



O.L.D.

FANTASY HEROIC ROLE-PLAYING GAME

BOOK III: MONSTERS

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INTRODUCTION

This chapter contains a selection of monsters and enemies for use in your game. You can find a much wider selection in various additional supplements and sourcebooks.

There are three sections to this chapter:

Monsters. This section contains a selection of basic creature types, including basic versions of the core races. For example, you'll find a basic goblin, a basic human, and a basic fire dragon here.

Templates. This section contains templates that can be applied to the basic creature types and which modify the creature's statistics. A creature can have multiple templates. Templates include things like youngster, or vampire.

Traditions. Any basic monster type can have one or more traditions applied to it. Traditions are the same as those in the *Creating Characters* chapter. For example, you can apply traditions to create a goblin archer, a grand elf musketeer, or an evil orc cleric.

Using monsters, traditions, and templates, you can create a wide array of creatures. You can be as basic or as complex as you wish – a necromancer swamp dragon, a youngster vampire grizzly bear, or simply a human watchman or knight.

The elements of a creature build go into its descriptor below its name in the following format:

[size] [virtue] [sentience] [type] [templates] [traditions]

Small evil semi-sentient goblinoid vampire necromancer

Large sentient fey beast youngster

READING A CREATURE ENTRY

Each creature comes with its own entry. The entry contains a number of values which are read as follows.

NAME: each entry has its own name.

DESCRIPTOR: the creature's SIZE, TYPE, and SENTIENCE level are indicated below its name, along with additional information on Virtues, templates or traditions.

SIZE: this indicates a size category (tiny, small, medium, large, enormous, gigantic).

SENTIENCE: sentience levels include nonsentient, semi-sentient, sentient, and super-sentient creatures. Sentience is defined as the ability to communicate and reason.

Sentient creatures have LOG attributes of 2 or more.

Semi-sentient creatures generally refers to animals with a LOG attribute of 1.

Supersentient creatures, usually with LOG attributes of 20 or more, have godlike levels of genius.

INT attributes are not affected by sentience. Many semi-sentient animals have very high INT scores, representing attuned senses and natural cunning.

TYPE: this classification (such as animal, fey, or demon) or its sub-classification (such as indicates what biological type of creature it is. If a sub-classification is noted, the main classification is not needed – the notation simply refers to *reptile*, not *animal (reptile)*.

LEVEL/XP: this is the number of experience points gained by a party which defeats this creature. The XP are divided between all surviving participants.

ATTRIBUTES: the creature's STRENGTH, AGILITY, ENDURANCE, INTUITION, LOGIC, WILLPOWER, CHARISMA (and, if appropriate, MAGIC) attributes are listed. Also noted are the associated die rolls for each attribute. Monsters and NPCs do not have a LUCK attribute.

DERIVED STATISTICS: the following derived combat statistics are noted. These are generally derived in the same way that player-character derived statistics are. Skills (below) can further alter these statistics and are always pre-calculated in the final stat block.

INITIATIVE: this is how fast a creature reacts; the indicated initiative dice are rolled at the start of combat.

HEALTH: this indicates how healthy a creature is. When it is damaged, its HEALTH is reduced. When HEALTH reaches 0, the creature is destroyed.

SPEED: this entry contains the base land speed, plus climb speed and jump distance of the creature. Sometimes additional speeds, such as swim or fly, are also included.

PERCEPTION: this is the dice roll a creature makes to determine whether it sees, hears, or smells something.

CARRY: this indicates how much the creature can carry (as one load increment) in pounds.

DEFENSE: this is the target number needed to hit (not damage) the creature.

RESISTANCES: this includes resistances (in the form of SOAK to particular damage types) or immunities

VULNERABILITIES: vulnerabilities are noted in the form of additional d6s added to damage received for a particular damage type.

MENTAL DEFENSE: this is the target number needed to attack a creature's mind.

NATURAL DAMAGE: this entry refers to damage done with claws, bites, horns, etc.

ATTACKS: each attack is listed with its calculated attack roll (all modifiers already included) and damage type and amount. Also listed is range, if appropriate, and additional effects.

SKILLS: skills are listed. All skills are already integrated into the above values where appropriate.

EQUIPMENT: this entry lists the typical gold amount carried and other equipment. Any equipment values which alter the above statistics (e.g. weapon quality) are already integrated into those values.

DESCRIPTION: this is a basic physical description of the creature, plus notes on ecology, behavior, and more.

CREATING A CREATURE

The easiest way to create a new creature is to take one of the base creatures in this book and apply a tradition to it. Each creature type here includes the basic creature – that is, a basic goblin, or a basic ogre. Quickly applying a tradition to it is a matter of moments.

There are basic versions of all the core races (Human, Grand Elf, Sylvan Elf, Mountain Dwarf, Ogre, Orc, Smallfolk) in this book, as well as a selection of monstrous races and critters.

For example, to create a goblin archer, you would simply take the basic goblin and apply the archer tradition to it. The archer tradition grants STR +1, AGI +1, LUC +1, GC +1, and a choice of four skills. For the archer we choose the *bows* skill. Additionally, the goblin gains the archer's first exploit, which gives it an eye for distance and allows it to double a bow's range increment by taking a -1d6 damage penalty.

Creatures and NPCs do not have access to the LUCK attribute, so you should ignore LUCK bonuses. GC bonuses can be applied, however: give the creature an additional 10gp per point. You may also wish to give the base creature some extra equipment. A goblin archer might have a shortbow and leather armor, for example.

The goblin archer, therefore, looks like this:

GOBLIN ARCHER

Small sentient goblinoid; level 3 (256 XP)

STR 3 (2d6) **AGI** 7 (3d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 6 (25'); **CLIMB** 4 (20'); **JUMP** 7'/2'
CARRY 60 lb

HEALTH 10
DEFENSE 12 (SOAK 5; leather armor)
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
SHORTBOW 4d6 (2d6 piercing damage; range 12)
EXPLOITS: *death from on high, roll with it, pack attack*
SKILLS *running, climbing, stealth, hearing, bows*
EQUIPMENT 30gc, shortbow, leather armor

Eye for distance. The goblin archer can double the range increment of a bow by taking a -1d6 penalty to damage.

You can also make more advanced versions of creatures by applying additional tradition grades to it. Either apply three or five tradition grades to the creature. If you apply three, it gains the title *expert*, and if you apply five it gains the title *elite*. In other words, you could have goblin archers, expert goblin archers, and elite goblin archers, with 1, 3, and 5 grades in the archer tradition respectively.

Expert creatures should have high quality equipment as a minimum. Elite creatures should have superior quality equipment.

ELITE GOBLIN ARCHER

Small sentient goblinoid; level 7 (900 XP)

STR 7 (2d6) **AGI** 11 (4d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 9 (45'); **CLIMB** 5 (25'); **JUMP** 11'/4'
CARRY 100 lb

HEALTH 10
DEFENSE 20 (SOAK 9; superior leather armor)
MENTAL DEFENSE 8
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 2d6
SUPERIOR SHORTBOW 8d6 (5d6 piercing damage; range 18; counts as *mastercraft*)
EXPLOITS: *death from on high, roll with it, pack attack*
SKILLS *running, climbing, stealth, hearing, bows, perception, survival*
EQUIPMENT 30gc, mastercraft shortbow, superior leather armor

Eye for distance. The goblin archer can double the range increment of a bow by taking a -1d6 penalty to damage.

Maintenance. The goblin archer knows how to maintain its equipment. It's superior bow becomes mastercraft, as long as it spends an hour maintaining it every day.

Aim. When aiming, the goblin archer's bonus to hit increases to +2d6.

Rapid fire. Once per turn the goblin archer can fire two shots instead of one.

Plant arrows. As long as it does not move, the goblin archer can plant arrows in the ground and loose two shots every action.

CREATING A BASE CREATURE

If there isn't a basic creature to which you can apply a tradition, you may need to create your own base creature.

What follows is a set of guidelines. It's important to note, however, that base creatures are more art than science: the following guidelines should not be interpreted as strict rules. They are merely there to help you, but the final result is entirely up to you. Some aspects are derived statistics from other values, while others are arbitrary assignments.

Before creating your base creature, ensure you have a concept in mind. Ideally, you should write your creature description before starting on the statistics. This will then guide the rest of the process.

1. Assign an initial SIZE, TYPE, and SENTIENCE.
2. Allocate attributes to create the appropriate "feel" of your monster. These are entirely up to you, although the table below may help guide you.
3. Assign skills. In general, one skill (or rank) per point of LOG for a sentient creature, or per point of INT for a semi-sentient creature is appropriate. Sentient creatures learn skills, while semi-sentient creatures gain skills based on instinct and cunning.
4. Calculate derived statistics in the same way you would a player character. These are repeated below for convenience. Note that there is an additional size modifier stage, because monsters vary in size much more than most PCs do.
5. Give the creature any other abilities or qualities you feel are appropriate. These are described after the end of the stat block and before the description.
6. If the creature is able to use equipment, assign basic weapons and armor. Remember that this is a basic creature without a tradition, so it might not be militarily equipped unless there is a cultural reason for it.
7. If the creature has a MAGIC attribute, you can assign it spell-paths. It can have a number of them up to the value of its LOG attribute.
8. Give the creature some exploits. A creature can be assigned any exploit for which it qualifies (including character exploits). As a general guideline, give a sentient creature one exploit per level, and a semi-sentient creature one exploit for every two levels.
9. Determine the creature's final XP value using the method described earlier in this chapter.

SIZE, TYPE & SENTIENCE

Assign a SIZE, a TYPE, and a SENTIENCE level. The size can help guide you in the next step when assigning attribute scores, although these should only be viewed as typical guidelines. Exceptions can, and should, exist!

Suggested starting physical attributes by size

Size	Example	STR	AGI	END	DEFENSE	SOAK	SPEED
Tiny	Mouse, pixie	2	20	3	+4	-	4
Small	Smallfolk, dog	3	10	4	+2	-	4
Medium	Human	4	4	4	-	-	5
Large	Ogre, tiger	10	3	10	-2	5	5
Enormous	Elephant, rhino, t-rex	20	2	20	-4	10	6
Gigantic	Giant, brontosaurus	30	2	30	-6	20	6
Colossal	Dragon	50	2	50	-8	30	8
Titanic	Kaiju	75	1	100	-15	40	12

A creature's TYPE is a keyword which identifies how it interacts with certain rules, especially spells. A creature can have more than one type (an *undead beast*, for example, or a *fey humanoid* in the case of elves) Additionally, some will have an effect on movement or resistances. For example:

- *Humanoids* are bipedal, mammalian creatures (races), including humans, dwarves, smallfolk, and elves.
- *Automatons* are immune to mental attacks and vulnerable (1d6) to electricity damage. They have SOAK 5. They may be magically animated, or operate with clockwork or steam.
- *Fey* creatures can sense magic within 10' of them. Fey creatures are highly magical.
- *Goblinoids* include goblins, orcs, and ogres. They have darksight.
- *Demons, spirits, angels, and undead* have a whole suite of qualities; see their entries in this book for more.
- *Beasts* are non-magical animals such as dogs, bears, and dinosaurs. Beasts gain a +4 PERCEPTION bonus. Many beasts are armed with claws and a bite. The stat block typically shows the bite attack and damage; however these creatures also have claw attacks which do 1d6 less damage than the bite. They will normally opt for the bite, but some have the rake ability which allows them to do both. Beasts can also have sub-types.
 - *Aquatics* have a SWIM speed equal to their regular SPEED. They are immune to drowning.

- *Avians* have a FLY speed equal to their regular SPEED.
- *Reptiles* are cold-blooded and are vulnerable (1d6) to cold damage.
- *Insects* have a CLIMB speed equal to their regular SPEED. They also often have a chitinous shell which gives them an extra 5 SOAK.
- *Plants* are vulnerable (1d6) to fire, but have an additional 5 SOAK.

A creature's SENTIENCE is chosen from one of the following options:

- *Non-sentient*. This includes many automatons. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures are immune to mental attacks.
- *Semi-sentient*. These are dogs, wolves, bears, and other animal-level intelligent creatures. They usually have LOG attributes of 1 and reasonably high INT attributes. CHA tends to be 1 (for ugly critters) or 2 (for attractive critters).
- *Sentient*: This includes most living sentient creatures with LOG attributes of 2 or more.
- *Super-sentient*. Generally with LOG and INT attributes of 20 or more, these creatures are supra-geniuses far beyond even the greatest of humans. Super-sentient creatures automatically have the power of *truesight*, which enables them to see through illusions, invisibility, disguises, and to clearly see a creature's virtue. They can also see in the dark, and through obscuring effects like smoke, although not through cover. Additionally, super-sentient creatures can automatically speak and understand any language.

TEMPLATES

Some monster entries are templates; these can be applied to any existing creature, gaining the characteristics listed in the template. Spirits (including ghosts, wraiths, poltergeists, and banshees) and Undead (including vampires, skeletons, zombies, and mummies) are examples of templates.

Some examples, such as the zombie bear or the vampire sylvan elf, are given in this book, but you are encouraged to design your own.

DERIVED STATISTICS

Derived statistics are calculated in the same way as for player characters. That information is repeated here briefly for convenience. See the character creation rules for a more detailed description.

ATTRIBUTE DICE POOLS: Attribute dice pools are similar to PC pools. NPCs and monsters do not have LUCK attributes.

