Once Per
- Darkvision: No vision penalties for darkness (range 12").
- Gaseous Form: Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.
- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- Create Spawn: Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 0.
- Arcane Resistance: +3 to resist opposed magic, and +3 armour against offensive magic.
- Evil: Affected by powers and abilities that work on evil creatures.
- Change Form: Can assume an alternate form as a normal action.
- Hardy: A second Shaken result doesn't become a
- Immunities: Electricity, fire, sleep, paralysis, mind-

affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from acid and cold.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Succubus Vampire Spawn

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d8, Knowledge (Religion)

d8, Notice d10, Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1)

Edges: Arcane Background (Magic), Frenzy

Powers: Puppet (living humanoids only), Wall Walker

Special Abilities

• Armour +1: Natural armour.

• Claws: Str+d6; +2 energy damage Drain Once Per Round.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Gaseous Form:** Can change form as a free action, in gaseous form the creature gains the Ethereal and Flight monstrous abilities.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +1 to resist opposed magic, and +1 armour against offensive magic.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Resurrection vulnerability.

• Energy Resistances: -1 damage from cold, electricity and fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.

• Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

Vetala Vampire

Rank: Seasoned

Attributes: Agility d8, Smarts d10, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Climbing d10, Knowledge (Religion) d10, Persuasion d12, Repair d10, Notice d12, Stealth d12 **Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (2)

Gear: Chainmail (+2)

Edges: Alertness, Dodge, Improved Dodge, Frenzy, Level

Headed

Special Abilities

• Claws: Str+d6; Paralysis.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Humanoid:** Affected by spells that only work on humanoids.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistances: -2 damage from electricity and fire.

• **Physical Resistance:** -3 damage from physical attacks, except from those that are both magical and good.

• **Paralysis:** Victims must make a Vigor roll or be paralysed until they next draw a Joker or hearts for initiative.

Vrykolakas

Rank: Veteran

Attributes: Agility d12, Smarts d4, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d8, Climbing d12, Notice d12+1, Stealth

d12+2, Spellcasting d4

Charisma: +4; Pace: 8; Parry: 6; Toughness: 12 (2) Edges: Arcane Background (Magic), Dodge, Frenzy, Level Headed, Ouick

Powers: Disguise (illusion), Fear, Puppet (animals only)

Special Abilities

• Armour +2: Pallid skin.

• Claws: Str+d6; +2 energy damage Drain.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Vampire Rose

Vampire Rose

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 8 (2)

Gear: Stalk (Str+d8; Grab)

Special Abilities

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

 $\bullet \ \mbox{\bf Mindless:} \ \mbox{\bf Immune to mind-affecting magic.}$

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size -1: Three feet tall; Toughness -1.

Vampiric Mist

Vampiric Mist

Rank: Seasoned

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d6, Vigor d10

Skills: Fighting d4, Notice d8, Stealth d10 Charisma: -; Pace: -; Parry: 4; Toughness: 7

Edges: Level Headed Special Abilities

• Touch: Str+d6; Bleed; Blood Siphon.

• Darkvision: No vision penalties for darkness (range

12").

• Flight: Flying Pace of 10" and Climb 3.

• Amorphous: Doesn't suffer additional damage from

raises or called shots.

• Weakness: Fire (double damage).

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Bleed: If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause

a wound)

Vanara

Vanara

Rank: Novice

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d6, Vigor d6

Skills: Fighting d4-2, Climbing d10, Notice d8, Stealth d8

Charisma: -; Pace: 6; Parry: 3; Toughness: 5 Gear: Quarterstaff (Str+d4; Reach 1"; Parry +1), flurry (Str+d6)

Edges: Combat Reflexes, Dodge

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on

humanoids.

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 4".

Vargouille

Vargouille

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6,

Viaor d6

Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d8 Charisma: -; Pace: -; Parry: 5; Toughness: 5 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4: Poison.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 2.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size -1: Reduces Toughness by -1.

Giant Vargouille

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d4 Charisma: -; Pace: -; Parry: 5; Toughness: 9 (2) Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 6" and Climb 1.

• Evil: Affected by powers and abilities that work on evil

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

Ved

Ved

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Intimidation d6, Climbing d6, Survival d6, Notice d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 14 (2)

Gear: Club (Str+d8) **Special Abilities**

• Armour +2: Natural armour.

• Low Light Vision: No penalties for dim or dark lighting.

• Humanoid: Affected by spells that only work on humanoids.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 wind blast damage.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Vegepygmy

Vegepygmy Commoner

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4-2, Notice d8, Stealth d10

Charisma: -; Pace: 6; Parry: 3; Toughness: 5 (1) Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Special Abilities

• Armour +1: Vegetable-like skin.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Size -1: Reduces Toughness by -1.

Vegepygmy Bodyguard

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d8, Notice d10, Stealth d12+1, Throwing

Charisma: -; Pace: 6; Parry: 7; Toughness: 6 (1) **Gear:** Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Trademark Weapon (spear)

Special Abilities

• Armour +1: Vegetable-like skin.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Vegepygmy Chief

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d8, Persuasion d6, Survival d6, Notice d12+1, Stealth d12+1, Throwing d4 Charisma: +1; Pace: 6; Parry: 6; Toughness: 9 (2) Gear: Masterwork spear (Str+d6; Reach 1"; Parry +1), masterwork spear (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Sweep, Trademark Weapon (spear) **Special Abilities**

• Armour +2: Vegetable-like skin.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Spores: Cone Template; victims must make a Vigor roll or suffer Fatigue.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Endurance: +2 to Soak rolls.

Vegepygmy Guard

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d10, Stealth d12+1, Throwing

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Edges: Frenzy **Special Abilities**

• Armour +1: Vegetable-like skin.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Vegepygmy Subchief

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d6, Notice d10, Stealth d12, Throwing d4 Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) **Gear:** Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Trademark Weapon (spear)

Special Abilities

• Armour +2: Vegetable-like skin.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• **Immunity:** Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Endurance: +2 to Soak rolls.

Vegepygmy Worker

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Notice d8, Stealth d10, Throwing d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1) Gear: Spear (Str+d6; Reach 1"; Parry +1), spear

(Throwing; range 3/6/12; Str+d6)

Edges: Frenzy **Special Abilities**

• Armour +1: Vegetable-like skin.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -2 damage from physical attacks, except those caused by either bludgeoning or slashing weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Veiled Master

Veiled Master

Rank: Legendary

Attributes: Agility d12+2, Smarts d12+1, Spirit d12,

Strength d12+2, Vigor d12+3

Skills: Fighting d10, Knowledge (Arcana) d12+2, Knowledge (History) d12+2, Knowledge (Nature) d12+2, Repair d12+3, Swimming d12+5, Notice d12+2, Stealth d12+2, Spellcasting d12

Charisma: +4; Pace: 2; Parry: 7; Toughness: 15 (3) Edges: Arcane Background (Magic), Level Headed, Quick Powers: Armor, Confusion (hypnotic pattern), Detect Arcana (sense magic), Disguise (illusion), Fear (phantasmal killer), Flight (levitate), Light (dancing lights), Lower Trait (Strength), Invisibility, Mind Reading, Obscure (illusion), Puppet, Puppet (living humanoids only), Slow, Stun (daze), Teleport (dimension door)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6; Consume Memory; Slime.

• Claws: Str+d6; Slime.

• **Darkvision:** No vision penalties for darkness (range 24").

• Aquatic: Swimming Pace of 17", and cannot drown.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Change Form: Can assume an alternate form as a normal action.

• Immunities: Electricity and mind-affecting effects.

• Energy Resistance: -4 damage from cold.

• **Consume Memory:** Make a Vigor roll or suffer a level of Fatigue.

• **Slime:** Make a Vigor roll at −1, on a failure reduce Vigor by 1 die step.

• **Slime:** Make a Vigor roll at −1, on a failure reduce Vigor by 1 die step.

• Size +3: Increases Toughness by +3.

Vemerak

Vemerak

Rank: Legendary

Attributes: Agility d10, Smarts d4, Spirit d10, Strength

d12+4, Vigor d12+2

Skills: Fighting d10, Climbing d12+1, Notice d12+2 **Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 21 (4) **Edges:** Ambidextrous, Level Headed, Trademark Weapon (bite)

Tactics: Two Weapons
Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8.

• Claws: Str+d8; Constrict.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or

inverted surfaces with Pace 8".

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 acid damage.

• **Immunities:** Electricity, acid, disease, poison and mind-affecting effects.

• Energy Resistance: -4 damage from sonic.

• Endurance: +2 to Soak rolls.

• Size +8: Ten feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Vescavor Swarm

Vescavor Swarm

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d4, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d12+2

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1)

Hindrances: Small (M)

Edges: Quick Special Abilities

• Armour +1: Natural armour.

• **Swarm:** Str; Distraction.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Flight: Flying Pace of 8" and Climb 2.

• Arcane Resistance: +3 to resist opposed magic, and

+3 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• Immunity: Poison.

• Energy Resistances: -2 damage from electricity and fire.

• Endurance: +2 to Soak rolls.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Vespergaunt

Vespergaunt

Rank: Legendary

Attributes: Agility d8, Smarts d8, Spirit d8, Strength

d12+3, Vigor d12+2

Skills: Fighting d10, Intimidation d12+1, Knowledge (Planes) d12+1, Persuasion d10, Notice d12+2, Stealth d10, Spellcasting d8

Charisma: +1; Pace: 2; Parry: 7; Toughness: 11 (2) Edges: Alertness, Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (slam)

Powers: Obscure (darkness), Speak Language **Special Abilities**

• Armour +2: Natural armour.

• Slams: Str+d6; Siphon Spirit.

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Flight: Flying Pace of 12" and Climb 3.

• **No Breath:** Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Amorphous: Doesn't suffer additional damage from raises or called shots.