CARRYING CAPACITY: total of STR and END \times 10 in pounds.

INITIATIVE: Based on INT. *Reactions* and *tactics* skills increase initiative.

PERCEPTION: Based on INT. Skills like *hearing* and *scent* can increase this. Semi-sentient creatures gain a +1d6 PERCEPTION bonus.

HEALTH: Health depends on the sentience level of the creature.

Sentient: Add together END and WIL and double the total.

Semi-sentient & non-sentient: four times END.

SPEED: As for characters for most creatures. Flying creatures may be assigned more arbitrary speeds. Non-winged four-legged creatures should gain a +2 SPEED bonus, while winged creatures larger than size medium. Large creatures can move faster than smaller ones simply by virtue of taking enormous strides, covering more ground at a time, but SPEED can be fairly arbitrary, and heavy armoured creatures should move much slower at as little as a quarter of the speed their size and strength would normally indicate.

DEFENSE: Add together the dice pool size (not the attribute) of AGI and END and then multiply by 3. Apply a size modifier (above) if necessary. DEFENSE is how hard a creature is to hit, taking into account a creature's agility and its ability to keep moving without tiring; SOAK is what determines how hard it is to damage.

MENTAL DEFENSE: Add together the dice pool size (not the attribute) of INT and WIL and then multiply by 3. *Concentration* and *meditation* can increase this score. Add 5 if the creature is semi-sentient; note immunity if the creature is non-sentient.

NATURAL DAMAGE: 1d6 per 5 STR or part thereof for physical attacks (divide STR by 5 and round up). This represents a creature's fists, claws, bite, horns, and other natural weaponry. The exact body part (claw, bite etc.) is not distinguished, and the GM should narrate a natural attack in whatever way seems appropriate. For humanoid creatures, it may refer to punches and kicks.

MONSTER EXPLOITS

Creatures may take any character exploits for which they qualify. Additionally, there are a number of monster exploits available to them.

You can give a creature any unique ability and call it an exploit. This list is simply a list of common exploits presented for convenience. Any time you create a new unique ability and assign it to a creature, you are effectively adding to this list. When assigning exploits, you should feel to choose from any exploits listed with any monster.

Some exploits (breath weapons, auras, etc.) have ranges or areas based on the creature's size. Use the following table in these cases. A major effect includes breath weapons, while a minor effect includes tail swipes and auras. The exploit notes whether to use the major or minor column, and what shape (line, cone, aura).

Effect sizes

Creature Size	Major	Minor
Tiny	5' (1 square)	5' (1 square)
Small	5' (1 square)	5' (1 square)
Medium	5' (1 square)	5' (1 square)
Large	10' (2 squares)	5' (1 square)
Enormous	20' (4 squares)	10' (2 squares)
Gigantic	40' (8 squares)	20' (4 squares)
Colossal	60' (12 squares)	30' (6 squares)
Titanic	80' (16 squares)	50' (8 squares)

ARMOURED [GENERAL, PERSISTENT]

Prerequisites: None

Some creatures have armour-plating or unusually thick hides. Armour grants an additional +5 SOAK to a creature.

AURA [GENERAL, PERSISTENT]

Prerequisites: None

Some creatures have an aura, such as heat. Auras cause damage to creatures which start their turn in them and cover a minor aura area.

BREATH WEAPON [GENERAL]

Prerequisites: None

A breath weapon is a cone-shaped area-of effect attack which uses END to derive attack and damage values. A breath weapon uses two actions. The breath weapon causes a specific damage type; common damage types include fire, poison, electricity, wind. The cone size is based on the creature size, filling a major cone area.

CRUSH [MELEE]

Prerequisites: Grab

An already grabbed creature can be crushed with a further attack. The crush might be in a creature's jaws, tentacles, or a hug. Crushing causes normal natural damage. If the crushing attack fails, the victim remains grabbed.

GRAB [MELEE, EXCHANGE]

Prerequisites: None

Pay: 2d6

Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is a bite or a claw attack with a -2d6 cost.

A creature struck by the grab attack is grabbed and remains so until escape. It cannot leave the attacking creature's square. An escape requires a STR or AGI attack against the grabbing creature and is an action which places the victim free from the grab in an adjacent square.

It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

IMPALE [MELEE, EXCHANGE]

Prerequisites: Charge

Pay: 2d6

An impaling attack is performed with a horn or similar natural weapon. The creature moves its SPEED in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

PACK ATTACK [MELEE, PERSISTENT]

Prerequisites: None

Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim becomes overwhelmed, and is considered *tired*.

POISON

Prerequisites: None

Poison is usually a secondary effect of a bite or sting. It is resolved as an additional attack (using END as the attack dice) after the initial attack successfully hits and causes additional poison damage based on the creature's END.

Additionally, the poison causes an effect such as paralysis, or nausea (see *conditions*); this is noted in the description. Poison damage is not soaked unless specifically noted.

POUNCE [MELEE, EXCHANGE]

Prerequisites: AGI 8+, Charge

Pay: 2d6

With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance. This exploit is often combined with a grab.

RAKE [GENERAL]

Prerequisites: Beast; AGI 4+1

Pay: 2d6

Rather than simply making a claw or bite attack, the creature can pay 2d6 to make two claw attacks. If both hit, it can follow up with a free bite attack.

ROAR [GENERAL]

Prerequisites: END 8+

Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature a major aura area. Victims successfully attacked are *frightened* for two turns.

TAIL SWIPE [MELEE]

Prerequisites: Tail

Some large creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone size is a minor cone area. Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

TRAMPLE [MELEE, EXCHANGE]

Prerequisites: Size Enormous; STR 12+; Charge, Knockdown

Pay: 3d6

With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full SPEED in a straight line. The attacker must be two size categories larger than the target. If the attack misses, the attacker stops in its tracks. If it hit, the attacker continues moving, inflicts natural damage, and the target is knocked prone.

XP VALUE & LEVEL

The XP Value is a point value based on the creature's statistics. It's fairly simple to calculate – add up the creature's three best attributes, its highest skill rank, and an equipment bonus based on its best item (*standard 0, high 1, superior 3, mastercraft 6, artisan 10, unique 15*), plus template and tradition bonuses*, and square the result.

This gives you its XP value. It's level (a rough indication of power) can be found on the table below.

The level of challenge a creature presents is roughly twice that of a creature two levels lower (so a level 4 creature is twice that of a level 2 creature, while a level 10 creature is twice that of a level 8).

An average human with attributes of 4 is worth 144 XP and is level 1.

When a creature is defeated by the PCs, they divide the creature's XP value amongst themselves. Everyone who participated gets an equal share; dead participants still count towards this division.

Level	XP
0	0-99
1	100-149
2	150-199
3	200-299
4	300-399
5	400-599
6	600-799
7	800-1,199
8	1,200-1,599
9	1,600-2,399
10	2,400-3,199
11	3,200-4,799
12	4,800-6,499
13	6,500-9,599
14	9,600-12,799
15	12,899-17,999

*Template bonuses are indicated in the template itself. Traditions grant +2 points per grade. Both are applied before squaring the total.

DESIGNING ENCOUNTERS

Combat encounters vary in difficulty. Sometimes encounters should be challenging and dangerous; other times it's fun to allow the heroes to show off and cleave their way through a pile of minions. It's not unreasonable to also include encounters from which the player characters' best option is to run away and live to fight another day – it'll make that eventual victory even sweeter.

To balance encounter difficulty, you will need to know the XP value of your player character party. Each player should have his or her own XP value (and level) noted on the character sheet, so it's an easy matter to add up the total.

Armed with that total, you can simply assign monsters using the XP as a point value system depending on how difficult you want the encounter to be. An equal encounter (where the total XP value of the monsters and the player characters is equal) is a challenging one with equal risk of defeat on both sides.

0%-50%	Easy; this is a speedbump, and allows the PCs to show off their heroism and competence
51%-90%	Routine; expect some damage but no deaths
91%-110%	Challenging; an equal risk of defeat on both sides
111%-150%	Difficult; the odds are stacked against the PCs
151%+	Run away!

In terms of levels, a starting player character will tend to be around 5th level, with an XP value of between 400 and 600.

Level can be used as an approximate guideline giving you an at-a-glance gauge of a creature or character's power level.

For example, a fellowship of four characters with a total XP value of 1,700 would find a fight against an elite goblin archer plus 3 regular goblin archers to be a challenging encounter.

Of course, much of this is situational. Archers tactically positioned behind cover on higher ground are harder to defeat than archers standing in the small group in the open. Good tactics can overcome challenging or difficult encounters, while bad tactics can make routine encounters harder to overcome.

MONSTERS

Following is a list of included creatures in alphabetical order.

Creature	XP Value & Level
Animal, Crocodile	Level 5 (400 XP)
Animal, Elephant	Level 9 (1,764 XP)
Animal, Grizzly Bear	Level 7 (900 XP)
Animal, Rhinoceros	Level 9 (1,936 XP)
Animal, Tiger	Level 7 (1,024 XP)
Animal, Wolf	Level 4 (361 XP)
Attercop	Level 7 (961 XP)
Attercop, Greater	Level 9 (1,600 XP)
Demon, Raskillen	Level 11 (3,844)
Demon, Sabaroth	Level 11 (4,356 XP)
Dinosaur, Ankylosaur	Level 10 (2,916 XP)
Dinosaur, Eodromaeus	Level 8 (1,296 XP)
Dinosaur, Pterodactyl	Level 7 (900 XP)
Dinosaur, Tyrannosaurus Rex	Level 10 (2,916 XP)
Dragon, Ice	Level 14 (12,321 XP)
Dragon, Fire	Level 15 (14,400 XP)
Dragon, Swamp	Level 15 (14,161 XP)
Dwarf, Mountain	Level 5 (400 XP)
Elf, Grand	Level 3 (256 XP)
Elf, Sylvan	Level 4 (324 XP)
Fellmount	Level 11 (4,096 XP)
Giant, Hill	Level 11 (4,761 XP)
Goblin	Level 3 (256 XP)
Golem, Clockwork	Level 8 (1,216 XP)
Gorgon	Level 7 (900 XP)
Human	Level 1 (144 XP)
Ogre	Level 5 (576 XP)
Orc	Level 5 (400 XP)
Pixie	Level 9 (2,209 XP)
Smallfolk	Level 4 (324 XP)
Troll, Cave or Troll, Hill	Level 11 (4,096 XP)
Wraith King	Level 13 (7,396 XP)

ANIMALS

WOLF

level 4 (361 XP)

small semi-sentient beast

STR	3 (2d6)
AGI	6 (3d6)
END	4 (2d6)
INT	8 (3d6)
LOG	1 (1d6)
WIL	2 (1d6)
CHA	2 (1d6)

INITIATIVE	3d6
PERCEPTION	5d6
SPEED	10 (50'); CL 5 (25'); JMP 12'/3'
CARRY	70 lb

HEALTH	16
DEFENSE	16
MENTAL DEFENSE	17
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	2d6
ATTACK	claw/bite 3d6 (2d6 piercing)
EXPLOITS	pack attack
SKILLS	scent, running x2

TIGER

level 7 (1,024 XP)

large semi-sentient beast

STR	12 (4d6)
AGI	10 (4d6)
END	10 (4d6)
INT	6 (3d6)
LOG	1 (1d6)
WIL	1 (1d6)
CHA	2 (1d6)

INITIATIVE	3d6
PERCEPTION	4d6
SPEED	12 (60'); CL 7 (35'); JMP 22'/13'
CARRY	220 lb

HEALTH	40
DEFENSE	22 (SOAK 5)
MENTAL DEFENSE	17
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	3d6
ATTACK	claw/bite 5d6 (3d6 cutting)*
EXPLOITS	charge, pounce, rake
SKILLS	climbing, jumping, fighting

GRIZZLY BEAR

level 7 (900 XP)

large semi-sentient beast

STR	12 (4d6)
AGI	3 (2d6)
END	12 (4d6)
INT	6 (3d6)
LOG	1 (1d6)
WIL	1 (1d6)
CHA	1 (1d6)

INITIATIVE	3d6
PERCEPTION	5d6
SPEED	10 (50'); CLMB 5 (25'); JMP 6'/6'
CARRY	240 lb

HEALTH	48
DEFENSE	16 (SOAK 5)
MENTAL DEFENSE	17
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	3d6
ATTACK	claw/bite 4d6 (3d6 piercing)*
EXPLOITS	grab, crush
SKILLS	scent

CROCODILE

level 5 (400 XP)

medium semi-sentient beast

STR	8 (3d6)
AGI	3 (2d6)
END	8 (3d6)
INT	4 (2d6)
LOG	1 (1d6)
WIL	1 (1d6)
CHA	1 (1d6)

INITIATIVE	2d6
PERCEPTION	2d6
SPEED	6 (30'); CL 3 (15'); SWIM 6 (30')
CARRY	160 lb

HEALTH	32
DEFENSE	15
MENTAL DEFENSE	14
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	2d6
ATTACK	bite 3d6 (2d6 crushing dmg)*
EXPLOITS	grab
SKILLS	-

ELEPHANT

level 9 (1,764 XP)

enormous semi-sentient beast

STR	20 (5d6)
AGI	1 (1d6)
END	18 (5d6)
INT	4 (2d6)
LOG	1 (1d6)
WIL	2 (1d6)
CHA	3 (2d6)