• Arcane Resistance: +4 to resist opposed magic, and +4 armour against offensive magic.

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.

• Weakness: Light sensitive.

• **Siphon Spirit:** Make a Spirit roll or suffer a level of Fatique.

Vilkacis

Vilkacis

Rank: Veteran

Attributes: Agility d12+2, Smarts d4, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d8, Intimidation d12, Tracking d12, Notice

d12, Stealth d12+1

Charisma: +2; Pace: -; Parry: 6; Toughness: 7 Gear: Incorporeal touches (Str+d6; +2 cold damage) Edges: Combat Reflexes, Frenzy, Level Headed, Quick Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Ethereal: Intangible and can only be hurt by magical attacks

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 10" and Climb 3.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by silver weapons.

• Endurance: +2 to Soak rolls.

Vilstrak

Vilstrak

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d4–2, Notice d8, Stealth d6

Charisma: -; Pace: 6; Parry: 2; Toughness: 7 (2)

Special Abilities

• Armour +2: Natural armour.

• Slams: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

Viper Vine

Viper Vine

Rank: Epic

Attributes: Agility d12, Smarts d4 (A), Spirit d6,

Strength d12+3, Vigor d12

Skills: Fighting d12, Notice d10, Stealth d10

Charisma: -; Pace: 2; Parry: 8; Toughness: 15 (3) Edges: Ambidextrous, Combat Reflexes, Dodge, Level

Headed, Quick, Trademark Weapon (bite)

Tactics: Two Weapons Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; +2 acid damage.

• **Tentacles:** Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Acid.

• Endurance: +2 to Soak rolls.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Vishkanya

Vishkanya

Rank: Novice

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d4–2, Notice d6, Stealth d8 **Charisma:** –; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Gear: Kukri (Str+d6; Poison), shuriken (Throwing; range

3/6/12; Str+d6; Poison) **Edges:** Sneak Attack **Special Abilities**

• Low Light Vision: No penalties for dim or dark lighting.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Poison:** Kukri and shuriken inflict poison if foe is Shaken or wounded.

Vodyanoi

Vodyanoi

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d12+1,

Strength d10, Vigor d10

Skills: Fighting d6, Healing d12+1, Knowledge (Arcana) d4, Knowledge (Nature) d6, Persuasion d4, Swimming d12+1, Notice d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Gear: Shortspear (Str+d6)

Edges: Arcane Background (Magic), Dodge, Level Headed **Powers:** Environmental Protection (underwater), Light (dancing lights)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Humanoid:** Affected by spells that only work on humanoids.

• **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land.

Volt

Volt

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d6, Vigor d6

Skills: Fighting d8, Notice d8

Charisma: -; Pace: -; Parry: 6; Toughness: 5 (1)

Edges: Quick Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Attach.

• Tail Slap: Str+d4; Shock.

• **Darkvision:** No vision penalties for darkness (range 12").

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Flight: Flying Pace of 6" and Climb 2.

• **Immunity:** Electricity.

• Size -1: Three feet long; Toughness -1.

Voonith

Voonith

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d8, Tracking d8, Swimming d12+1, Notice

d8, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1)

Edges: War Cry, Trademark Weapon (bite)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d4; Go for the Throat.

• Claws: Str+d4.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Scent: Can navigate, track and detect creatures by

scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- Go for the Throat: Target least armoured location on a raise.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Amphibious:** Swimming Pace of 13", and cannot drown, but can also breathe air and survive indefinitely on land
- Size -1: Four feet long; Toughness -1.

Vorin

Vorin

Rank: Legendary

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d12+3, Vigor d12+2

Skills: Fighting d12, Notice d10, Stealth d10, Shooting

d10

Charisma: -; Pace: 8; Parry: 8; Toughness: 18 (2) Edges: Alertness, Level Headed, Sweep, Trademark Weapon (spit)

Special Abilities

- Armour +2: Pulpy flesh.
- Sting: Str+d10; Poison.
- Bite: Str+d10.
- **Spit:** Shooting; range 3/6/12; 2d4; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Amphibious:** Pace equal to Swimming skill, and cannot drown, but can also breathe air and survive indefinitely on land.
- Immunity: Acid.
- Energy Resistance: -2 damage from fire.
- **Physical Resistance:** -4 damage from physical attacks, except those caused by either slashing or piercing weapons.
- **Poison:** Sting and spit inflict poison if foe is Shaken or wounded.
- Size +7: Thirty feet long; Toughness +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Vour

Vour

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+1, Vigor d10

Skills: Fighting d10, Tracking d12, Notice d12, Stealth d12

Charisma: -; Pace: 6; Parry: 7; Toughness: 11 (2) Edges: Dodge, Improved Dodge, Frenzy, Improved Frenzy, Trademark Weapon (tentacle)

Special Abilities

- Armour +2: Natural armour.
- Tentacles: Str+d6; Reach 1".
- Bite: Str+d6.
- Darkvision: No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 6" and Climb 0.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Endurance: +2 to Soak rolls.

Vulchling

Vulchling

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d6, Tracking d4, Notice d4, Stealth d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 5

Edges: Dodge Special Abilities • Bite: Str+d6. • Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Flight: Flying Pace of 2" and Climb 0.

Vydrarch

Vydrarch

Rank: Legendary

Attributes: Agility d10, Smarts d4, Spirit d12+2,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Swimming d12+3, Notice d12+2 Charisma: -; Pace: 4; Parry: 8; Toughness: 23 (5) Edges: Ambidextrous, Frenzy, Sweep, Trademark

Weapon (bite)

Tactics: Two Weapons
Special Abilities

Armour +5: Inky scales.Bites: Str+d8; Grab.

• Tail Slap: Str+d8; Poison Spines.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to

climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Amphibious:** Swimming Pace of 15", and cannot drown, but can also breathe air and survive indefinitely on land.

• Immunities: Sleep and poison.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by magical weapons.

• Size +10: Forty feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wang Liang

Wang Liang

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6,

Vigor d6

Skills: Fighting d8, Intimidation d6, Climbing d8, Knowledge (Planes) d6, Survival d8, Notice d8,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 6 (1) Edges: Arcane Background (Magic), Level Headed

Powers: Obscure (darkness)

Special Abilities

• Armour +1: Gray skin.

• Bite: Str+d6; Poison.

• Claws: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• Immunity: Poison.

• Energy Resistance: -1 damage from fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.

• **Poison:** Bite and claws inflict poison if foe is Shaken or wounded.

Warden Jack Swarm

Warden Jack Swarm

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d6

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Notice d4

Charisma: -; Pace: 8; Parry: 4; Toughness: 5

Special Abilities

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

- Fearless: Immune to fear and Intimidation.
- **Swarm:** +2 Parry, immune to most weapons.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

Warforged

Warforged Charger

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d4, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d8, Notice d6

Charisma: -; Pace: 6; Parry: 6; Toughness: 13 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Adamantine body.

• Slams: Str+d6.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Physical Resistance:** -1 damage from physical attacks, except those caused by adamantine weapons.

• Size +2: Increases Toughness by +2.

Warforged Goliath

Rank: Legendary

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+5, Vigor d12+2

Skills: Fighting d12+1, Climbing d12+2, Notice d4 Charisma: -; Pace: 10; Parry: 7; Toughness: 24 (5) Gear: Axe (Str+d6), maul (Str+d8; Parry -1; AP 2)

Edges: Sweep Special Abilities

• Armour +5: Natural armour.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Energy Resistances: -2 damage from acid, cold, fire and sonic.

• **Physical Resistance:** -4 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Warforged Raptor

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Notice d8, Throwing d8

Charisma: -; Pace: 3; Parry: 7; Toughness: 15 (3)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Edges: Dodge, Level Headed, Quick

Special Abilities

• Armour +3: Natural armour.

• Slam: Str+d8.

• Wing Buffets: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• Flight: Flying Pace of 18" and Climb 0.

• **Energy Resistances:** –2 damage from acid, cold, electricity, fire and sonic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• **Size +4:** Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Warforged Scorpion

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Climbing d8, Notice d6, Stealth d4 Charisma: -; Pace: 8; Parry: 7; Toughness: 14 (3)

Edges: Frenzy
Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6.

• Sting: Str+d6; +2 acid damage.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from acid, cold, fire and sonic.

• **Physical Resistance:** -2 damage from physical attacks, except those caused by adamantine weapons.

• Size +3: Increases Toughness by +3.

Warforged Scout

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d6, Climbing d8, Repair d6, Lockpicking

d6, Notice d8, Stealth d8, Shooting d4

Charisma: -; Pace: 4; Parry: 5; Toughness: 5 (1) Gear: Shortsword (Str+d6), bow (Shooting; range

12/24/48; 2d6) Edges: Thief Special Abilities

• Armour +1: Composite plating.

• Slam: Str+d4.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots

• Size -1: Reduces Toughness by -1.

Warforged Soldier

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Climbing d6, Repair

d6, Notice d6, Shooting d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 7 (1)
Gear: Longsword (Str+d8), medium shield (+1 Parry),

bow (Shooting; range 12/24/48; 2d6)

Special Abilities

• Armour +1: Composite plating.

• Slam: Str+d6.

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

Warforged Titan

Rank: Heroic

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12

Skills: Fighting d10, Climbing d12+1, Notice d4
Charisma: -; Pace: 10; Parry: 6; Toughness: 19 (4)
Gear: Axe (Str+d6), maul (Str+d8; Parry -1; AP 2)

Edges: Sweep Special Abilities

• Armour +4: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from acid, cold, fire and sonic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by adamantine weapons.

• Endurance: +2 to Soak rolls.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Warsworn

Warsworn

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d12+2,

Strength d12+5, Vigor d12+3

Skills: Fighting d10, Climbing d12+5, Swimming d12+4,

Notice d12+4, Throwing d8

Charisma: +4; Pace: 8; Parry: 7; Toughness: 26 (5) Gear: Scrap ball (Throwing; range 3/6/12; Str+d6)

Edges: Frenzy, Improved Frenzy, Quick

Special Abilities

• Armour +5: Steel-girded flesh.

• Slams: Str+d8; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and magical.

• Energy Drain: Make a Vigor roll or suffer a level of

Fatigue.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wasp

Giant Wasp

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (1)

Special Abilities

• Armour +1: Natural armour.

• Sting: Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Ten feet tall; Toughness +2.

Wasp Swarm

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d6 damage

within a MBT), Notice d8

Charisma: -; Pace: 1; Parry: 4; Toughness: 6 Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic. • **Fearless:** Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Flight: Flying Pace of 8" and Climb 1.

• **Poison:** Swarm inflicts poison if foe is Shaken or wounded.

Giant Hornet

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d6, Survival d4, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6.

• **Sting:** Str+d6; Poison.

• **Darkvision:** No vision penalties for darkness (range

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Vapor Wasp

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d6, Notice d10

Charisma: -; Pace: 4; Parry: 5; Toughness: 11 (1)

Special Abilities

• Armour +1: Natural armour.

• Stina: Str+d6: Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Flight: Flying Pace of 12" and Climb 1. • Energy Resistance: -1 damage from fire.

• Poison: Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Giant Yellowjacket

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12. Vigor d8

Skills: Fighting d6, Survival d6, Notice d8

Charisma: -; Pace: 4; Parry: 5; Toughness: 9 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6.

• Sting: Str+d6; Poison.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Flight: Flying Pace of 12" and Climb 1.

• Immunity: Mind-affecting effects.

• Poison: Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Eight feet long; Toughness +2.

Water Orm

Water Orm

Rank: Heroic

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Swimming d12, Notice d10, Stealth

Charisma: -; Pace: 4; Parry: 7; Toughness: 18 (3)

Edges: Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; Grab.

• Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Aquatic: Swimming Pace of 12", and cannot drown.

• Immunity: Cold.

• **Energy Resistance:** –4 damage from fire.

• Size +7: Forty-five feet long; Toughness +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Water Strider Swarm

Water Strider Swarm

Rank: Novice

Attributes: Agility d12, Smarts d4 (M), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting N/A (automatically hits, 2d4 damage

within a MBT), Swimming d6, Notice d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 6

Special Abilities

• Darkvision: No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• Swarm: +2 Parry, immune to most weapons.

• Natural Swimmer: Swimming Pace of 5", and +2 to resist drowning.

• Immunity: Mind-affecting effects.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

Water Wraith

Water Wraith

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8,

Vigor d6

Skills: Fighting d6, Swimming d12, Notice d6, Stealth d4 Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (2)

Edges: Dodge, Level Headed

Special Abilities • Armour +2: Scales. • Bite: Str+d6; Attach.

• Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range 12").

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Amphibious: Swimming Pace of 12", and cannot drown, but can also breathe air and survive indefinitely on

Weasel

Weasel

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4–2, Climbing d10, Tracking d4, Notice

d4, Stealth d12

Charisma: -; Pace: 4; Parry: 2; Toughness: 3 Special Abilities

• Bite: Str; Attach.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

- **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".
- Size -2: Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Dire Weasel

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d8, Climbing d6, Tracking d6, Notice d6,

Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 6 (1)

Special Abilities

• Armour +1: Thick pelt.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Giant Weasel

Rank: Novice

Attributes: Agility d12, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d8, Climbing d6, Tracking d8, Swimming

d8, Notice d8, Stealth d10

Charisma: -; Pace: 8; Parry: 6; Toughness: 5 Special Abilities

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Weaverworm

Weaverworm

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d12+1,

Repair d10, Notice d10, Stealth d6

Charisma: +2; Pace: 6; Parry: 7; Toughness: 16 (2)

Edges: Level Headed, Marksman

Special Abilities

• Armour +2: Humanoid skin.

• Bite: Str+d8.

• Claw: Str+d8: Paralytic Nails.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.
- Burrow: Can burrow and reappear within 2".
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Paralytic Nails: Make a Vigor roll or suffer a level of Fatigue.
- Endurance: +2 to Soak rolls.
- **Size +6:** Eighteen feet long; Toughness +6.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Weird

Blood Weird

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d10, Intimidation d12, Knowledge (Planes) d12, Survival d12, Notice d12+1, Stealth d10, Innate Powers d6

Charisma: +1; Pace: 8; Parry: 7; Toughness: 10 (2) Edges: Alertness, Arcane Background (Super Powers), Level Headed, Trademark Weapon (bite)

Powers: Dispel (fire effects)

Special Abilities

• Armour +2: Glistening scales.

• Bite: Str+d8; Siphon; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

- Extraplanar: Not native to the material plane, and can be targeted by Banish.
- Outsider: Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Evil: Affected by powers and abilities that work on evil creatures.
- Hardy: A second Shaken result doesn't become a

wound.

• Physical Resistance: -3 damage from physical attacks, except those caused by bludgeoning weapons.

• **Siphon:** Make a Vigor roll or suffer a level of Fatigue.

• Size +2: Ten feet long; Toughness +2.

Fungus Weird

Rank: Seasoned

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d8, Notice d10, Stealth d8

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (1) Edges: Alertness, Level Headed, Trademark Weapon

(bite)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• Spores: Cone Template; victims must make a Vigor roll or suffer Fatigue.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Plant: +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

• Size +2: Ten feet long; Toughness +2.

Lava Weird

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d10, Intimidation d12, Knowledge

(Planes) d10, Notice d12+1, Stealth d10

Charisma: +1; Pace: 8; Parry: 7; Toughness: 11 (2) Edges: Alertness, Level Headed, Trademark Weapon

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; Grab.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Weakness: Cold (double damage).

• Physical Resistance: -3 damage from physical attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

• Size +2: Ten feet long; Toughness +2.

Lightning Weird

Rank: Veteran

Attributes: Agility d12+1, Smarts d6, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d12, Intimidation d12, Knowledge

(Planes) d10, Notice d12+1, Stealth d12

Charisma: -; Pace: 10; Parry: 8; Toughness: 10 (2) **Edges:** Alertness, Dodge, Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +2: Natural armour.

• Bite: Str+d6; +2 electricity damage; Grab.

• Darkvision: No vision penalties for darkness (range

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Elemental: Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Electricity.

• Physical Resistance: -3 damage from physical attacks, except those caused by bludgeoning weapons.

• **Size +2:** Ten feet long; Toughness +2.

Well Lurker

Well Lurker

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d8, Notice d12+1

Charisma: -; Pace: 2; Parry: 6; Toughness: 15 (3) Edges: Alertness, Ambidextrous, Frenzy, Improved Frenzy, Quick, Trademark Weapon (tentacle)

Tactics: Two Weapons **Special Abilities**

• Armour +3: Natural armour.

• **Tentacles:** Str+d8; Reach 1"; Grab.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• Size +4: Ten feet long; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Wendigo

Wendigo

Rank: Legendary

Attributes: Agility d12+4, Smarts d12+3, Spirit d12+1, Strength d12+4, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+5, Knowledge (Arcana) d12+3, Knowledge (Geography) d12+3, Knowledge (Nature) d12+3, Knowledge (Religion) d12+3, Knowledge (Planes) d12+4, Persuasion d8, Repair d12+4, Survival d12+3, Notice d12+3, Stealth d12+3, Spellcasting d12

Charisma: +4; Pace: -; Parry: 8; Toughness: 17 (3) Edges: Arcane Background (Magic), Level Headed, Quick, War Cry

Powers: Flight (wind walk), Obscure (fog)

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d8; +2 cold damage; Grab.

• Claws: Str+d8; +2 cold damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Outsider (Native): This ability is only important for certain spells.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 24" and Climb 3.

• No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Fast Regeneration: May make a Vigor roll every round to heal damage.

• Immunities: Cold and fear.

• Weakness: Fire (double damage).

• **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and magical.

• Size +4: Increases Toughness by +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Whale

Whale

Rank: Heroic

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+6, Vigor d12+2

Skills: Fighting d10, Swimming d12+4, Notice d12+2 Charisma: -; Pace: -; Parry: 7; Toughness: 23 (4) Edges: Hard to Kill, Level Headed, Strong Willed Special Abilities

• Armour +4: Thick flesh.

• Tail Slap: Str+d8.

• Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Hardy: A second Shaken result doesn't become a wound.

• Size +10: Increases Toughness by +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Blue Whale

Rank: Legendary

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+7, Vigor d12+3

Skills: Fighting d10, Swimming d12+6, Notice d12+4 Charisma: -; Pace: -; Parry: 7; Toughness: 32 (6) Edges: Hard to Kill, Strong Willed, Trademark Weapon (tail slap)

Special Abilities

• Armour +6: Thick flesh.

• Tail Slap: Str+d8; Knockback.

• Low Light Vision: No penalties for dim or dark lighting.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Knockback:** Opponent knocked back d12" on a raise, if they hit a solid object they suffer +d6 damage.

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Size +17: One hundred feet long; Toughness +17.

• **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Crimson Whale

Rank: Veteran

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+5, Vigor d12+1

Skills: Fighting d8, Swimming d12+4, Notice d12+2 **Charisma:** -; **Pace:** -; **Parry:** 6; **Toughness:** 22 (4) **Edges:** Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

• Armour +4: Blood-red skin.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsense:** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at –

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Endurance: +2 to Soak rolls.

• Size +10: Two feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Great White Whale

Rank: Legendary

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d12+9, Vigor d12+3

Skills: Fighting d10, Swimming d12+7, Notice d10 Charisma: -; Pace: -; Parry: 7; Toughness: 34 (6)

Edges: Hard to Kill, Strong Willed

Special Abilities

• Armour +6: Thick flesh.