INITIATIVE	2d6
PERCEPTION	3d6
SPEED	14 (70'); CLMB -; JMP -
CARRY	380 lb

HEALTH	72
DEFENSE	14 (SOAK 10)
MENTAL DEFENSE	14
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	4d6
ATTACK	gore 5d6 (4d6 piercing dmg)
EXPLOITS	charge, knockdown, trample
SKILLS	-

RHINOCEROS

level 9 (1,936 XP)

enormous semi-sentient beast

STR	20 (5d6)
AGI	1 (1d6)
END	22 (6d6)
INT	2 (1d6)
LOG	1 (1d6)
WIL	1 (1d6)
CHA	1 (1d6)

INITIATIVE	1d6
PERCEPTION	2d6
SPEED	14 (70'); CL -; JMP -
CARRY	420 lb

HEALTH	88
DEFENSE	17 (SOAK 10)
MENTAL DEFENSE	11
RESISTANCES	none
VULNERABILITIES	none

NATURAL DAMAGE	4d6
ATTACK	gore 5d6 (4d6 piercing dmg)
EXPLOITS	charge, impale
SKILLS	-

ATTERCOP

ATTERCOP

Small sentient insect; level 7 (961 XP)

STR	3 (2d6)
AGI	16 (4d6)
END	4 (2d6)
INT	2 (3d6)
LOG	2 (1d6)
WIL	2 (1d6)
CHA	1 (1d6)
INITIATIVE	2d6
PERCEPTION	2d6
SPEED	15 (85'); CLIMB 17 (85'); JUMP 20'/20'
CARRY	80 lb
HEALTH	12
DEFENSE	21 (SOAK 5)
MENTAL DEFENSE	12
RESISTANCES	none
VULNERABILITIES	none
NATURAL DAMAGE	1d6
BITE	4d6 (1d6 piercing damage; poison)
SKILLS	-
EQUIPMENT	-

GREATER ATTERCOP

Medium sentient insect; level 9 (1,600 XP)

8 (3d6)
16 (4d6)
8 (3d6)
4 (2d6)
2 (1d6)
2 (1d6)
1 (1d6)
3d6
3d6
17 (85'); CLIMB 17 (85'); JUMP 20'/20'
120 lb
20
24 (SOAK 5)
12
none
none
2d6
4d6 (2d6 piercing damage; poison)
-
-

Charge. Attercops can pay 2d6 to move their SPEED in a straight line and then attack at the end of it. They gain +1d6 damage to their attack.

Web. Attercops can use their webs to grab and restrain their prey. A web is an attack with a -2d6 cost. A creature struck by the web is grabbed and remains so until escape. It cannot leave its square. An escape requires a STR or AGI attack against the grabbing creature's END (representing the strength of the attercop's webbing) and is an action which places the victim free from the web in an adjacent square. Unlike most grab-based attacks, this does not cost the attercop an action each round to maintain. A webbed foe can be left for later.

Poisonous. A successful bite prompts a secondary attack (END vs DEFENSE); if successful, the target is *paralyzed* for one minute.

Attercops, which translates directly as "poisonous spiders" are predatory spiders about the size of a large dog. Otherwise known as "great spiders", these foul creatures are actually able to communicate and work together, and can be found hunting in clusters of up to a dozen members.

A greater attercop is larger, roughly the size of a human. Many attercop clusters are led by a greater attercop.

DEMONS

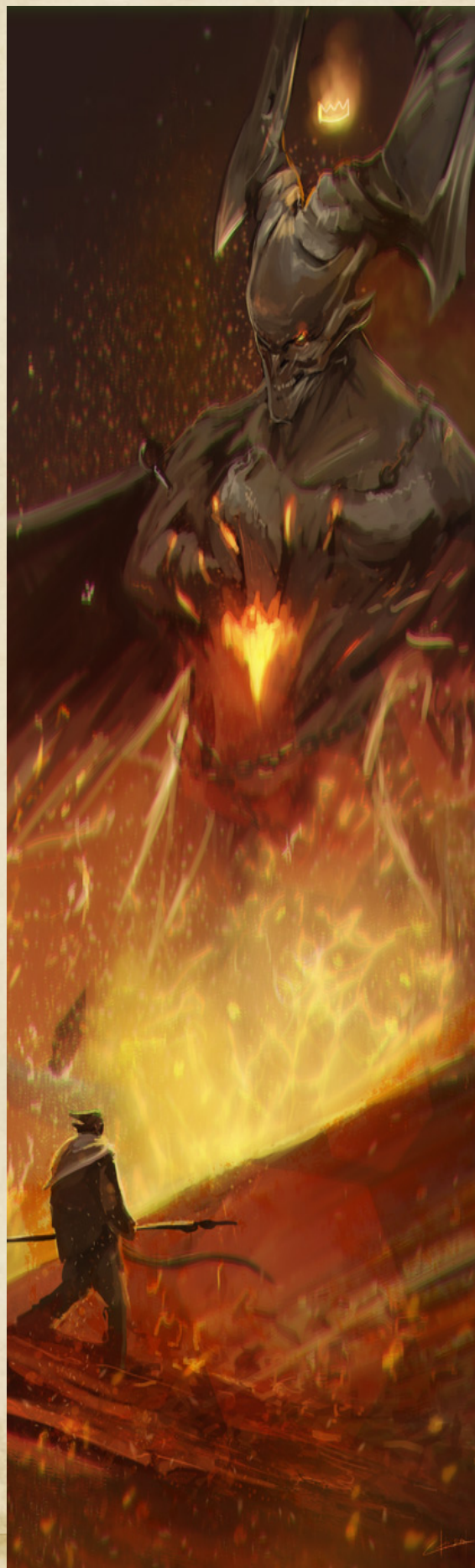
Demons and devils are the darkest and most evil of all entities. Their sheer maliciousness and diabolical nature defies description or understanding. These dark denizens of the lower planes are evil for evil's sake, seeking only to corrupt and destroy, so base and foul that their malevolence makes the worst of mortal villains appear almost saintly by comparison.

This section lists the qualities and abilities that all demons share. However, every demon has its own unique characteristics.

Many Names. These beings defy classification. While scholars will tend to list broad categories such as demons, devils, fiends, daemons, succubi, and more, in truth every single one of these dark and malignant beings is unique. There is no real way to group or categorize them. This rulebook simply refers to them as demons, although those in a given world may use a wide variety of names.

Evil. Demons are imbued with the *Evil* virtue. Demons are pure malice incarnate; evil for its own sake; dark and malevolent intelligence whose only goal is to corrupt and hurt others. Immortal, unchanging abominations, demons are not omniscient – but they are incredibly patient, clever, and manipulative to the point where their knowledge and centuries-long preparedness can seem all-knowing.

Ancient & Eternal. Demons are immortal, and have lived for hundreds and thousands of years. A mortal's life is but a moment to a demon; inconsequential and fleeting. With an eternity at their disposal, demons are patient and learned. Indeed, this ancient patience and intelligence has profound effects. A demon cannot be ambushed, for it will have foreseen and prepared for the encounter in centuries past, often long before their enemies are even born. Its opponents may find themselves befalling



“accidents” which have their root in actions taken by the demon long ago. A window might shatter at just the wrong moment, beheading an attacker; an imperfectly balanced stone gargoyle might finally topple from its perch to crush an enemy. Even when a demon cannot take any actions, preparations it made hundreds or thousands of years ago for this very moment culminate at just the right time to harm its enemies.

Any demon, even when unable to act, may make an attack using its INT attribute. This attack has no range limit, but must be against an opponent that the demon can see. The attack takes the form of an apparent accident, and does damage equal to the demon's natural damage.

Immortal. A demon cannot be killed. Destroying a demon simply banishes it from that realm for 99 years. It does not affect its activities in other realms.

Possession. All demons are able to possess mortals. A demon can be driven from a possessed mortal with an appropriate spell. Slaying the mortal does not harm the demon.

Possessing a mortal requires physical contact and a WIL attack vs. MENTAL DEFENSE. If successful, the demon gain control of the mortal's body; the mortal is fully aware of the horror of what has happened to him or her. Demons often take delight in hurting those who they have possessed, making them do harmful or self-destructive acts.

When possessed, a mortal uses its own physical attributes but the demon's mental attributes. It also uses its own DEFENSE but the demon's MENTAL DEFENSE.

A mortal can expel a demon with a successful attack using its WIL attribute vs. the demon's MENTAL DEFENSE. This requires two full actions.

Titles. Consumed by hatred, demons are also compelled by ego. There is not one demon, even the lowliest of the low, which does not possess a grand and imperious name. Sabaroth, Lord of the Dark Places, for example, is a relatively minor demon, although it would have its victims believe otherwise.

Worshippers. Demons commonly have mortal worshipers; usually those worshipers will have been deceived into believing that this particular demon is the greatest power in the world.

Diabolical Pacts. Demons often seek to create pacts or contracts with mortals. Selling one's soul to a demon is as easy as simply stating aloud, without duress, using the demon's exact name, that that is your intent. Such an act is irreversible. These agreements typically involve service of favours from the demon, but condemn the mortal's eternal soul to serve the demon upon death. Those who undertake such a pact immediately gain the *Evil* virtue.

Appearance. While naturally vile, ugly, and monstrous, as a whole demons can take on other appearances at-will using two actions – and often use this ability to deceive, tempt or control mortals. Indeed, some may maintain a disguise for years or centuries while pursuing a malevolent agenda. While most demons are incredibly intelligent and perceptive, not all are necessarily imbued with the charisma of pure evil.

Creatures of the Inferno. While not all fire-themed, all demons are completely

immune to fire. The hottest of fires is nothing to them.

Spellcasters. Demons are highly magical, and have access to powerful spells of fire, compulsion, and illusion. These are listed in the demon's stat block.

True Sight. Demons can always see; they can see in the dark, through smoke, or through illusions and disguises. They can also always see invisible creatures, and can immediately see the virtue of a creature.

Genderless. Although demons can appear as they wish, they have no actual gender. It is correct to refer to a demon as he, she, or it.



*"Here, I light the lamp of opening, to open the door between this world and that below.
Here, I light the lamp of awakening, to awaken the great demon Sabaroth from it's slumber.
Here, I light the lamp of summoning to summon the great demon Sabaroth to this place.
Here, I light the lamp of binding, to bind and protect.*

The door is open, awaken and attend us, great demon Sabaroth"

The lamps flickered and died, plunging the temple into darkness. There was silence. Then the rumbling started.

"Who awakenss me?"

An unearthly glow filled the room. Red, like blood.

"Who ssummonss me to this place?"

In the centre of the temple, stood a dark figure, twenty feet high. Dark, like a shadow, the only detail, fiery red eyes.

The High Priest stepped forward. "We have summoned you here, vile creature. You will do our bidding."

"Will I, now? And what makess you think I will do anything you assk."

"You are bound here until we give you leave."

"I see. And what iss it that you would have me do?"

"You need only destroy our enemies who stand at the gates, and we will allow you to return to your slumber"

The creature shrugged and waved a ghostly hand. "It iss done."

"Then you may sleep again, and never again defile this place with your presence."

"No."

"What?"

"I like it here. I think I'll sstay. I am sso very hungry and human ssouls are sso very ssweet."

"You... you can't. We have bound you. You must do our will."

"I musst do nothing. I am Ssabaroth, lord of the dark placess and I will do as I pleasee."

But... We lit the lamp of binding..."

The creature looked around. "I ssee no lampss. All I ssee are are foolish mortalss meddling with forcce they do not undersstand and ssouls waiting to be devoured."

"The spell..."

"The sspell did not bind me. It bound you. And now the illness that killed your father and your fatherss father will consume you ass well."

The high priest choked and blood dribbled from his mouth. He gasped for breath and clawed at this throat.

"It will do you no good. The illness has liquefied your lungss. You will be dead in but a moment."

The High Priest's eyes rolled up in his head and he fell to the floor, quite dead.

Sabaroth, Lord of the Dark Places, sighed in pleasure and then brought down the walls of the temple, the better to see the destruction wrought by his mighty army.

And that was the beginning of the end of the world.