Bite: Str+d8.Tail Slap: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Natural Swimmer:** Swimming Pace of 9", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• **Hardy:** A second Shaken result doesn't become a wound.

• **Size +19:** Increases Toughness by +19.

• **Gargantuan:** –4 to attack medium–sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Narwhal

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d8,

Strength d12+1, Vigor d8

Skills: Fighting d6, Swimming d12+1, Notice d10 Charisma: -; Pace: -; Parry: 5; Toughness: 9 (1) Special Abilities

• Armour +1: Thick flesh.

• Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• **Natural Swimmer:** Swimming Pace of 11", and +2 to resist drowning.

• Hold Breath: Can hold breath for Vigor x 10 minutes.

• Endurance: +2 to Soak rolls.

• Size +2: Fourteen feet long; Toughness +2.

Whirlmaw

Whirlmaw

Rank: Heroic

Attributes: Agility d12+2, Smarts d4, Spirit d6, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d12

Charisma: -; Pace: 2; Parry: 7; Toughness: 9 (1) Edges: Level Headed, Trademark Weapon (bite)

Special Abilities

• Armour +1: Leathery skin.

• Bite: Str+d6; Burrowing Bite.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Flight: Flying Pace of 18" and Climb 3.

• Burrow: Can burrow and reappear within 2".

• Immunity: Fire.

Widow Creeper

Widow Creeper

Rank: Legendary

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength

d12+3, Vigor d12+1

Skills: Fighting d10, Climbing d12+2, Notice d12+1,

Stealth d6

Charisma: -; Pace: 6; Parry: 7; Toughness: 16 (4) Edges: Frenzy, Level Headed, Quick, Strong Willed,

Trademark Weapon (tentacle)

Special Abilities

• Armour +4: Natural armour.

• Tentacles: Str+d8; Reach 1"; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Woodland Stride:** Forests and woodland terrain are never treated as difficult ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Physical Resistance:** –4 damage from physical attacks, except from those that are both magical and slashing.

• Endurance: +2 to Soak rolls.

• Size +4: Eight feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Wight

Wight

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d8, Knowledge (Religion) d8, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1) Special Abilities

• Armour +1: Flesh.

• Slam: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of

Fatigue.

Barrow Wight

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8,

Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge

(Religion) d8, Notice d10, Stealth d12+1

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (2)

Special Abilities

• Armour +2: Gray skin.

• Slam: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Insanity Gaze:** All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

• Endurance: +2 to Soak rolls.

Blood Wight

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength

d12+1, Vigor d10

Skills: Fighting d8, Climbing d12+1, Survival d10, Notice

d12+1, Stealth d10

Charisma: +1; Pace: 6; Parry: 6; Toughness: 14 (3) Edges: Alertness, Frenzy, Level Headed, Trademark Weapon (claws)

Special Abilities

• Armour +3: Natural armour.

• Claws: Str+d6; Bleed.

• **Darkvision:** No vision penalties for darkness (range

L2").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** –3 damage from physical attacks, except from those that are both bludgeoning and magical.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size +2: Ten feet tall; Toughness +2.

Brute Wight

Rank: Seasoned

Attributes: Agility d8, Smarts d8, Spirit d10, Strength

d12+1, Vigor d10

Skills: Fighting d6, Intimidation d10, Knowledge (Religion) d8, Notice d10, Stealth d12+1

Charisma: +4; Pace: 6; Parry: 5; Toughness: 13 (2)

Special Abilities
• Armour +2: Flesh.

• Slam: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range

.2").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Size +2: Increases Toughness by +2.

Cairn Wight

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d10, Strength

d10, Vigor d10

Skills: Fighting d6, Intimidation d10, Climbing d10, Knowledge (Religion) d8, Notice d10, Stealth d12+1 **Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (1) **Gear:** Studded leather armour (+1), longsword (Str+d8;

+2 energy damage Drain)

Special Abilities

Slam: Str+d6; +2 energy damage Drain.
Darkvision: No vision penalties for darkness (range

12").

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of Fatigue.

*The Barrow King

Rank: Veteran

Attributes: Agility d10, Smarts d8, Spirit d12, Strength

d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Climbing d10, Knowledge (Nobility) d10, Knowledge (Religion) d8, Repair d8, Notice d12+1, Stealth d10, Throwing d8 **Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (3) **Gear:** Breastplate (+3), greatsword (Str+d10; Parry -1; +2 energy damage Drain), masterwork throwing axe (Throwing; range 3/6/12; Str+d6)

Edges: Brave, Level Headed, Sweep, Trademark Weapon (greatsword)

Special Abilities

• Slams: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range 12")

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Immunities: Sleep, paralysis, mind-affecting effects,

aging, bleeding and death magic.

- Weakness: Resurrection vulnerability.
- Energy Drain: Make a Vigor roll or suffer a level of

Frost Wight

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6,

Skills: Fighting d4, Intimidation d8, Knowledge (Religion)

d8, Notice d10, Stealth d12

Charisma: -; Pace: 6; Parry: 4; Toughness: 8 (1) **Special Abilities**

• Armour +1: Pale flesh.

• Slam: Str+d6; +2 cold damage; +2 energy damage

• Darkvision: No vision penalties for darkness (range 12").

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of

Wight Minotaur

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12+1, Vigor d8

Skills: Fighting d8, Intimidation d8, Survival d10, Notice

d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

Gear: Greataxe (Str+d10; Parry -1)

Special Abilities

• Armour +2: Natural armour.

• Horns: Str+d6.

• Darkvision: No vision penalties for darkness (range 12").

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Humanoid: Affected by spells that only work on humanoids.

• Gore: +4 damage if move 6" or more in straight line before attacking.

• Hardy: A second Shaken result doesn't become a

• Weakness: Resurrection vulnerability.

• Size +2: Increases Toughness by +2.

Wight Monk

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d12, Strength

d10, Vigor d10

Skills: Fighting d8, Notice d10, Stealth d12+1

Charisma: -; Pace: 10; Parry: 6; Toughness: 10 (1) Gear: Unarmed (Str+d8; +2 energy damage Drain),

flurry (Str+d8; +2 energy damage Drain)

Edges: Dodge, Improved Dodge, Level Headed,

Trademark Weapon (unarmed strike)

Special Abilities

• Armour +1: Natural armour.

• Darkvision: No vision penalties for darkness (range

• Create Spawn: Anything slain by this creature is doomed to become one as well.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Weakness: Resurrection vulnerability.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

Wight Adult Red Dragon

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+5, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge

(Arcana) d12+2, Repair d12+2, Notice d12+2, Stealth d12+1, Spellcasting d10 Charisma: +4; Pace: 8; Parry: 8; Toughness: 25 (6)

Edges: Ambidextrous, Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Bolt (magic missile), Deflection (forcefield), Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Invisibility, Puppet, Quickness

Tactics: Two Weapons **Special Abilities**

• Armour +6: Scaly hide.

• Bite: Str+d8; +2 energy damage Drain.

• Claws: Str+d8; +2 energy damage Drain.

• Fear -3: Anyone who sees this creature must make a Fear check at -3.

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 40" and Climb -1.

• Arcane Resistance: +5 to resist opposed magic, and

+5 armour against offensive magic.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 fire damage.

• Immunities: Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weaknesses: Cold (double damage) and resurrection vulnerability.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Sword Wight

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d8, Notice d12, Stealth d10

Charisma: -; Pace: 4; Parry: 4; Toughness: 11 (2) Gear: Chainmail hauberk (+2), greatsword (Str+d10;

Parry −1; +2 energy damage Drain) **Edges:** Trademark Weapon (greatsword)

Special Abilities

• Or Slam: Str+d6; +2 energy damage Drain.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• Endurance: +2 to Soak rolls.

Timber Wight

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d8, Strength

d12+3, Vigor d12+1

Skills: Fighting d6, Intimidation d8, Notice d10,

Spellcasting d6

Charisma: -; Pace: 6; Parry: 5; Toughness: 11 (1) Edges: Arcane Background (Magic), Level Headed,

Trademark Weapon (claw)

Powers: Dispel (plant trappings only)

Special Abilities

• Armour +1: Natural armour.

• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- Fast Regeneration: May make a Vigor roll every round to heal damage.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Fire (double damage).

• Endurance: +2 to Soak rolls.

Will-O'-Wisp

Will-O'-Wisp

Rank: Veteran

Attributes: Agility d12+4, Smarts d8, Spirit d10,

Strength d4, Vigor d6

Skills: Fighting d6, Notice d12+1, Stealth d12+3 **Charisma:** -; **Pace:** -; **Parry:** 5; **Toughness:** 4

Edges: Alertness, Dodge, Level Headed

Special Abilities

• Shock Touch: Str+d4; +2 electricity damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• Invisible: Enemies suffer -4 to their attacks.

• Flight: Flying Pace of 10" and Climb 3.

• Immunity: Magic.

• Size -1: Reduces Toughness by -1.

Willow Dusk

Willow Dusk

Rank: Epic

Attributes: Agility d4, Smarts d4, Spirit d10, Strength

d12+4, Vigor d12+1

Skills: Fighting d12, Notice d12+2, Stealth d6

Charisma: -; Pace: 4; Parry: 8; Toughness: 21 (5) Edges: Frenzy, Improved Frenzy, Quick, Strong Willed,

Trademark Weapon (slam)

Special Abilities

• Armour +5: Natural armour.

• Slams: Str+d8: Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Energy Resistances: -2 damage from cold and fire.