SABAROTH DEMON

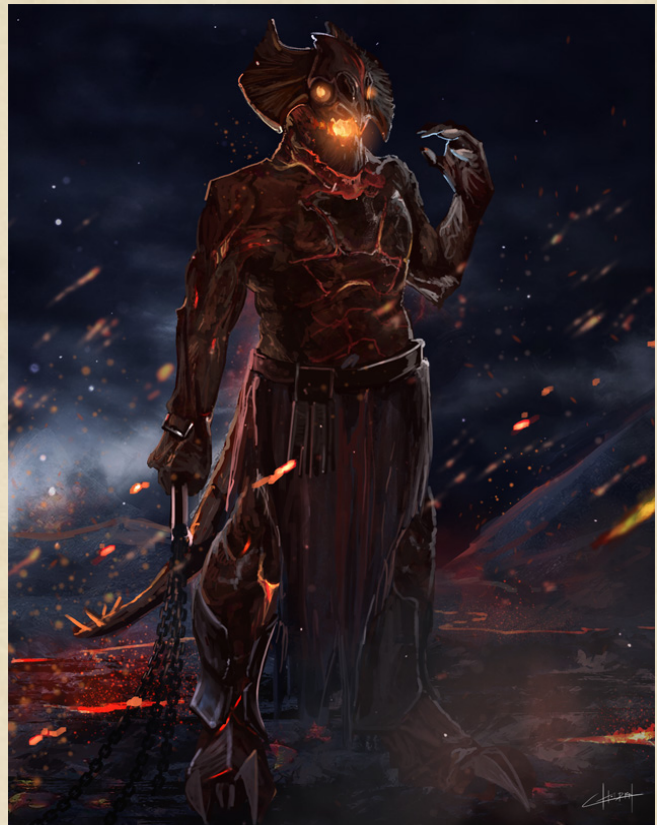
Enormous sentient evil demon; level 10 (4,356 XP)

STR 20 (5d6) **AGI** 6 (3d6) **END** 20 (5d6)
INT 12 (4d6) **LOG** 12 (4d6) **WIL** 12 (4d6) **CHA** 12 (4d6)
MAG 8 (4d6) *flame, shadow, deathly, compulsion, deception, iniquity, seer*

INITIATIVE 5d6
PERCEPTION 5d6
SPEED 14 (70'); **CLIMB** 7 (35'); **JUMP** 12'/12'
CARRY 400 lb

HEALTH 64
DEFENSE 20 (SOAK 10)
MENTAL DEFENSE 24
RESISTANCES immune to fire
VULNERABILITIES none

NATURAL DAMAGE 4d6
SUPERIOR OVERSIZED CHAIN 7d6 (6d6 blunt damage; reach 20'; *grab*)
SKILLS *chain x2, perception, religion x2, history x2, law, intimidate x2, bluffing, tactics,*
EQUIPMENT superior oversized chain



Demonic traits. Sabaroths have all of the usual demonic traits and abilities.

Fiery aura. Sabaroths can choose to be surrounded by a 15' aura of flame which causes 1d6 fire damage to any who enter or start their turn in it.

Chain grab. Sabaroths can pay 2d6 to grab their opponents with their chains. A creature struck by the grab attack is grabbed and remains so until escape. It cannot leave its square. An escape requires a STR or AGI check against the Sabaroth's STR and is an action which places the victim free from the grab in an adjacent square. It costs the Sabaroth an attack each round to maintain the grab, but it does not need to make any further checks.

Roar. Sabaroths can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within 20'. Victims successfully attacked are *frightened* for two turns.

Tail swipe. Sabaroths have a tail swipe attack which targets all creatures in a 10' cone to the rear of the creature with a STR attack, doing 2d6 blunt damage.

Always prepared. Sabaroths have a brilliant tactical mind, and are always prepared. They may declare a single action which they took prior to the encounter (even if they didn't know the encounter was going to take place) which helps them in this exact scenario. This must be an action they were capable of.

Crippling strike. Sabaroths can pay 1d6 to cause a leg wound which slows their foe for 3 rounds.

Knockdown. Sabaroths can pay 1d6 to knock their target down as long as the target is not colossal or larger.

Taunt. Sabaroths can taunt their target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on the Sabaroth until the start of the Sabaroth's next turn.

Sabaroths are a relatively minor demon. 20 feet tall, dark, with red eyes of fire and a

spiked tail, they delights in appearing in a form which has influenced mortal descriptions of demons for millenia.

Well studied in history and law, a Sabaroth is a dangerous demon to summon. It takes an agile mind to outwit one, and it is an expert at twisting any agreement to his own ends. A moderately powerful user of magic, Sabaroths also uses the *paths of compulsion* and *deception* to manipulate any situation, or the *path of the flame* when an irritant must be snuffed out. However, their favourite weapon is the oversized chain, which they wield expertly.

Like most demons, Sabaroths have mortal cults and worshipers which they encourage.

RASKILLEN DEMON

Medium sentient evil demon; level 11 (3,844 XP)

STR 14 (4d6) **AGI** 10 (4d6) **END** 12 (4d6)
INT 18 (5d6) **LOG** 18 (5d6) **WIL** 14 (4d6) **CHA** 20 (5d6)
MAG 14 (4d6) *flame, shadow, deathly, compulsion, deception, iniquity, seer*

INITIATIVE 6d6
PERCEPTION 5d6
SPEED 13 (65'); **CLIMB** 7 (35'); **JUMP** 20'/14'
CARRY 260 lb

HEALTH 52
DEFENSE 26
MENTAL DEFENSE 27
RESISTANCES immune to fire
VULNERABILITIES none

NATURAL DAMAGE 3d6
MASTERCRAFT DAGGER 7d6 (5d6 piercing damage)
SKILLS *intuition x3, concentration x3, religion, law, ventriloquism, intimate x2, bluffing x2, hypnotism, negotiating, chess x2, tactics*
EQUIPMENT mastercraft dagger



Demonic traits. Raskillens have all of the usual demonic traits and abilities.

Feint. Raskillens can spend an action to gain a +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Achilles heel. Identifying a weakness in its target, a Raskillen can pay 2d6 to bypass its SOAK score. This exploit can only be performed once per target.

Always prepared. Raskillens have a brilliant tactical mind, and are always prepared. They may declare a single action which they took prior to the encounter (even if they didn't know the encounter was going to take place) which helps them in this exact scenario. This must be an action they were capable of.

Overmaster. Raskillens can make an immediate opposed MAGIC attribute check against another caster and spend the same number of MP; it takes a 1-die penalty to this check. If it wins, it gain control of the spell and can choose to cast it immediately itself, although the target's MP are spent as normal. The loser takes damage equal to the MP of the spell.

Taunt. The Raskillen taunts its target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on the Raskillen until the start of the demon's next turn.

Raskillens are feared even by other demons; not because they are particularly strong or fearsome compared to many of them, but because they are so manipulative. A master of deception and persuasion, and a skilled sorcerer, a Raskillen is subtle in its methods and always play the long game.

DINOSAURS

TYRANNOSAURUS REX

level 10 (2,916 XP)

enormous semi-sentient beast

STR	24 (6d6)
AGI	6 (3d6)
END	22 (6d6)
INT	8 (3d6)
LOG	1 (1d6)
WIL	2 (1d6)
CHA	1 (1d6)
INITIATIVE	3d6
PERCEPTION	4d6
SPEED	17 (85'); CL 9 (45'); JMP 12'/12'
CARRY	460 lb
HEALTH	88
DEFENSE	27 (SOAK 10)
MENTAL DEFENSE	17
RESISTANCES	none
VULNERABILITIES	none
NATURAL DAMAGE	5d6
ATTACK	bite 6d6 (5d6 piercing)
EXPLOITS	grab
SKILLS	scent



ANKYLOSAUR

level 10 (2,916 XP)

enormous semi-sentient beast

STR	26 (6d6)
AGI	2 (1d6)
END	26 (6d6)
INT	2 (1d6)
LOG	1 (1d6)
WIL	1 (1d6)
CHA	2 (1d6)
INITIATIVE	1d6
PERCEPTION	1d6
SPEED	5 (25'); CL -; JMP -
CARRY	520 lb
HEALTH	96
DEFENSE	21 (SOAK 15)
MENTAL DEFENSE	11
RESISTANCES	none
VULNERABILITIES	none
NATURAL DAMAGE	6d6
ATTACK	tail club 6d6 (6d6 blunt)
EXPLOITS	armoured, tail swipe 10'
SKILLS	-

EODROMAEUS

level 8 (1,296 XP)

medium semi-sentient beast

6 (3d6)
18 (5d6)
8 (3d6)
10 (4d6)
1 (1d6)
1 (1d6)
2 (1d6)
4d6
5d6
16 (80'); CL 8 (40'); JMP 36'/6'
140 lb
32
24
20
none
none
4d6
bite 5d6 (4d6 piercing dmg)
scent, running

PTERODACTYL

level 7 (900 XP)

large semi-sentient beast

10 (4d6)
20 (5d6)
10 (4d6)
10 (4d6)
1 (1d6)
1 (1d6)
2 (1d6)
4d6
4d6
FLY 18 (90')
200 lb
40
27 (SOAK 5)
11
none
none
4d6
claw 5d6 (4d6 edged dmg)
charge, grab
-

DRAGONS

Dragons are nature incarnate – great fey beasts of immense power and grandeur. These colossal winged serpents are highly magical winged drakes able to breathe fire, ice, or poison.

Dragons are cunning, greedy, and very dangerous. They live for thousands of years – and can spend much of that time asleep. Dragons have a great love for treasure, and many possess great hoards gathered over millenia.

Endowed with great strength and armoured, scaled hides, dragons are extremely difficult to hurt. Their scales are impervious to most weapons, and their teeth and claws are as long as a man is tall. Intelligent and long-lived, many dragons also master magical arts. A dragon's most well-known ability, though, is its fire-breath. In truth, only fire dragons breathe fire; ice dragons breathe arctic blasts of immense cold, while swamp dragons breath gales of corrupted, poisonous gas.

Breath weapon. All dragons have a cone-shaped breath weapon (major cone) which makes an END attack against all creatures within the area, and does the dragon's natural damage. For fire dragons, the damage is fire damage; for ice dragons it is cold damage; and for swamp dragons it is poison damage.

Ancient. Dragons are fey creatures and live for thousands of years.

Dragon senses. Dragons have extremely keen senses. They can see in the dark, and gain a +3d6 bonus to PERCEPTION.

Immunity. Dragons are completely immune to the element of their breath weapon. Therefore, fire dragons are immune to fire, ice dragons and immune to cold, and swamp dragons are immune to poison.

Roar. A dragon can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within 60'. Victims successfully attacked are *frightened* for two turns.

Grab. Dragons can grab their prey with claws or teeth by making grab a bite or a claw attack with a -2d6 cost. A creature struck by the grab attack is grabbed and remains so until escape. It cannot leave the dragon's square. An escape requires a STR or AGI attack against the dragon and is an action which places the victim free from the grab in an adjacent square. It costs the dragon an attack each round to maintain the grab, but it does not need to make any further checks.



A swamp dragon rears from a marshy lake

FIRE DRAGON

Colossal sentient fey beast; level 15 (14,400 XP)

STR 45 (9d6) **AGI** 8 (3d6) **END** 60 (10d6)
INT 12 (4d6) **LOG** 12 (4d6) **WIL** 3 (2d6) **CHA** 10 (4d6)

INITIATIVE 4d6
PERCEPTION 7d6 (darksight, dragonsense)
SPEED 28 (140'); **CLIMB** 14 (70'); **JUMP** 16'/16'; **FLY** 28
CARRY 1,050 lb

HEALTH 126
DEFENSE 31 (SOAK 30)
MENTAL DEFENSE 18
RESISTANCES immune fire
VULNERABILITIES 1d6 (cold)

NATURAL DAMAGE 9d6
CLAW/BITE 9d6 (9d6 piercing damage)
BREATH WEAPON 10d6 (10d6 fire damage; 60' cone)
TAIL SWIPE 7d6 (7d6 edged damage; 30' cone at rear)
SKILLS *appraisal* x3
EQUIPMENT -



Dragon. Fire dragons possess all dragon traits.

Fire dragons are the most well-known of dragonkind, and for good reason. While ice dragons are slightly bigger, fire dragons are more agile, more cunning, and possess a breath weapon of intense flame more deadly than any of its cousins. Fire dragons are incredibly intelligent, charismatic, and – if it is at all possible – even greedier than ice or swamp dragons.

ICE DRAGON

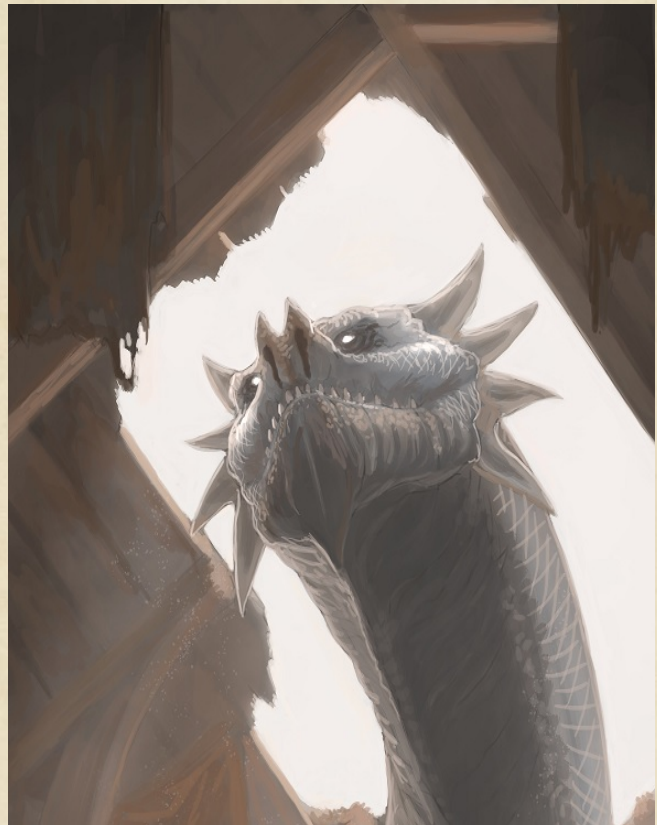
Colossal sentient fey beast; level 14 (12,321 XP)

STR 60 (10d6) **AGI** 4 (2d6) **END** 40 (8d6)
INT 8 (3d6) **LOG** 8 (3d6) **WIL** 4 (2d6) **CHA** 6 (3d6)

INITIATIVE 3d6
PERCEPTION 6d6 (darksight, dragonsense)
SPEED 36 (180"); **CLIMB** 18 (90"); **JUMP** 8'/8'; **FLY** 36
CARRY 1,000 lb

HEALTH 88
DEFENSE 28 (SOAK 30)
MENTAL DEFENSE 15
RESISTANCES immune cold
VULNERABILITIES 1d6 (fire)

NATURAL DAMAGE 12d6
CLAW/BITE 10d6 (12d6 piercing damage)
BREATH WEAPON 8d6 (8d6 cold damage; 60' cone)
TAIL SWIPE 9d6 (10d6 edged damage; 30' cone at rear)
SKILLS *appraisal x3*
EQUIPMENT -



Dragon. Ice dragons possess all dragon traits.

Icy terrain. When an ice dragon uses its breath weapon, the terrain covered becomes icy and slippery.

Ice dragons are one of the strongest dragon variations. Dwelling in glittering ice caves in frozen wastes, ice dragons typically avoid the warmth of more temperate climes.

Ice dragons can breath gales of freezing arctic air so cold that that it can freeze an unwary adventurer to death in seconds. The intense cold also turns the very ground to ice, rendering it slippery and difficult to move across.

SWAMP DRAGON

Colossal sentient fey beast; level 15 (14,161 XP)

STR 50 (9d6) **AGI** 4 (2d6) **END** 50 (9d6)
INT 12 (4d6) **LOG** 8 (3d6) **WIL** 4 (2d6) **CHA** 8 (3d6)

INITIATIVE 4d6
PERCEPTION 7d6 (darksight, dragonsense)
SPEED 30 (150"); **CLIMB** 15 (75'); **JUMP** 8'/8'; **FLY** 30;
SWIM 30
CARRY 1,000 lb

HEALTH 108
DEFENSE 25 (SOAK 30)
MENTAL DEFENSE 18
RESISTANCES immune poison
VULNERABILITIES none

NATURAL DAMAGE 10d6
CLAW/BITE 9d6 (10d6 piercing damage)
BREATH WEAPON 9d6 (10d6 poison damage; 60' cone)
TAIL SWIPE 7d6 (8d6 edged damage; 30' cone at rear)
SKILLS *appraisal* x3
EQUIPMENT -



Dragon. Swamp dragons possess all dragon traits.

Venomous. A swamp dragon's claws and bite are highly poisonous. Poison is resolved as an additional attack using END (9d6) as the attack dice after the initial attack successfully hits and causes paralysis for 10 minutes.

Waterbreathing. Swamp dragons can breathe underwater.

Swamp dragons reside in marshes, lakes, and moors. Greenish in color, they can swim as well as they can fly, and can breathe underwater. Often, a swamp dragon will lair beneath the surface of a stagnant swamp.

Swamp dragons can breath a a cloud of noxious swamp gasses, deadly enough to kill the most hardy of foes.

One thing that makes swamp dragons stand out from their brethren is their stench. Swamp dragons reek of rotten, sickening matter.

DWARF MOUNTAIN

Small sentient humanoid; level 5 (400 XP)

STR 6 (3d6) **AGI** 4 (2d6) **END** 8 (3d6)
INT 4 (2d6) **LOG** 4 (2d6) **WIL** 6 (3d6) **CHA** 4 (2d6)

INITIATIVE 2d6
PERCEPTION 2d6 (darksight 60')
SPEED 5 (30'); **CLIMB** 3 (15'); **JUMP** 4'/3'
CARRY 140 lb

HEALTH 28
DEFENSE 17 (SOAK 6; ringmail)
MENTAL DEFENSE 15
RESISTANCES immune poison
VULNERABILITIES none

NATURAL DAMAGE 2d6
BATTLEAXE 4d6 (3d6 edged damage)
SKILLS appraisal, axes, carousing, one crafting skill
EQUIPMENT battleaxe, ringmail



Darkvision. Mountain Dwarves can see in the dark out to a distance of 60'. They gain an environmental die in darkness.

Sturdy. Sturdy, with a low center of gravity, it is hard to knock a dwarf down. Any attempt to do so suffers a -2d6 die penalty.

Iron constitution. Dwarves are immune to non-magical poisons.

Protector. Dwarves can take an attack meant for an adjacent ally. If the attack hits thier ally, the Dwarf takes the damage instead. If the Dwarf has a shield, the ally also benefits from the shield's DEFENSE bonus.

Mountain Dwarves are a sturdy folk who live in great mountain strongholds. They have a love of treasure, and great skill at mining and engineering. Sometimes gruff, they can be very serious about their work, but are amongst the world's greatest carousers.

An honorable race, Mountain Dwarves tend towards the serious-minded, although their reputation for sometimes excessive pride is not undeserved. Craftsmen, engineers, miners, metalworkers, stoneworkers – Mountain Dwarves are skilled with their hands, and most are equally skilled using weapons reminiscent of the tools of their trade. Hammers and axes, therefore, are common Dwarven weapons.

Mountain Dwarves, like most Dwarves, are stocky and broad. They stand about 4 feet tall; the males almost invariably sport beards, while the females do not. They are stronger and tougher than Humans, though they lack grace and agility. Mountain Dwarves are mortal; they live for about 250 years on average.

A reputation for greed follows all Mountain Dwarves. Almost every member of the race is born with an innate appreciation of precious metals and rare gems, and much of their industry has historically been based around these things.

ELF GRAND

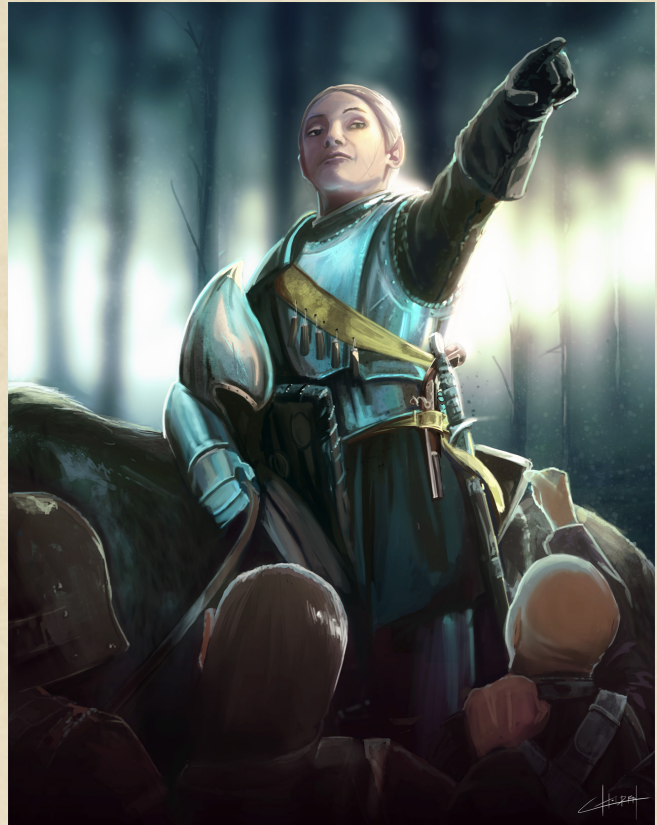
Medium sentient fey humanoid; level 3 (256 XP)

STR 4 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 6 (3d6) **WIL** 4 (2d6) **CHA** 4 (2d6)
MAG 2 (1d6) *body*; 6 MP

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 5 (30'); **CLIMB** 3 (15'); **JUMP** 12'/4'
CARRY 80 lb

HEALTH 16
DEFENSE 15
MENTAL DEFENSE 12
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
RAPIER 4d6 (2d6 piercing damage)
SKILLS *Rapier, alchemy, one musical skill*
EQUIPMENT 20gc, rapier



Sense magic. Grand Elves can sense magic within 10' of them. They can intuitively sense the presence of magic, but not the power level, type, direction, or exact location.

Feint. Grand elves can spend an action to +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Grand Elves are an ancient race. Masters of gunpowder, there is nothing more awe-inspiring than the sight of ranks of Grand Elves lined up with their muskets in the driving rain, felling row after row of charging goblin hordes. Tall, pale, and serious, Grand Elves are strong believers in the good of the community being more important than that of the individual.

Grand Elves are slightly taller and slimmer than humans, with a grave, stoic bearing. Their ears are pointed, and their faces tend towards the angular. They are immortal, and do not age past middle-age, although can still be slain by accident, illness, or violence. Grand Elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.

Naturally magical, Grand Elves are commonly able to use the *Path of the Body*, healing themselves or their companions.

Music is important to Grand Elves. Most are able to play one or more musical instruments, and singing comes naturally to them. Their music is beautiful and ethereal.

ELF SYLVAN

Medium sentient fey humanoid; level 4 (324 XP)

STR 4 (2d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 4 (2d6) **WIL** 4 (2d6) **CHA** 4 (2d6)
MAG 2 (1d6) *animals*; 6 MP

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 6 (30'); **CLIMB** 6 (30'); **JUMP** 12'/4'
CARRY 100 lb

HEALTH 20
DEFENSE 18 (SOAK 4; hide armour)
MENTAL DEFENSE 15
RESISTANCES illness and disease
VULNERABILITIES none

NATURAL DAMAGE 1d6
LONGBOW 4d6 (3d6 piercing damage; range 20)
SPEAR 3d6 (2d6 piercing damage; range 6)
SKILLS bows, tracking, herbalism, stealth
EQUIPMENT longbow, hide armor, spear



Unhindered. Sylvan Elves are not affected or slowed by difficult terrain.

Immunity. Sylvan Elves are completely immune to illness and disease of a non-magical nature.

Climbers. Sylvan Elves gain a climb speed equal to their regular speed.

Awake. Sylvan Elves do not need to sleep. They may choose to meditate, instead.

Aim. Sylvan elves can spend an action to +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

Death from on high. Sylvan elves can pay 2d6 to drop down on their opponent from at least 5' above them. This knocks the opponent prone and does 2d6 extra damage.

Draw a bead. The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

Wild, fierce, and at one with nature, Sylvan Elves live in the woodlands and forests, armed with bow and spear. Sylvan Elves can be xenophobic at times, and are well-trained in the arts of both war and nature. Even non-combatants are typically armed with bow or spear, and most Sylvan elves are trained in the use of bows from an early age.

Sylvan Elves are slim, like their Grand Elf cousins, but much shorter, at about 5-feet in height. With pointed ears, their skin tones tend to be dark, their hair brown, black, or sometimes with a greenish tinge. Unlike the Grand Elves, Sylvan Elves are not immortal. However, they have extremely long life spans of up to two-thousand years.

Naturally magical, Sylvan Elves know the words and spells of the forest. They are known to talk to plants, or to command animals. At home in the branches of trees, Sylvan Elves are also adept at hiding their presence, and more than a few unwary intruders have found themselves ambushed upon entering Sylvan woodlands.

GIANT HILL

Gigantic sentient humanoid; level 11 (4,761 XP)

STR 30 (7d6) **AGI** 4 (3d6) **END** 35 (7d6)
INT 3 (2d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 19 (95'); **CLIMB** 10 (50'); **JUMP** 8'/8'
CARRY 50 lb

HEALTH 72
DEFENSE 30 (SOAK 20)
MENTAL DEFENSE 9
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 6d6
OVERSIZED CLUB 7d6 (4d6 blunt damage)
BOULDER 4d6 (2d6 blunt damage; range 100')
SKILLS *scent, throwing*
EQUIPMENT oversized club



Trample. By moving in a straight line at full **SPEED**, a giant can trample any creatures in the squares it passes through. Each creature is subject to a **STR** attack. A successful attack does natural damage and knocks the target prone, and the giant continues moving. A failed attack stops the giant in its tracks.

Knockdown. Hill giants can pay 1d6 to knock their target down as long as the target is Gigantic or smaller.

Hill giants are towering, usually corpulent humanoids. Greedy and dull-witted, hill giants have stony grey skin and tend to dress in ragged clothing.

While slow of mind, giants have good senses of smell.

Hill giants live in hilly or mountainous areas, usually in gigantic caves. Solitary creatures, they do not easily form communities, and often fight each other for the weakest of reasons. It is not unusual for travelers to see giant hurling boulders at each other from hilltops in the distance.

Hill giants care little for wealth, but will value a tasty animal carcass. They typically hunt large animals with boulder and club.

GOBLIN

Small sentient goblinoid; level 3 (256 XP)

STR 2 (1d6) **AGI** 6 (3d6) **END** 3 (2d6)
INT 6 (3d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6 (hearing 4d6)
SPEED 6 (30'); **CLIMB** 4 (20'); **JUMP** 6'/1'
CARRY 50 lb

HEALTH 10
DEFENSE 17
MENTAL DEFENSE 12
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
SHORTSWORD 3d6 (2d6 cutting damage)
SKILLS *running, climbing, stealth, hearing*
EQUIPMENT 20gc, shortsword



Pack attack. Goblins work together well when they form mobs. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim becomes overwhelmed, and is considered *tired*.

Death from on high. Goblins can pay 2d6 to drop down on their opponent from at least 5' above them. This knocks the opponent prone and does 2d6 extra damage.

Goblins are small, ugly, vicious creatures driven primarily by greed and other base instincts. Cowardly and sneaky, goblins rarely seek fair fights, preferring to ambush their prey and outnumber them.

Goblins are 3-4 feet in height, and scrawny in build.