• **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Twenty feet tall; Toughness +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wind Walker

Wind Walker

Rank: Seasoned

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (Planes) d10, Persuasion d10, Notice d10, Stealth d10, Spellcasting d6

Charisma: -; Pace: 8; Parry: 7; Toughness: 9 (1)

Gear: Wind blast (Str+d8)

Edges: Arcane Background (Magic), Combat Reflexes,

Level Headed

Powers: Flight (wind walk), Mind Reading

Special Abilities

• Armour +1: Natural armour.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• Immunity: Magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.

Endurance: +2 to Soak rolls.

• Size +2: Twelve feet tall; Toughness +2.

Wingwyrd

Wingwyrd

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8,

Vigor d10

Skills: Fighting d6, Persuasion d6, Notice d8, Stealth d10

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Edges: Level Headed **Special Abilities**

• Armour +1: Natural armour.

• Bite: Str+d6. • Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• Humanoid: Affected by spells that only work on

humanoids.

• Flight: Flying Pace of 12" and Climb 0.

• Physical Resistance: -2 damage from physical attacks, except those caused by magical weapons.

Winter wolf

Winter Wolf

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Survival d6, Tracking d10, Notice d10,

Stealth d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 12 (2)

Edges: Level Headed **Special Abilities**

• Armour +2: White fur.

• Bite: Str+d6; +2 cold damage; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

12").

- Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- Go for the Throat: Target least armoured location on a
- Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.
- Immunity: Cold.
- Weakness: Fire (double damage).
- Size +2: Eight feet long; Toughness +2.

Two-Headed Winter Worg

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12

Skills: Fighting d6, Survival d6, Tracking d10, Notice d10,

Stealth d6

Edges: Alertness, Combat Reflexes, Level Headed Special Abilities

• Armour +2: White fur.

• Bite: Str+d6; +2 cold damage; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range

Charisma: -; Pace: 6; Parry: 5; Toughness: 12 (2)

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a raise.

• Breath Weapon: All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 cold damage.

• Immunity: Cold.

• Weakness: Fire (double damage).

• Size +2: Eight feet long; Toughness +2.

Winterwight

Winterwight

Rank: Epic

Attributes: Agility d12+2, Smarts d6, Spirit d12,

Strength d12+6, Vigor d12+4

Skills: Fighting d12+1, Intimidation d12+5, Notice

d12+4, Stealth d12+4, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 8; Toughness: 16 (4) Edges: Arcane Background (Magic), Combat Reflexes, Level Headed, Quick

Powers: Dispel, Entangle (sleet storm), Obscure (fog), Teleport (dimension door)

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d6; Blightfire.

• Claws: Str+d6; Blightfire.

• Darkvision: No vision penalties for darkness (range 12").

• Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Arcane Resistance: +5 to resist opposed magic, and +5 armour against offensive magic.

• Immunities: Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Physical Resistance: -4 damage from physical attacks, except from those that are both bludgeoning and good.

Witch Tree

Witch Tree

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d8, Knowledge (Arcana) d10, Persuasion

d10, Repair d10, Notice d12+1, Spellcasting d8

Charisma: +4; Pace: 4; Parry: 6; Toughness: 19 (3) Edges: Alertness, Arcane Background (Magic), Frenzy, Improved Frenzy, Level Headed, Quick, Strong Willed, Trademark Weapon (tendril)

Powers: Puppet (living humanoids only)

Special Abilities

• Armour +3: Thick skin.

• **Tendrils:** Str+d8; Reach 1"; Constrict.

• Low Light Vision: No penalties for dim or dark lighting.

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armour against offensive magic.
- **Energy Resistances:** –2 damage from electricity and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.
- Size +7: Increases Toughness by +7.
- Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Witchfire

Witchfire

Rank: Veteran

Attributes: Agility d12+2, Smarts d10, Spirit d10,

Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d12+1, Notice d12, Stealth d12+1, Shooting d6, Spellcasting d10 **Charisma:** +4; **Pace:** -; **Parry:** 6; **Toughness:** 7 **Edges:** Arcane Background (Magic), Combat Reflexes,

Dodge, Improved Dodge, Level Headed, Quick

Powers: Disguise (illusion), Light (dancing lights), Lower Trait (Strength), Invisibility, Summon Ally

Special Abilities

- **Incorporeal Touch:** Str+d6; +2 fire damage; Witchflame.
- **Witchflame Bolt:** Shooting; range 12/24/48; 2d6; +2 fire damage; Witchflame.
- **Darkvision:** No vision penalties for darkness (range 12").
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 10" and Climb 3.
- **Immunities:** Fire, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Witchflame: Make a Spirit roll or suffer a level of Fatique.
- Witchflame: Make a Spirit roll or suffer a level of Fatigue.

Witchwyrd

Witchwyrd

Rank: Veteran

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d12+1, Knowledge (Arcana) d10, Knowledge (Geography) d10, Knowledge (Planes) d10, Persuasion d10, Notice d8, Spellcasting d12 **Charisma:** +4; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

Gear: Ranseur (Str+d8)

Edges: Arcane Background (Magic), Level Headed, Strong Willed

Powers: Armor, Deflection (displacement), Detect Arcana (sense magic), Dispel, Puppet, Teleport (dimension door) **Special Abilities**

- Armour +2: Permanent armour spell.
- **Slams:** Str+d6; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Humanoid:** Affected by spells that only work on humanoids.
- Hardy: A second Shaken result doesn't become a wound.
- **Physical Resistance:** –2 damage from physical attacks, except those caused by magical weapons.
- **Size +1:** Seven feet tall; Toughness +1.

Witherstench

Witherstench

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 4

Edges: Frenzy Special Abilities • Claws: Str+d4.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range
- Size -1: Four feet long; Toughness -1.

Witherweed

Witherweed

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: -; Parry: 5; Toughness: 10 (1)

Gear: Fronds (Str+d8; Dex) **Edges:** Frenzy, Improved Frenzy

Special Abilities

- Armour +1: Natural armour.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- Mindless: Immune to mind-affecting magic.
- Fearless: Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Size +2: Increases Toughness by +2.

Wizard'S Shackle

Wizard'S Shackle

Rank: Novice

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d4, Vigor d6

Skills: Fighting d4-2, Notice d6

Charisma: -: Pace: 1: Parry: 2: Toughness: 2

Hindrances: Small (M) Special Abilities • Bite: Str; Attach.

• Blindsight: Ignore sight-based penalties and gaze

attacks (range 2").

• Attach: Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2

to their attacks.

Wolf

Wolf

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Special Abilities

• Armour +1: Thick pelt.

• **Bite:** Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a raise.

Dire Wolf

Rank: Seasoned

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d12, Vigor d10

Skills: Fighting d8, Survival d4, Tracking d10, Notice d10,

Charisma: -; Pace: 10; Parry: 6; Toughness: 10 (1)

Edges: Trademark Weapon (bite)

Special Abilities

• Armour +1: Thick pelt.

• **Bite:** Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Fast Runner: Roll d8 when running instead of d6.

• Go for the Throat: Target least armoured location on a

• Size +2: Nine feet long; Toughness +2.

Wolf, Quorbound

Rank: Novice

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Repair d4, Survival d4, Tracking d8,

Notice d8, Stealth d8, Psionics d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Edges: Arcane Background (Psionics)

Powers: Bolt (mind thrust), Detect Arcana (sense

psionics)

Special Abilities

• Armour +1: Thick pelt.

• Bite: Str+d6; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range

12").

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

raise.

Terror Wolf

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d6, Vigor d8

Skills: Fighting d6, Survival d4, Tracking d8, Notice d8,

Stealth d6

Charisma: -; Pace: 10; Parry: 5; Toughness: 7 (1)

Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• Darkvision: No vision penalties for darkness (range

• Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Go for the Throat: Target least armoured location on a

• Fear: Anyone who sees this creature must make a Fear check.

• Immunity: Fear.

Worg

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d10, Vigor d6

Skills: Fighting d6, Survival d6, Tracking d10, Notice d10,

Stealth d8

Charisma: -; Pace: 10; Parry: 5; Toughness: 6 (1)

Special Abilities

- Armour +1: Natural armour.
- **Bite:** Str+d6; Go for the Throat.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- Go for the Throat: Target least armoured location on a raise.

Elder Worg

Rank: Veteran

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+4, Vigor d12+1

Skills: Fighting d10, Survival d8, Tracking d10, Notice

d10, Stealth d8

Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (1) Special Abilities

• Armour +1: Black fur.

• **Bite:** Str+d10; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Fast Runner: Roll d8 when running instead of d6.
- Go for the Throat: Target least armoured location on a raise.

• Endurance: +2 to Soak rolls.

• Size +4: Six feet tall; Toughness +4.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Wolf-In-Sheep'S-Clothing

Wolf-In-Sheep'S-Clothing

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d8, Strength

d10, Vigor d10

Skills: Fighting d8, Climbing d12, Knowledge (Nature) d6,

Notice d12, Stealth d8

Charisma: -; Pace: 1; Parry: 6; Toughness: 10 (3) Edges: Ambidextrous, Level Headed, Quick, Improved

Trademark Weapon (tentacle) **Tactics:** Two Weapons

Special Abilities

• Armour +3: Natural armour.

• Bite: Str+d6.

• Tentacles: Str+d6; Reach 1"; Constrict; Pull.

• **Darkvision:** No vision penalties for darkness (range

• Constrict: Pin opponent on a raise, inflict Str+d6 per

round after that, they require a raise on an opposed Strength roll to escape.

• Burrow: Can burrow and reappear within 1".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 1".

• Hardy: A second Shaken result doesn't become a wound.

• Immunity: Gang Up bonuses.

• **Pull:** On a raise, the victim can be automatically moved adjacent to this creature as if pushed.

Wolf-Spider

Wolf-Spider

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d8, Climbing d10, Survival d4, Tracking

d10, Notice d10, Stealth d8

Charisma: -; Pace: 8; Parry: 6; Toughness: 9 (1)

Edges: Alertness, Level Headed

Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; Poison; Go for the Throat.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Web:** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill.

• Go for the Throat: Target least armoured location on a raise.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Poison:** Bite inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Wolpertinger

Wolpertinger

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6,

Vigor d8

Skills: Fighting d6, Notice d6, Stealth d12

Charisma: -; Pace: 8; Parry: 5; Toughness: 4

Special AbilitiesBite: Str; Bleed.Antlers: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• Flight: Flying Pace of 8" and Climb 0.

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause

a wound)

• Size -2: Two feet long; Toughness -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Wolverine

Wolverine

Rank: Novice

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d10, Tracking d10, Notice

d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 7 (1)

Edges: Berserk, Frenzy Special Abilities

• Armour +1: Thick pelt.

Claws: Str+d6.Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 2".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Endurance: +2 to Soak rolls.

Dire Wolverine

Rank: Seasoned

Attributes: Agility d10, Smarts d6 (A), Spirit d6,

Strength d12, Vigor d10

Skills: Fighting d6, Climbing d10, Tracking d10, Notice

d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Edges: Berserk, Frenzy, Level Headed

Special Abilities

• Armour +1: Thick pelt.

• Claws: Str+d6. • Bite: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2".

• Endurance: +2 to Soak rolls.

• Size +2: Twelve feet long; Toughness +2.

Fey Wolverine

Rank: Novice

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d12, Knowledge (Nature) d8, Tracking d8, Notice d8, Stealth d12, Spellcasting d6 **Charisma:** –; **Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

Edges: Arcane Background (Magic), Berserk

Powers: Puppet (living humanoids only) **Special Abilities**

• Armour +1: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Burrow: Can burrow and reappear within 4".

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Physical Resistance:** -2 damage from physical attacks, except those caused by cold iron weapons.

• Endurance: +2 to Soak rolls.

Woodwose

Woodwose

Rank: Legendary

Attributes: Agility d10, Smarts d6, Spirit d10, Strength

d10, Vigor d12

Skills: Fighting d8, Knowledge (Nature) d12+2,

Persuasion d12+1, Repair d12+2, Notice d12+4, Stealth

d12+1, Spellcasting d6

Charisma: +4; Pace: 6; Parry: 6; Toughness: 11 (3)

Gear: Club (Str+d8)

Edges: Alertness, Arcane Background (Magic), Dodge,

Level Headed

Powers: Barrier (thorns), Detect Arcana (sense magic), Entangle, Environmental Protection (heat and cold),

Summon Ally (animals and elementals)

Special Abilities

• Armour +3: Skin.

• Slams: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by cold iron weapons.

Worm

Aquatic Worm

Rank: Legendary

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+1, Notice d12+1 Charisma: -; Pace: 4; Parry: 8; Toughness: 24 (5) Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Sting: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Poison: Sting inflicts poison if foe is Shaken or wounded.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Crimson Worm

Rank: Legendary

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+2, Notice d12+1 Charisma: -; Pace: 4; Parry: 8; Toughness: 30 (6) Special Abilities

• Armour +6: Natural armour.

Bite: Str+d8; Grab.Sting: Str+d8; Poison.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Burrow: Can burrow and reappear within 4".
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size +15: Increases Toughness by +15.
- **Gargantuan:** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.

Purple Worm

Rank: Legendary

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength

d12+5, Vigor d12+3

Skills: Fighting d12, Swimming d12+1, Notice d12+1 Charisma: -; Pace: 4; Parry: 8; Toughness: 24 (5) Special Abilities

• Armour +5: Natural armour.

• Bite: Str+d8; Grab.

• Sting: Str+d8; Poison.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- Burrow: Can burrow and reappear within 4".
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- Size +10: Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Worm That Walks

Worm That Walks

Rank: Heroic

Attributes: Agility d12, Smarts d12+1, Spirit d6,

Strength d4, Vigor d10

Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Repair d12+2, Notice d12+2, Stealth d10

Charisma: -; Pace: 6; Parry: 6; Toughness: 9 (2) Edges: Combat Reflexes, Dodge, Hard to Kill, Level Headed

Special Abilities

- Armour +2: Natural armour.
- Slam: Str+d6; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 6").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Immunities: Sleep, disease, poison and paralysis.
- Endurance: +2 to Soak rolls.

Woundwyrm

Woundwyrm

Rank: Legendary

Attributes: Agility d6, Smarts d8, Spirit d6, Strength

d12+4, Vigor d12+2

Skills: Fighting d12+1, Intimidation d12+3, Knowledge (Planes) d12+2, Persuasion d12, Repair d12+2, Survival d12+2, Swimming d12+2, Notice d12+2, Spellcasting d8 **Charisma:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 22 (5) **Edges:** Arcane Background (Magic), Dodge, Level Headed

Powers: Deflection (entropic shield), Deflection

(forcefield)

Special Abilities

• **Armour +5:** Scaly hide.

Bite: Str+d8.
 Claws: Str+d8.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

• Flight: Flying Pace of 12" and Climb 0.

• Burrow: Can burrow and reappear within 6".

• **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 damage.

• **Immunities:** Acid, sleep, poison, shapechanging, paralysis, gaze attacks, visual effects and magic.

• **Physical Resistance:** –3 damage from physical attacks, except those caused by either good or lawful weapons.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Wraith

Wraith

Rank: Seasoned

Attributes: Agility d10, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d4, Intimidation d10, Knowledge (Planes)

d8, Persuasion d10, Notice d10, Stealth d10

Charisma: +4; Pace: -; Parry: 4; Toughness: 7

Edges: Combat Reflexes, Level Headed

Special Abilities

• **Incorporeal Touch:** Str+d6; +2 necromantic damage; Draining.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• Fear −1: Anyone who sees this creature must make a Fear check at −1.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Powerless in sunlight.

• Draining: Make a Vigor roll or suffer a level of Fatigue.

Apostasy Wraith

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Knowledge (Religion) d10, Notice d10,

Stealth d12

Charisma: -; Pace: -; Parry: 5; Toughness: 7
Edges: Combat Reflexes, Level Headed, Strong Willed
Special Abilities

• Incorporeal Touch: Str+d6; +2 energy damage Drain; Rend Faith.

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 3.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Drain: Make a Vigor roll or suffer a level of Fatique.

• **Rend Faith:** Make a Spirit roll or suffer a level of Fatigue.

Dread Wraith

Rank: Legendary

Attributes: Agility d12+3, Smarts d8, Spirit d12+1,

Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d12+3, Knowledge (Planes) d10, Persuasion d12+1, Notice d12+4, Stealth d12+3

Charisma: +4; Pace: -; Parry: 7; Toughness: 9 Edges: Alertness, Combat Reflexes, Dodge, Improved Dodge, Level Headed

Special Abilities

• **Incorporeal Touch:** Str+d8; +2 necromantic damage; Draining.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• Fear −2: Anyone who sees this creature must make a Fear check at −2.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 12" and Climb 2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Powerless in sunlight.

• **Draining:** Make a Vigor roll or suffer a level of Fatigue.

• Size +2: Increases Toughness by +2.

Moon Wraith

Rank: Seasoned

Attributes: Agility d12, Smarts d8, Spirit d8, Strength

d6, Vigor d6

Skills: Fighting d6, Intimidation d12+1, Knowledge (Planes) d10, Persuasion d12, Notice d10, Stealth d12 **Charisma:** +4; **Pace:** -; **Parry:** 5; **Toughness:** 7

Edges: Combat Reflexes, Level Headed

Special Abilities

- **Incorporeal Touch:** Str+d6; +2 necromantic damage; Draining.
- Darkvision: No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- Ethereal: Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue.

Broken Child

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d4, Intimidation d10, Knowledge (Planes)

d6, Persuasion d8, Notice d8, Stealth d10

Charisma: +2; Pace: -; Parry: 4; Toughness: 6

Edges: Combat Reflexes, Level Headed

Special Abilities

- **Incorporeal Touch:** Str+d4; +2 necromantic damage; Draining.
- Darkvision: No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- Ethereal: Intangible and can only be hurt by magical
- Fear: Anyone who sees this creature must make a Fear check.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- Flight: Flying Pace of 12" and Climb 2.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- Weakness: Powerless in sunlight.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue.
- Size -1: Reduces Toughness by -1.

Wyvern

Wyvern

Rank: Seasoned

Attributes: Agility d6, Smarts d4, Spirit d6, Strength

d12, Vigor d12

Skills: Fighting d8, Tracking d12+1, Notice d12+1,

Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 12 (2)

Edges: Level Headed, Strong Willed

Special Abilities

Armour +2: Scaly hide.
Sting: Str+d6; Poison.

• Bite: Str+d6; Grab.

- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb -1.
- Immunities: Sleep and paralysis.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Size +2:** Sixteen feet long; Toughness +2.

Aashaq'S Wyvern

Rank: Veteran

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Tracking d12+1,

Swimming d12+3, Notice d12+1, Stealth d8

Charisma: -; Pace: 4; Parry: 6; Toughness: 13 (3) Edges: Combat Reflexes, Level Headed, Strong Willed Special Abilities

- Armour +3: Scaly hide.
- Bite: Str+d6; Grab.
- **Stings:** Str+d6; Poison.
- Low Light Vision: No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- Flight: Flying Pace of 12" and Climb -1.
- **Natural Swimmer:** Swimming Pace of 7", and +2 to resist drowning.
- Hold Breath: Can hold breath for Vigor x 10 minutes.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armour against offensive magic.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d8 fire damage.
- Immunities: Sleep, paralysis and magic.
- Energy Resistances: -2 damage from acid and fire.
- **Poison:** Stings inflict poison if foe is Shaken or wounded.
- **Size +2:** Eighteen feet long; Toughness +2.