GOLEM, CLOCKWORK

Medium non-sentient automaton; level 8 (1,296 XP)

STR 12 (4d6) **AGI** 4 (2d6) **END** 12 (4d6)
INT 6 (3d6) **LOG** 12 (4d6) **WIL** 4 (2d6) **CHA** 4 (2d6)

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 9 (45'); **CLIMB** 5 (25'); **JUMP** 8'/8'
CARRY 240 lb

HEALTH 48
DEFENSE 18 (SOAK 5)
MENTAL DEFENSE immune
RESISTANCES immune to mental attacks
VULNERABILITIES 1d6 (electricity)

NATURAL DAMAGE 3d6
PUNCH 4d6 (3d6 blunt damage)
SKILLS *law, history*
EQUIPMENT -



Clockwork golems are intelligent but non-sentient automatons. They operate on principles of strict logic, lacking emotion, and are extremely knowledgeable. Frequently, they are used as guards.

GORGON

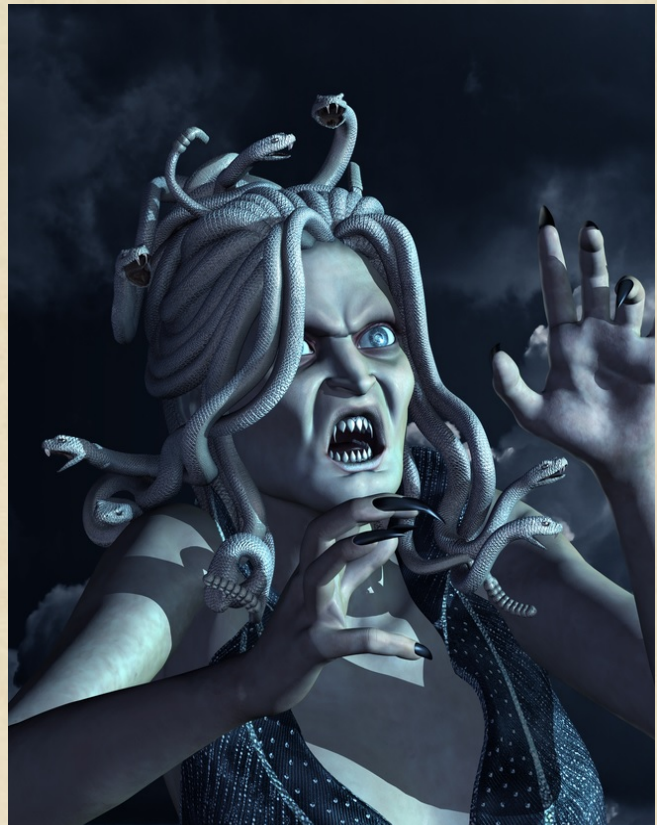
Medium sentient fey humanoid; level 7 (900 XP)

STR 4 (2d6) **AGI** 8 (3d6) **END** 8 (3d6)
INT 12 (4d6) **LOG** 8 (3d6) **WIL** 10 (4d6) **CHA** 8 (3d6)

INITIATIVE 4d6
PERCEPTION 5d6
SPEED 8 (40'); **CLIMB** 4 (20'); **JUMP** 16'/4'
CARRY 120 lb

HEALTH 36
DEFENSE 18
MENTAL DEFENSE 24
RESISTANCES immune to poison and petrification
VULNERABILITIES none

NATURAL DAMAGE 1d6
CLAW 3d6 (1d6 cutting damage)
SNAKEBITE 3d6 (1d6 piercing damage; poison)
SKILLS *stealth, perception*
EQUIPMENT 200gc



Petrification. Gorgons can make an INT vs. MENTAL DEFENSE attack to meet their victim's gaze. A successful attack turns the target to stone permanently. Creatures can deliberately avoid the gaze by blindfolding themselves, but suffer the effects of *blindness* while doing so.

Venomous snakes. The snakes on the gorgon's head attack independently to the gorgon itself; once per turn the gorgon gets a free additional melee attack. A successful attack causes paralysis for 10 minutes.

Gorgons are hideous fey humanoids of either gender with venomous snakes in the place of hair. Utterly depraved, gorgons have the power to turn their victims to stone simply by meeting their gaze.

While not physically powerful, a gorgon's gaze and poisonous attack make it a very dangerous and formidable foe.

Gorgons often live in small covens of two or three individuals, usually in remote locations. They enjoy decorating their lairs with the petrified statues of their victims.

HUMAN

Medium sentient humanoid; level 1 (144 XP)

STR 4 (2d6) **AGI** 4 (2d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 4 (2d6) **WIL** 4 (2d6) **CHA** 4 (2d6)

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 5 (30'); **CLIMB** 3 (15'); **JUMP** 8'/4'
CARRY 50 lb

HEALTH 16
DEFENSE 12
MENTAL DEFENSE 12
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
CLUB 2d6 (2d6 blunt damage)
SKILLS 4 x non-combat skills
EQUIPMENT 20gc, club



Competitive. Humans are very ambitious and competitive. They gain a +1d6 bonus to opposed checks against non-humans (this does not include attack rolls in combat, however).

Pack attack. Humans work together well when they form mobs. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim becomes overwhelmed, and is considered *tired*.

Butchers, bakers, and candlestick-makers, goes the rhyme. The majority of humans are ordinary people – farmers, shopkeepers, bartenders, carpenters – and are not trained to fight. However, a group of humans together can mob a more powerful enemy when necessary.

Often referred to simply as the “Race of Man”, Humans are an adaptive and expansionist race, with a tendency towards colonization and innovation – they are as varied as the many cities, plains, hills, and forests from which they hail.

Human lifespans are about 70 years in length. Most humans reach adulthood at about age 18, although some cultures vary.

Humans have four skills related to their profession or hobbies.

OGRE

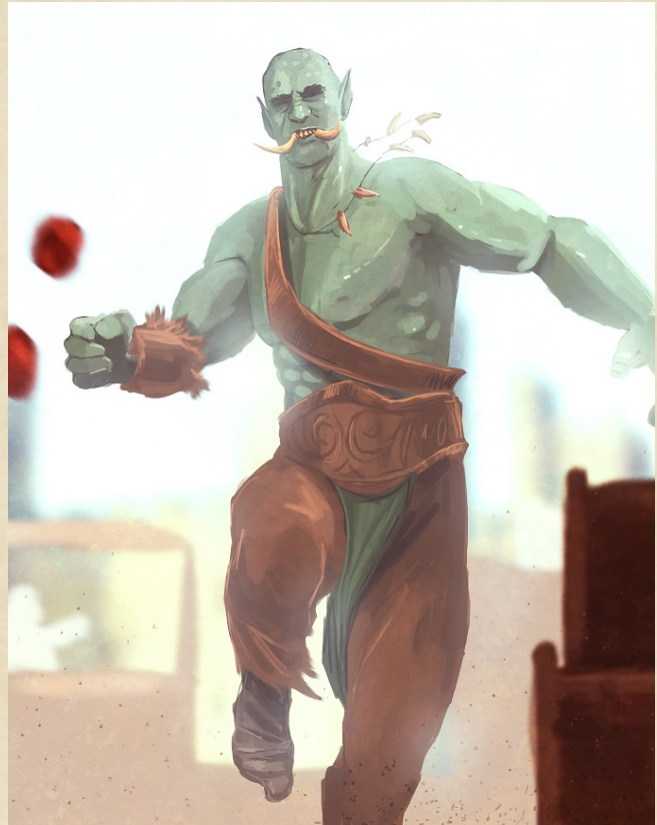
Large sentient goblinoid; level 5 (576 XP)

STR 12 (4d6) **AGI** 4 (2d6) **END** 12 (4d6)
INT 3 (2d6) **LOG** 2 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 8 (40'); **CLIMB** 4 (20'); **JUMP** 8'/8'
CARRY 200 lb

HEALTH 28
DEFENSE 16 (SOAK 7)
MENTAL DEFENSE 6
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 2d6
OVERSIZED CLUB 5d6 (3d6 blunt damage)
SKILLS *club, intimidate*
EQUIPMENT 20gc, oversized club



dark sight. Ogres can see in the dark as though it were normal daylight. They gain an environmental die in darkness.

Bad scent. Ogres smell awful, however often they wash. They suffer a -1d6 die penalty to any attempts at stealth.

Acid blood. Ogres have acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 damage in a single blow take 1d6 acid damage.

Knockback. Ogres can pay 1d6 to push their target back 5'.

Ogres stand 7' tall. Towering masses of muscle, accompanied by green skin and bestial tusks, Ogres have a well-earned reputation for stupidity.

Ogres have greasy, lice-ridden black hair, and are often covered in warts and other blemishes. They smell terrible, and an indescribable odor reminiscent of a mixture of stale sweat and rotting food.

Ogres are technically goblinoids, distantly related to orcs and goblins, but some giant blood was added in the long past. They are brutish, prone to violence, and tend to act on instinct.

ORC

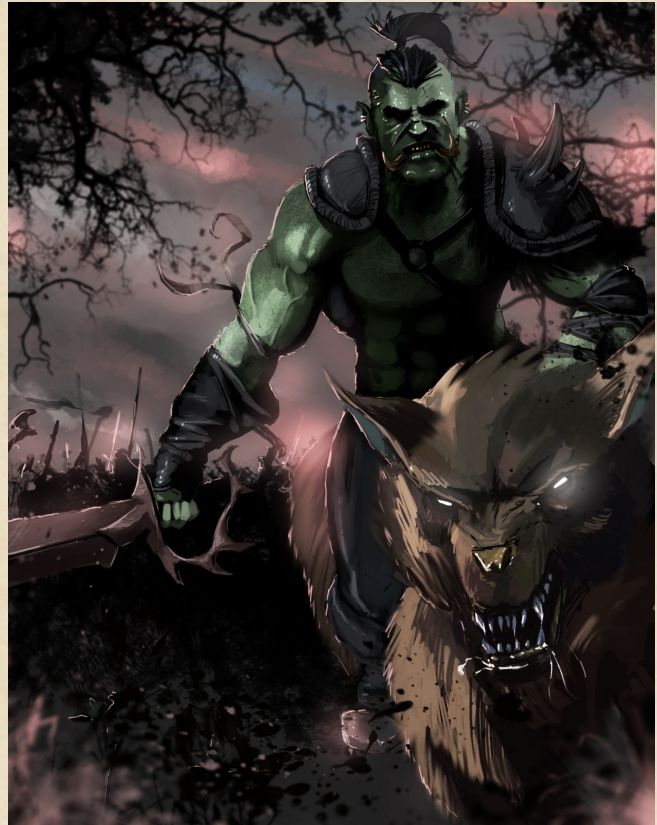
Medium sentient goblinoid; level 5 (400 XP)

STR 8 (3d6) **AGI** 4 (2d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 3 (2d6) **WIL** 3 (2d6) **CHA** 2 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 7 (35'); **CLIMB** 4 (20'); **JUMP** 8'/8'
CARRY 140 lb

HEALTH 18
DEFENSE 15 (SOAK 5; leather armour)
MENTAL DEFENSE 15
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 2d6
BATTLEAXE 4d6 (3d6 edged damage)
SKILLS *carousing, intimidation, battleaxe, hunting*
EQUIPMENT battleaxe, leather armour



Bloodlust. Once per day an Orc can drink fresh blood to recover 2d6 HEALTH. This takes an action. The blood must come from a creature slain in the last hour.

Rage. Orcs take pleasure in battle, and pride in their wounds. When reduced to below half HEALTH, they gain a +1d6 die bonus to attack rolls.

Creatures of darkness. Orcs can see clearly in the dark as though it were daylight. They gain an environmental die in darkness, but bright sunlight hurts their eyes, inflicting a -5 DEFENSE penalty.

Charge. Orcs can pay 2d6 to move their SPEED in a straight line and then attack at the end of it. They gain +1d6 damage to the attack.

Orcs are tribal, aggressive, violent, quick to anger and easy to offend. Strong and tough, Orcs can be a little slow on the uptake. The warlike Orcs have a barbaric, strength-based society. Orcs venerate warriors to the extreme, and include violence in most social rituals. Orcs believe that those who die gloriously in battle are guaranteed an afterlife of drinking, carousing, and fighting.

Orcs tend to be slightly taller, stronger, and broader than humans, with green skin and black hair. Their ears are pointed, and some historians claim they are an ancient corrupted mockery of the Elves. Like Ogres, they are goblinoids, perhaps with Elven lineage in the distant past.

Orcs tend to be crafty and cunning, both on the battlefield and elsewhere. They are adept at crafting weapons, and wield many custom blades with unusual shapes. Equally, they are at home underground.

PIXIE

Tiny sentient fey humanoid; level 9 (2,209 XP)

STR 1 (1d6) **AGI** 16 (4d6) **END** 2 (1d6)
INT 12 (4d6) **LOG** 4 (2d6) **WIL** 6 (3d6) **CHA** 6 (3d6)
MAG 4 (2d6)

INITIATIVE 4d6
PERCEPTION 4d6
SPEED 4 (20'); **CLIMB** 2 (10'); **FLY** 10 (50')
CARRY 30 lb

HEALTH 16
DEFENSE 19
MENTAL DEFENSE 21
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
DART 4d6 (1d6 piercing damage; range 5; sleep)
SKILLS *singing, dancing*
EQUIPMENT darts



Sleep darts. A pixie's darts, if they hit, trigger a second attack (AGI vs. END) or the target falls asleep for 10 minutes. The darts lose their potency if the pixie is killed.