Barbtongued Wyvern

Rank: Epic

Attributes: Agility d8, Smarts d4, Spirit d6, Strength

d12+3, Vigor d12+2

Skills: Fighting d12+1, Tracking d12+4, Notice d12+4,

Stealth d12+1

Charisma: -; Pace: 4; Parry: 8; Toughness: 20 (4)

Edges: Dodge Special Abilities

• Armour +4: Scaly hide.

• **Sting:** Str+d10; Poison.

• **Bite:** Str+d10.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- Flight: Flying Pace of 12" and Climb -1.

• Immunities: Sleep and paralysis.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +7: Increases Toughness by +7.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Lead-Clad Wyvern

Rank: Seasoned

Attributes: Agility d4, Smarts d4, Spirit d6, Strength

d12, Vigor d12+2

Skills: Fighting d8, Tracking d12, Notice d12, Stealth d4 Charisma: -; Pace: 4; Parry: 6; Toughness: 14 (3)

Edges: Level Headed, Strong Willed

Special Abilities

Armour +3: Scaly hide.Sting: Str+d6; Poison.

• Bite: Str+d6; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

 Darkvision: No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb -1.

• Immunities: Sleep and paralysis.

• Weakness: Electricity (double damage).

• Energy Resistance: -1 damage from electricity.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +2: Increases Toughness by +2.

Night Wyvern

Rank: Seasoned

Attributes: Agility d10, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Tracking d12, Notice d12, Stealth

d10

Charisma: -; Pace: 4; Parry: 7; Toughness: 13 (2) Edges: Level Headed, Trademark Weapon (sting)

Special Abilities

• Armour +2: Scaly hide.

• Sting: Str+d8; Poison.

• Bite: Str+d8; Grab.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Flight: Flying Pace of 12" and Climb -1.

• Immunities: Sleep and paralysis.

• Weakness: Light sensitive.

• **Poison:** Sting inflicts poison if foe is Shaken or wounded.

• Size +3: Increases Toughness by +3.

Xacarba

Xacarba

Rank: Epic

Attributes: Agility d12+1, Smarts d12+3, Spirit d12+2,

Strength d12+4, Vigor d12+1

Skills: Fighting d12+1, Intimidation d12+4, Climbing d12+1, Knowledge (Arcana) d12+5, Persuasion d12+4, Repair d12+5, Tracking d12+4, Notice d12+4, Stealth d12, Spellcasting d12

Charisma: +4; Pace: 8; Parry: 8; Toughness: 22 (4)

Gear: Tail slaps (Str+d8; Constrict)

Edges: Arcane Background (Magic), Combat Reflexes, Dodge, Improved Dodge, Level Headed, Quick, Strong Willed

Powers: Invisibility, Mind Reading, Puppet, Summon Ally, Teleport

Special Abilities

• Armour +4: Natural armour.

• Bite: Str+d8; Poison.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Truevision:** Can see through illusions, shapechanging, invisibility, etc.

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.

• **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Arcane Resistance:** +5 to resist opposed magic, and +5 armour against offensive magic.

• Evil: Affected by powers and abilities that work on evil creatures.

• **Change Form:** Can assume an alternate form as a normal action.

• Immunities: Electricity and poison.

• Energy Resistances: -2 damage from acid, cold and fire.

• Physical Resistance: -3 damage from physical

attacks, except those caused by good weapons.

- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- Size +10: Increases Toughness by +10.
- Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Xenomorph

Xenomorph (Face **Hugger**)

Rank: Novice

Attributes: Agility d12, Smarts d4, Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Climbing d10, Swimming d10, Notice

d10, Stealth d10

Charisma: -; Pace: 6; Parry: 5; Toughness: 5 (1)

Edges: Dodge, Level Headed

Special Abilities

• Armour +1: Soft exoskeleton.

• Slam: Str; Grab. • Tail: Str: Grab.

• Darkvision: No vision penalties for darkness (range

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 6", and +2 to resist drowning.

• Size -2: Reduces Toughness by -2.

• Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

*Xenomorph (Queen)

Rank: Legendary

Attributes: Agility d12, Smarts d8, Spirit d12, Strength

d12+4, Vigor d12+3

Skills: Fighting d10, Intimidation d12+1, Climbing d12+3, Survival d12+3, Swimming d12+3, Notice d12+3, Stealth d12+1

Charisma: -; Pace: 8; Parry: 7; Toughness: 21 (4) Edges: Dodge, Improved Dodge, Level Headed,

Trademark Weapon (bite)

Special Abilities

• Armour +4: Tough exoskeleton.

• Bite: Str+d8; +2 acid damage; Grab.

• Claws: Str+d8.

• Darkvision: No vision penalties for darkness (range

• Death Throes: Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Hardy: A second Shaken result doesn't become a

• Immunities: Acid, disease and poison.

• Weakness: Fire (double damage).

• Energy Resistance: -4 damage from cold.

• Size +8: Increases Toughness by +8.

• Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Xenomorph (Worker)

Rank: Veteran

Attributes: Agility d12, Smarts d6, Spirit d8, Strength

d12+1, Vigor d12

Skills: Fighting d10, Climbing d12, Survival d10, Swimming d12, Notice d12+1, Stealth d12+1 Charisma: -; Pace: 8; Parry: 7; Toughness: 13 (3)

Edges: Dodge, Improved Dodge, Level Headed,

Trademark Weapon (bite)

Special Abilities

• Armour +3: Tough exoskeleton.

• Bite: Str+d6; +2 acid damage; Grab.

• Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

• **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).

• Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• Natural Swimmer: Swimming Pace of 7", and +2 to resist drowning.

• Immunities: Acid, disease and poison.

• Weakness: Fire (double damage).

• Energy Resistance: -4 damage from cold.

• **Size +2:** Increases Toughness by +2.

Xill

Xill

Rank: Veteran

Attributes: Agility d12, Smarts d8, Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d10, Intimidation d10, Knowledge (Arcana) d12, Knowledge (Planes) d12, Notice d10, Stealth d12, Throwing d8

Charisma: -; Pace: 8; Parry: 8; Toughness: 8 (2) Gear: Short swords (Str+d8), medium shield (+1 Parry),

longbows (Throwing; range 3/6/12; Str+d6)

Edges: Combat Reflexes, Level Headed, Strong Willed **Special Abilities**

• Armour +2: Natural armour.

• Claw: Str+d6; Grab.

• Darkvision: No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Evil: Affected by powers and abilities that work on evil creatures.

Xorn

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d8, Intimidation d10, Survival d10, Notice

d12, Stealth d10

Charisma: -; Pace: 4; Parry: 6; Toughness: 10 (3)

Edges: Sweep Special Abilities

• Armour +3: Natural armour.

Bite: Str+d6.Claws: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be

resurrected.

• **Burrow:** Can burrow and reappear within 4".

• Immunities: Fire, cold and Gang Up bonuses.

Energy Resistance: -2 damage from electricity.
 Physical Resistance: -2 damage from physical

attacks, except those caused by bludgeoning weapons.

• Endurance: +2 to Soak rolls.

Xtabay

Xtabay

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d4, Vigor d12

Skills: Fighting d4-2, Notice d4

Charisma: -; Pace: 1; Parry: 2; Toughness: 7

Special Abilities

• Stings: Str+d4; +2 acid damage.

• Low Light Vision: No penalties for dim or dark lighting.

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Immunity: Acid.

• Size -1: Reduces Toughness by -1.

Yellow musk creeper

Yellow Musk Creeper

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 1; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Tendril: Str+d6; Reach 1".

• **Tremorsense:** Can sense and accurately pinpoint anything within 6" that's in contact with the ground.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Yellow Musk Zombie

Rank: Novice

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength

d10, Vigor d8

Skills: Fighting d6, Notice d6

Charisma: -; Pace: 4; Parry: 5; Toughness: 7 (1)

Gear: Longsword (Str+d8)

Edges: Quick Special Abilities

• Armour +1: Yellow skin.

• Slam: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

Yeth Hound

Yeth Hound

Rank: Seasoned

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d10, Vigor d8

Skills: Fighting d6, Survival d8, Tracking d8, Notice d8,

Stealth d8

Charisma: -; Pace: 8; Parry: 5; Toughness: 7 (1)

Edges: Level Headed Special Abilities

• Armour +1: Natural armour.

• **Bite:** Str+d6; Sinister Bite; Go for the Throat.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Go for the Throat: Target least armoured location on a raise.

• Flight: Flying Pace of 12" and Climb 1.

• **Evil:** Affected by powers and abilities that work on evil creatures.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by silver weapons.

• **Sinister Bite:** Make a Spirit roll or suffer a level of Fatigue.

Yeti

Yeti

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength

d12, Vigor d8

Skills: Fighting d6, Intimidation d8, Climbing d12+2,

Tracking d10, Notice d10, Stealth d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (2)

Edges: Frenzy, Sweep Special Abilities

• Armour +2: White fur.

• Claws: Str+d6; +2 cold damage.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Humanoid:** Affected by spells that only work on humanoids.
- Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".
- Hardy: A second Shaken result doesn't become a wound.
- Frightful Gaze: All creatures within 12" must make a Spirit roll to resist.

• Immunity: Cold.

Weakness: Fire (double damage).
Size +2: Increases Toughness by +2.

Yithian

Yithian

Rank: Heroic

Attributes: Agility d6, Smarts d12+2, Spirit d12,

Strength d12+2, Vigor d10

Skills: Fighting d10, Climbing d12, Healing d12+1, Persuasion d12+1, Notice d12+3, Spellcasting d12 **Charisma:** +4; **Pace:** 4; **Parry:** 7; **Toughness:** 13 (3) **Edges:** Alertness, Arcane Background (Magic), Frenzy,

Strong Willed

Powers: Entangle, Mind Reading

Special Abilities

• Armour +3: Natural armour.

• Pincers: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at 2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".
- Hardy: A second Shaken result doesn't become a wound.
- Immunity: Gang Up bonuses.
- Energy Resistances: -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

• Size +3: Increases Toughness by +3.

Yrthak

Yrthak

Rank: Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength

d12+2, Vigor d12

Skills: Fighting d10, Notice d12+1, Throwing d8 **Charisma:** –; **Pace:** 4; **Parry:** 7; **Toughness:** 17 (3) **Gear:** Sonic lance (Throwing; range 3/6/12; Str+d6; +2

sonic damage)

Edges: Dodge, Level Headed, Quick, Strong Willed

Special Abilities

• Armour +3: Natural armour.

Bite: Str+d8.Claws: Str+d8.

• **Blindsight:** Ignore sight-based penalties and gaze attacks (range 24").

• Flight: Flying Pace of 12" and Climb 0.

• Immunities: Sonic, gaze attacks and visual effects.

• **Size +6:** Twenty feet long; Toughness +6.

• Large: -2 to attack medium-sized foes, they receive +2 to their attacks.

Yuki-Onna

Yuki-Onna

Rank: Veteran

Attributes: Agility d12, Smarts d10, Spirit d12+1,

Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+1, Repair d12, Survival d12, Notice d12+1, Stealth d12, Spellcasting d10

Charisma: +4; Pace: -; Parry: 5; Toughness: 7
Gear: Touches (Str+d6; +2 cold damage; Chilling Touch)
Edges: Arcane Background (Magic), Dodge, Improved

Dodge, Frenzy, Level Headed

Powers: Blast (ice storm), Deflection (blur)

Special Abilities

• **Darkvision:** No vision penalties for darkness (range 12").

• Ethereal: Intangible and can only be hurt by magical attacks.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb 3.

• Fascinating Gaze: All creatures within 12" must make a Spirit roll to resist.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Weakness: Fire (double damage).

• Chilling Touch: Make a Vigor roll or suffer a level of Fatique.

Zhyen

Zhyen

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Knowledge (Arcana) d4, Knowledge (Planes) d4, Repair d4, Swimming d6, Notice d6, Stealth

d12, Spellcasting d6

Charisma: -; Pace: 2; Parry: 4; Toughness: 4 (1)

Edges: Arcane Background (Magic)

Powers: Environmental Protection (heat and cold), Summon Ally

Special Abilities

• Armour +1: Natural armour.

• **Touch:** Str; +2 acid damage; +2 cold damage; +2 electricity damage; or Fire Damage.

 Darkvision: No vision penalties for darkness (range 12").

• Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

• Fast Runner: Roll d8 when running instead of d6.

• Flight: Flying Pace of 6" and Climb 3.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• Energy Resistances: -1 damage from acid, cold, electricity and fire.

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Zombie

Zombie

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Special Abilities
• Armour +1: Flesh.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

Apocalypse Zombie

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Climbing d10, Tracking d4, Notice d4 Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1) Special Abilities

• Armour +1: Natural armour.

• Bite: Str+d6; Disease; Grab.

• Slam: Str+d6; Disease; Grab.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only

adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

• **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.

• **Create Spawn:** Anything slain by this creature is doomed to become one as well.

• **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 4".

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Disease:** Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

Brine Zombie

Rank: Seasoned

Attributes: Agility d4, Smarts d4 (M), Spirit d6, Strength

d8, Vigor d8

Skills: Fighting d6, Swimming d10, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 9 (1)

Gear: Cutlass (Str+d8)
Special Abilities

• Armour +1: Blue-green flesh.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12")

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Aquatic: Swimming Pace of 10", and cannot drown.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Energy Resistance: -2 damage from fire.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

Undead Emu

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 8 (1)

Special Abilities

• **Armour +1:** Natural armour.

• Slam: Str+d6.

• Low Light Vision: No penalties for dim or dark lighting.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Fast Zombie

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1)

Edges: Frenzy
Special Abilities
• Armour +1: Flesh.
• Slams: Str+d6.

• Darkvision: No vision penalties for darkness (range

12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Flapping Head

Rank: Seasoned

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4, Stealth d6

Charisma: -; Pace: -; Parry: 5; Toughness: 6

Special AbilitiesBite: Str+d4.Slam: Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

• Extraplanar: Not native to the material plane, and can

be targeted by Banish.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Flight: Flying Pace of 6" and Climb -2.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Size -1: Reduces Toughness by -1.

Zombie Wolf

Rank: Novice

Attributes: Agility d10, Smarts d4 (M), Spirit d6,

Strength d8, Vigor d8

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 12; Parry: 5; Toughness: 9 (1)

Special Abilities

Armour +1: Natural armour.
Bite: Str+d6; Go for the Throat.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

• Go for the Throat: Target least armoured location on a raise.

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Storm Giant Zombie

Rank: Epic

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d12+7, Vigor d12+5

Skills: Fighting d12+1, Swimming d12+1, Notice d4 **Charisma:** -; **Pace:** 7; **Parry:** 7; **Toughness:** 23 (3) **Gear:** Breastplate (+3), masterwork broken greatsword

(Str+d10; Parry -1)
Special Abilities
• Slam: Str+d8.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Mindless:** Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

• Size +8: Increases Toughness by +8.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Kobold Zombie

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 6; Toughness: 7 (1) Gear: Leather armour (+1), spear (Str+d6; Reach 1"; Parry +1)

Special Abilities• **Slam:** Str+d4.

• **Darkvision:** No vision penalties for darkness (range 12").

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Humanoid:** Affected by spells that only work on humanoids.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

• Size -1: Reduces Toughness by -1.

Plague Zombie

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Special AbilitiesArmour +1: Flesh.Slam: Str+d6; Disease.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Death Burst:** Explodes when incapacitated, inflicting 3d6 damage to everything within a MBT.

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Disease: Make a Vigor roll or become afflicted.

• Endurance: +2 to Soak rolls.

Spellgorged Zombie

Rank: Seasoned

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 8 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Unhallowed Zombie

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 10 (1)

Special Abilities

• Armour +1: Natural armour.

• Slam: Str+d6.

• **Darkvision:** No vision penalties for darkness (range 12").

• Mindless: Immune to mind-affecting magic.

• Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by slashing weapons.

• Endurance: +2 to Soak rolls.

Void Zombie

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d6, Strength

d10, Vigor d10

Skills: Fighting d6, Notice d4

Charisma: -; Pace: 8; Parry: 5; Toughness: 10 (1)

Edges: Frenzy
Special Abilities

• Armour +1: Natural armour.

• Slams: Str+d6.

• Tongue: Str; Reach 1".

• **Darkvision:** No vision penalties for darkness (range

Mindless: Immune to mind-affecting magic.
Fearless: Immune to fear and Intimidation.

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Voidstick Zombie

Rank: Heroic

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6,

Vigor d6

Skills: Fighting d10, Climbing d6, Notice d10, Stealth d10 Charisma: -; Pace: 6; Parry: 7; Toughness: 10 (3) Edges: Frenzy, Level Headed, Quick, Strong Willed Special Abilities

• Armour +3: Gray skin.

• Touch: Str+d6; +2 necromantic damage.

• **Darkvision:** No vision penalties for darkness (range 12").

• **Lifesense:** Can sense and accurately pinpoint living creatures within 12".

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• Hardy: A second Shaken result doesn't become a wound.

• **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• Endurance: +2 to Soak rolls.

Zomok

Zomok

Rank: Legendary

Attributes: Agility d6, Smarts d10, Spirit d12+2,

Strength d12+5, Vigor d12+5

Skills: Fighting d10, Knowledge (Nature) d12+2, Survival d12+3, Notice d12+4, Stealth d8, Spellcasting d10 **Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 26 (6)

Edges: Arcane Background (Magic), Frenzy, Level

Headed, Quick, Sweep, Strong Willed

Powers: Barrier (thorns), Entangle (plant growth),

Puppet (plants only)

Special Abilities

• Armour +6: Natural armour.

• Claws: Str+d8. • Bite: Str+d8.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 24").

• **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.

• Extraplanar: Not native to the material plane, and can be targeted by Banish.

• **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

• **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.

• Flight: Flying Pace of 20" and Climb -1.

• Immunity: Sonic.

• Weakness: Fire (double damage).

• Size +10: Thirty-five feet long; Toughness +10.

• **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Zoog

Zoog

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4,

Vigor d6

Skills: Fighting d6, Climbing d10, Tracking d6, Notice d6,

Spellcasting d4

Charisma: -; Pace: 6; Parry: 5; Toughness: 3

Edges: Arcane Background (Magic)

Powers: Beast Friend, Detect Arcana (sense magic)

Special AbilitiesBite: Str; Bleed.Claws: Str.

• Low Light Vision: No penalties for dim or dark lighting.

• **Darkvision:** No vision penalties for darkness (range 12")

• **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and

attacks made using scent are made at −2.

• Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 6".

• **Bleed:** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

• Size -2: Reduces Toughness by -2.

• **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

Zuvembie

Zuvembie

Rank: Seasoned

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8,

Vigor d8

Skills: Fighting d4, Knowledge (Arcana) d8, Notice d10,

Stealth d12, Spellcasting d6

Charisma: -; Pace: 6; Parry: 4; Toughness: 9 (1)

Gear: Battleaxe (Str+d8)

Edges: Arcane Background (Magic), Dodge

Powers: Obscure (darkness), Summon Ally, Summon Ally

(skeletons and zombies)

Special Abilities

• Armour +1: Natural armour.

• Claw: Str+d6.

• **Darkvision:** No vision penalties for darkness (range

12").

• **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

• **Immunities:** Cold, sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

• **Physical Resistance:** –2 damage from physical attacks, except those caused by piercing weapons.

• Endurance: +2 to Soak rolls.