Taunt. A pixie can taunt her target, enraging it, by making a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on the pixie until the start of the pixie's next turn.

Invisibility. Pixies can become invisible at will for periods of up to five minutes at a time. A pixie cannot become invisible again for an hour after doing so.

Magical creatures. Pixies have access to the *Path of Deception*.

Pixies are tiny winged fey creatures. Mischievous and often childlike, pixies are fond of music and dance, and inhabit stone circles and other ancient sites. Elusive, and wary of larger creatures, pixies live in harmony with nature.

BOGGART

There are a number of subtle variations of pixie, the main difference being found in their attitude. Pixies are generally whimsical and – at worst – mischievous, but there are malicious, evil groups of pixies called boggarts. These malevolent fey inhabit marshes and fields, and are uncontrollable and destructive.

Boggarts, corrupted by their malicious nature, are more squat and bestial looking than pixies.

SMALLFOLK

Small sentient humanoid; level 4 (324 XP)

STR 3 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 4 (2d6) **WIL** 6 (3d6) **CHA** 6 (3d6)

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 5 (25'); **CLIMB** 3 (15'); **JUMP** 6'/2'
CARRY 70 lb

HEALTH 20
DEFENSE 17
MENTAL DEFENSE 20
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 1d6
LONGBOW 4d6 (3d6 piercing damage; range 20)
SPEAR 3d6 (2d6 piercing damage; range 6)
SKILLS *cooking, appraisal, stealth, one crafting skill*
EQUIPMENT longbow, hide armor, spear



Stubborn. Smallfolk are difficult to enchant. They gain a +5 bonus to their MENTAL DEFENSE.

Nimble. Smallfolk are nimble and adept at dodging, gaining +5 to DEFENSE.

Taunt. A Smallfolk can taunt his target, enraging it, by making a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on the Smallfolk until the start of the Smallfolk's next turn.

Smallfolk are welcome in most places. Standing at about 3' in height, with ruddy cheeks and simple clothing, they have a reputation for good cheer and friendliness.

Homebodies, Smallfolk are agile and resilient, and are good with their hands. They make excellent farmers and shopkeepers. Smallfolk favor simple clothes in bright colors. They tend towards the stout (though not nearly so much as Dwarves), and live to over 100 years of age. They boast pointed ears, although not as pronounced as those of the Elves, and frequently hidden by their curly hair.

Jovial in nature, it can be hard to make a Smallfolk take offence. Smallfolk will put a positive spin on almost anything, a trait which endears them to many. They are as generous as they are jovial, and always happy to welcome others to their homes: indeed, entertaining others is a prime instinct for the Smallfolk.

Many view the Smallfolk as weak, sometimes even cowardly. While it is true that the race does not tend towards violence, a cornered Smallfolk will defend his or her friends to the death. In truth, Smallfolk are the most courageous of all races.

TROLL CAVE

Enormous semi-sentient fey humanoid; level 11 (4,096 XP)

STR 20 (5d6) **AGI** 4 (2d6) **END** 40 (8d6)
INT 4 (2d6) **LOG** 1 (1d6) **WIL** 4 (2d6) **CHA** 1 (1d6)

INITIATIVE 2d6
PERCEPTION 3d6
SPEED 14 (70'); **CLIMB** 7 (35'); **JUMP** 8'/8'
CARRY 600 lb

HEALTH 160
DEFENSE 30 (SOAK 20)
MENTAL DEFENSE 13
RESISTANCES none
VULNERABILITIES sunlight (see below)

NATURAL DAMAGE 4d6
OVERSIZED SPIKED CLUB 5d6 (5d6 blunt damage)
SKILLS *scent*
EQUIPMENT oversized club



Sunlight. Trolls are permanently turned to stone by the ray of the sun.

Enormous, grotesque humanoids which stand 15' tall, trolls possess great strength and even greater endurance. It is said that trolls are impossible to kill, and this is largely true. Even a troll so damaged that it loses consciousness will wake up again moments later, its wounds already healing.

Trolls are evil, incredibly stupid, and quite disgusting. Cave trolls have animal-level intelligence and cannot speak, communicating in grunts and roars. Their great strength and endurance makes trolls excellent beasts of burden, and they are often used in armies to carry great loads, war machinery, or even troops.

TROLL HILL

A hill troll is very similar to a cave troll with a couple of differences.

- **Less armour.** Hill trolls do not have the thick stony hides that cave trolls have; their SOAK score is 10.
- **Regeneration.** Hill trolls continually regenerate any wounds, automatically healing by 10 HEALTH at the start of their turn. They cannot be permanently killed unless exposed to sunlight (see above).
- **Speech.** Hill trolls can speak, and are slightly more intelligent than cave trolls. They are sentient rather than semi-sentient, and can speak, albeit poorly.

TEMPLATES

These templates can be applied to any basic creature. A creature can have multiple templates, and adopts the characteristics of all templates applied to it. A template differs from a tradition in that it represents nature over nurture. Creatures can take traditions for which they qualify and learn an occupation or skill, but templates represent their fundamental nature.

XP Values. After applying a template you will need to recalculate derived statistics and XP value. A template indicates the base XP value increase of that template before squaring (do not add this straight to the creature's basic XP value as this will result in a different total). In cases where attributes have a multiplier or divider, these are not included in the XP figure below and must be applied manually.

If you are devising your own templates, characteristics are divided into greater, lesser, and weaknesses. Greater characteristics are worth 5 points, minor characteristics are worth 3 points, and weaknesses reduce the total by 1 point each. Some characteristics have no modifier if they make no appreciable difference to a creature's capabilities.



DEMIGOD

Sometimes a god and a mortal have a child. This child is a demigod. Demigods are extra-ordinarily rare and are unique.

- **Divine attributes.** Multiple all attributes by 3.
- **Divine Protection.** The creature gains SOAK 10, unless it already has better.
- **Divine Favour.** The creature gains a LUCK score, just like a player character. This is equal to its INT attribute.
- **Base XP Modifier:** +10 (+ attribute adjustment value).

LYCANTHROPE

Lycanthropy is a fey curse. Commonly referred to as were-creatures, lycanthropes are compelled at the time of a full moon to transform into an animal. The most common form of lycanthrope is the werewolf.

The transformation of a lycanthrope is usually involuntary, although some lycanthropes with strong willpower are able to also voluntarily transform. No lycanthrope can resist the transformation at the full moon, however.

Lycanthropy is a curse, but it is spread like a disease. The bite of a were-creature causes the victim to transform on the next full moon.

- **Fey.** A lycanthrope gains the fey creature type.
- **Transformation.** The full moon forces a lycanthrope's transformation. It adopts the form and all statistics of an animal type, including mental characteristics. The transformation takes a full minute to take place, and is extremely painful. Any clothing or armor worn is destroyed if the process involves an increase in size category; otherwise clothing and equipment fall to the ground beside the transformed creature.
- **Voluntary transformation.** A Demanding [21] WIL check allows a lycanthrope to adopt its animal form voluntarily; it may only do this at night-time.
- **Immunity.** When in animal form, lycanthropes are immune to all damage except for that caused by silver weapons. They are vulnerable (1d6) to silver, and take 1d6 fire damage just from the touch of the metal.
- **Disease.** If the creature bites another creature while in animal form, a second attack takes place using the lycanthrope's END attribute. If this is successful, the bitten creature contracts lycanthropy and transforms at the next full moon.
- **Humanoids.** Not all creature types can contract lycanthropy. Only humanoids can do so.
- **Base XP Modifier:** +13.

GREATER

A greater creature is a larger, stronger version of a basic creature. Perhaps it's the alpha or leader of a group, a mutant, or a different species altogether. This template does not stack with the *Paragon* template.

- **Larger.** Greater creatures are one size larger than the basic creature. Change the size category to the new size, and adjust any major or minor area effect abilities. Do not adjust attributes.
- **Stronger and tougher.** Use the core statistics and increase both STR and END by 2 per size category.
- **Base XP Modifier:** +0 (+attribute adjustment value).

PARAGON

A paragon creature is the ultimate expression of a basic creature. Larger and stronger than even the greater creatures, paragons tend to be unique examples. In some legends they are the progenitor of a race. This template does not stack with the *Greater* template.

- **Giants.** Paragon creatures are two size larger than the basic creature. Change the size category to the new size, and adjust any major or minor area effect abilities. Do not adjust attributes.
- **Stronger and tougher.** Use the core statistics and increase both STR and END by 4 per size category.
- **Base XP Modifier:** +0 (+ attribute adjustment value).

YOUNGSTER

Most creatures have young versions. The creatures in this book are the “basic” version of that creature; if the creature is young, apply the following template. “Youngster” refers to a physically able creature. An infant does not have combat stats.

- **Yet to learn.** Young creatures have no skills. Remove all skill ranks from the creature. Reduce LOGIC by 2 (to a minimum of 1).
- **Smaller.** Young creatures are one size smaller than an adult. Change the size category to the new size, and adjust any major or minor area effect abilities. Do not adjust attributes.
- **Weaker but more agile.** Use the adult statistics and halve (round) up STRENGTH and ENDURANCE and increase AGILITY by 2.
- **Base XP Modifier:** -2 (+ attribute adjustment value).

SPIRITS

Spirits are related to the undead, in that they are the last vestiges of a once-living being. They differ, however, in that they are not animated corpses, but are immaterial manifestations of a deceased being's soul and consciousness. Oft-times this manifestation is distorted or perverted.

Spirits include ghosts (sometimes called spectres or phantoms), wraiths (sometimes called shades), poltergeists, and banshees.

Spirits are not single monsters; instead they are templates which can be applied to an existing monster or NPC. All spirits share the following characteristics:

- **Spirit.** Spirits gain the “spirit” type in addition to their existing creature type(s).
- **Evil & insane.** All spirits are cursed with the *Evil* virtue. Many spirits are also driven completely insane by their eternal fate and act in vengeful or psychotic ways. For every 100 years since death, a spirit gains +1 to its WIL attribute and loses -1 from its LOG attribute (to a minimum of 1, or animalistic level intelligence). Very old spirits may be extremely powerful, but are entirely mad.
- **Incorporeal.** All spirits are incorporeal and immune to weapons and attacks which do not do *Good* damage. Additionally, a spirit can pass through physical barriers unimpeded. A spirit uses its WIL attribute in place of STR to determine derived statistics such as natural damage, attack values, or SPEED.
- **Unkillable.** A spirit cannot be slain; it is already dead. Reducing it to zero HEALTH (via the use of *Good* damage) simply disperses it for one day. To be permanently destroyed, a spirit must be banished.
- **Chill aura.** The area within 30' of a spirit is cold. Additionally, spirits have a chill aura which extends to a minor aura size, which causes 1d6 cold damage to any creature that enters or begins their turn in the aura.
- **Icy touch.** Spirits are able to touch the living, which experience an intense cold. A spirit's natural damage type is cold damage.
- **Flight.** As part of their incorporeal nature, spirits can fly or move in any direction. However, many are locked into habits of their life, and do not do so.
- **Lifesense.** Spirits can see in the dark, and are able to sense life within 30'.



BANSHEE

A banshee is a spirit which wails when somebody nearby is about to die. The wail is a corrupted version of a funeral lament. Typically, banshees are visible, dressed in pale robes, with long pale hair which they constantly brush with a silver comb, although they can have other appearances – a frightening old woman, a young maiden, even a crow or other animal.

- **Funereal lament.** A banshee can wail (two actions, or a full turn). Any creature which hears the lament is subject to a WIL vs. MENTAL DEFENSE attack, failure resulting in the victim become *frightened* for one hour.
- **Base XP Modifier:** +26.

GHOST

A ghost is a visible, transparent manifestation of a deceased soul. Despite being cursed with the Evil virtue, many ghosts are not actually malevolent, and are forced to live a memory or event until a lost goal has been accomplished. Many times, fulfilling this goal is the easiest way to banish a ghost, and will end its suffering immediately.

Ghosts appear as they did at the time of death, wearing the same clothing, and sporting the same injuries, if any.

- **Purpose.** A ghost can be permanently dispelled by fulfilling its unfinished business.
- **Base XP Modifier:** +21.

POLTERGEIST

A poltergeist is an invisible spirit with telekinetic abilities driven by emotion; a poltergeist will move or throw objects or furniture, or make loud noises.

- **Throw object.** A poltergeist uses its WIL attribute to throw objects with a range increment equal to the attribute, doing its natural damage if it hits.
- **Base XP Modifier:** +24.

WRAITH

Unlike a ghost, a wraith is not visible, although burning red eyes can sometimes be seen. Wraiths sometimes clad themselves in robes, which helps give them a visible form, although truesight can reveal ghostly, pale, haggard figures. Wraiths are irrevocably evil, driven by hatred for the living.

- **Deathly touch.** A wraith's icy touch is more deadly than that of other spirits, causing *paralysis* for 1 minute on a successful hit.
- **Base XP Modifier:** +26.

TRILLITHS

Trillith are a race of dream-spawned monsters who lack bodies of their own. Every trillith has a visual appearance that is unique to it, based on its nature. The trillith's stats and abilities match this form, but normally a trillith is incorporeal, so it cannot easily affect the material world. However, a trillith can create a body for itself if it has appropriate material, and some magic can turn a trillith corporeal.

Trilliths are dreams made reality. Each trillith is unique, and adopts a name based on a dream or nightmare concept – Deception, Agony, Desire, Indomitability, Madness, Victory, Vigilance.

When viewed with truesight, a trillith is revealed to be something like a wispy, sinuous dragon with no wings, although this image will be perverted or altered by its nature – a trillith called Madness, for example, appears as a roiling swarm of serpents.

Trilliths can also take a physical form. Each trillith only has a single corporeal form. In all its forms, a trillith's appearance is still determined by its nature, so a trillith that normally takes the form of a flaming stag would look fiery in its draconic true form, and its humanoid form might be a mighty orc with antlers, dressed in red furs. Each is different – a mighty stag, a beautiful woman, a grinning gnome, a snarling gorgon. A trillith whose nature was rage, for example, might take the form of a tyrannosaurus rex.

Trillith. A trillith gains the *trillith* type.

Change form. A trillith uses the statistics of the base creature and can switch between that form and one of incorporeality at will by using two actions.

Incorporeal. A trillith's natural state is incorporeal, during which it is immune to physical attacks. A song, known as the *Song of Forms*, exists; those who know this song may sing it, making a CHA vs. MENTAL DEFENSE attack against the trillith. If successful, the trillith is forced into physical form.

Flight. When incorporeal, trilliths can fly or move in any direction at their base SPEED.

Rejuvenation. A trillith is a creatures of dream and not of flesh, and is hard to kill. If a trillith is destroyed it does not die, but instead reforms 1d6 days later. However, if its body dies while it is trapped by the *Song of Forms* it dies, and its corpse remains even after the magic ends. Alternately, if Indomitability is destroyed and all the damage caused is psychic damage, the trillith's spirit is obliterated.



Truesight. Trilliths can see in the dark, see through illusions, and can see invisible creatures.

Telepathy. Trillith can communicate telepathically with any creature within 100 ft. that has a language. While corporeal the creature seems to actually speak the words that it sends.

Magical creatures. Trillith have a MAGIC attribute of 10. They have access to one themed spell-path related to their nature.

Theme ability. A trillith also has one unique greater ability related to its nature.

Known Trillith Forms

Name	Form	Theme Ability	Spell-path
Agony	A twisted man with broken limbs.	Creatures take equal damage to that which they deal to this trillith.	<i>Path of Pain</i>
Deception	A humanoid mass of oily black tentacles.	This trillith is not where it appears to be. Attacks have a 50% miss chance unless truesight is used.	<i>Path of Deception</i>
Desire	A beautiful woman hidden by blue veils and golden jewelry.	By revealing its beautiful form, this trillith can blind onlookers for two rounds with a CHA vs. MENTAL DEFENSE attack.	<i>Path of Compulsion</i>
Freedom	A young woman who walks with casual freedom.	No restraint, lock, or movement-restricting effect works within 5' of this trillith.	<i>Path of the Airstriider</i>
Indomitability	A mighty stag.	This trillith regenerates 3d6 HEALTH at the start of its turn.	<i>Path of the Body</i>
Madness	A gnome woman.	When an attacker targets this trillith's MENTAL DEFENSE, it is <i>confused</i> for 3 rounds.	<i>Path of Confusion</i>
Victory	A swordsman with gleaming plate armour.	All attack dice rolled by this trillith are exploding dice.	<i>Path of Strength</i>
Vigilance		This trillith cannot be ambushed, and always wins initiative.	<i>Path of the Seer</i>

UNDEAD

The undead refers to animated corpses. Undead differ from spirits in that they are physical. Living corpses include vampires, liches, mummies, skeletons, and zombies. Undead can be animated by external forces (divine agents, or foul necromancers) or internal forces (the creature's own unquiet life force).

Undead creature types are not individual creature entries; instead, they are a template applied to an existing creature.

Mummies, skeletons, and zombies are all technically types of zombie.

Apply the following to the base creature of any undead type.

- **Undead.** Undead gain the “undead” type in addition to their existing creature type(s).
- **Irrevocably evil.** The undead are irrevocably and irredeemably evil. They possess the *Evil* virtue, and they detect and are affected as such.
- **Unstoppable.** Unless completely destroyed, there is no way to stop an undead creature. They feel no pain or remorse. Undead are completely immune to all conditions not inflicted by an attack or effect with the *Good* virtue.
- **Tough.** Because they feel no pain and have no vital organs, the undead gain an additional SOAK 5. They are also immune to poisons.
- **Lifesense.** Undead can see in the dark, and are able to sense life within 30'.
- **Ageless.** The undead do not die due to the process of time, and can live eternally unless destroyed.
- **Vulnerable.** The undead are vulnerable (1d6) to damage with the *Good* virtue.
- **Cannot heal.** Although some powerful undead have regenerative powers, undead can never heal HEALTH unless otherwise noted. A damaged zombie stays damaged forever.

LICH

A lich is a necromancer who has undergone a transformation into an undying, powerful form of undead creature. Most often, liches are the result of magic-users who strive to extend or prolong their life as they reach old age. Liches tend to be cadaverous, often almost skeletal, although more recent liches can appear almost normal.

The final stage of the necromancer tradition changes a character into a lich.

- **The chill of undeath.** Liches have an aura of intense cold based on their size as normal. This aura causes 1d6 cold damage to any who enter or start their turn in it. Additionally, their natural damage type is cold damage.
- **Dark magic.** Liches gain +4 to their MAGIC attribute and automatically discover the *secret of death*, the *secret of undeath*, the *secret of shadow*, and the *secret of blood*. Many continue their magical studies and learn new spell-paths using these secrets.
- **Base XP Modifier:** +23 (+ attribute adjustment value).

MUMMY

Mummies are animated corpses which have been preserved. They are a type of zombie (see below). The corpse is usually wrapped in cloth or bandages coated with an embalming fluid, although sometimes the same effect can be obtained with intense cold. The embalming ritual is fairly exacting, but it results in a somewhat less decayed corpse than that of a zombie.

- **Base XP Modifier:** +20 (+ attribute adjustment value).

SKELETON

Like zombies (see below), skeletons are animated corpses. In the case of a skeleton, the flesh has all rotted away leaving only bones. Skeletons are treated as zombies, except that the rotting away of the flesh part of their bodies alleviates the eternal hunger they feel; as such they do not seek to consume living flesh like other zombies do.

- **Base XP Modifier:** +20 (+ attribute adjustment value).

VAMPIRE

Vampires, also known as revenants or nosferatu, are powerful undead which feed on the blood of the living. Depending on how recently they have fed, they can appear emaciated and decrepit, almost like a zombie, or they can appear as pale, but undamaged creatures of the base type. Vampires do not cast a shadow and do not have a reflection.

- **Sunlight.** Every turn that a vampire begins in direct sunlight, it suffers 1d6 fire damage.
- **Apotropaics.** Certain items can ward off vampires. Good holy items, and garlic, inflict a -1d6 die penalty to any attribute check made by the vampire if within 10' of the offending object. This also causes considerable discomfort to the vampire.
- **Invitations.** Vampires cannot enter a private dwelling without an invitation from somebody who lives there. Once an invitation has been extended, the vampire may enter freely thereafter.
- **Slaying a vampire.** When reduced to zero HEALTH, a vampire is not slain. Instead, it is immobilized. In order to slay a vampire, it must either be beheaded or staked in the heart. A vampire can remain immobilized for centuries, returning to unlife with a drop of nourishing blood.
- **Rejuvenation.** Vampires can only heal by drinking blood. They may make an attack using their STR attribute, doing their natural damage as they sink their fangs into their victim. The vampire recovers the same amount of HEALTH that it causes to its victim.
- **Vampire spawn.** A creature slain by the drinking of its blood by a vampire rises three days later as a vampire under its creator's control. It remains forever under the control of its creator unless its creator is destroyed. The spawn is considered *dominated* by its creator (see *Conditions*).
- **Strong.** Vampires are incredibly strong. Their STRENGTH attribute increases to 12, unless it was higher already, in which case they gain a +2 STR bonus.
- **Dark magic.** Vampires are innately in tune with dark magic, and gain a +2 MAGIC bonus. They also automatically discover the *secret of shadow* and the *secret of beasts*. Many vampires adopt magical traditions and study magic further, leading to



legends of their controlling bats, wolves, and other creatures, and developing coercive powers such as the *Path of Compulsion*.

- **Speed of death.** Vampires can move incredibly fast. Once per round, on its turn, a vampire can move its SPEED as a free action, appearing as little more than a blur to onlookers.
- **Spiderclimb.** Vampires can scale vertical surfaces as though they were horizontal. A vampire gains a CLIMB speed equal to its regular SPEED.
- **Base XP Modifier:** +36 (+ attribute adjustment value).

ZOMBIE

Zombies are ravenous, rotting, mindless animated corpses.

- **Mindless.** Skeletons and zombies have no free-will. Their LOGIC, CHARISMA, and WILLPOWER attributes become 1, and they lose access to any skills, secrets, or spell-paths they may have had in life. Additionally, they are immune to all mental attacks.
- **Slow.** These re-animated corpses are slow; they may only take one action per turn, and their INITIATIVE is reduced to 1d6, no matter what other stats or modifiers apply.
- **Hungry.** Zombies are permanently ravenous, and seek to consume living flesh. Unless controlled by an external agent, zombies will seek to attack and consume any living creature of which they are aware.
- **Base XP Modifier:** +20 (+ attribute adjustment value).

VAMPIRE SYLVAN ELF (EXAMPLE)

*Medium sentient evil undead fey humanoid; level 7
(1,156 XP)*

STR 12 (4d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 4 (2d6) **WIL** 4 (2d6) **CHA** 4 (2d6)
MAG 4 (2d6) *shadow, beasts*; 12 MP

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 6 (30'); **CLIMB** 6 (30'); **JUMP** 12'/4'
CARRY 100 lb

HEALTH 20
DEFENSE 18 (SOAK 4; hide armour)
MENTAL DEFENSE 15
RESISTANCES illness and disease
VULNERABILITIES sunlight

NATURAL DAMAGE 1d6
BITE 4d6 (3d6 piercing damage; rejuvenates)
LONGBOW 4d6 (3d6 piercing damage; range 20)
SPEAR 4d6 (2d6 piercing damage; range 6)
SKILLS *bows, tracking, herbalism, stealth*
EQUIPMENT longbow, hide armor, spear



Undead. Vampire sylvan elves have all the normal traits shared by the undead.

Unhindered. Vampire sylvan elves not affected or slowed by difficult terrain.

Immunity. Vampire sylvan elves are completely immune to illness and disease of a non-magical nature.

Climbers. Vampire sylvan elves gain a climb speed equal to their regular speed.

Awake. Vampire sylvan elves do not need to sleep. They may choose to meditate, instead.

Aim. Vampire sylvan elves can spend an action to +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

Death from on high. Vampire sylvan elves can pay 2d6 to drop down on their opponent from at least 5' above them. This knocks the opponent prone and does 2d6 extra damage.

Draw a bead. The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

Sunlight. Vampire sylvan elves cannot abide sunlight. Every turn that a vampire begins in direct sunlight, it suffers 1d6 fire damage.

Apotropaics. Certain items can ward off vampire sylvan elves. Good holy items, and garlic, inflict a -1d6 die penalty to any attribute check made by the vampire if within 10' of the offending object. This also causes considerable discomfort to the vampire.

Invitations. Vampire sylvan elves cannot enter a private dwelling without an invitation from somebody who lives there. This restriction does not apply to public areas, such as taverns, although rented rooms qualify. Once an invitation has been extended, the vampire may enter freely thereafter.

Slaying a vampire. When reduced to zero HEALTH, a vampire sylvan elf is not slain. Instead, it is immobilized. In order to slay a vampire, it must either be beheaded or staked in the heart. A vampire can remain immobilized for centuries, returning to unlife with a drop of nourishing blood.

Rejuvenation. Vampire sylvan elves can only heal by drinking blood. They may make an attack using their STR attribute, doing their natural damage as they sink their fangs into their victim. The vampire

recovers the same amount of HEALTH that it causes to its victim.

Vampire spawn. A creature slain by the drinking of its blood by a vampire sylvan elves rises three days later as a vampire under its creator's control. It remains forever under the control of its creator unless its creator is destroyed. The spawn is considered *dominated* by its creator (see *Conditions*).

Strong. Vampire sylvan elves are incredibly strong. Their STRENGTH attribute increases to 12, unless it was higher already.

Dark magic. Vampire sylvan elves are innately in tune with dark magic, and gain a +2 MAGIC bonus. They also automatically know the *secret of shadow* and the *secret of beasts*. Many vampires adopt magical traditions and study magic further, leading to legends of their controlling bats, wolves, and other creatures, and developing coercive powers such as the *Path of Compulsion*.

Speed of death. Vampire sylvan elves can move incredibly fast. Once per round, on its turn, a vampire can move its SPEED as a free action, appearing as little more than a blur to onlookers.

Spiderclimb. Vampire sylvan elves can scale vertical surfaces as though they were horizontal. A vampire gains a CLIMB speed equal to its regular SPEED.

Vampires, also known as revenants or nosferatu, are powerful undead which feed on the blood of the living. Depending on how recently they have fed, they can appear emaciated and decrepit, almost like a zombie, or they can appear as pale, but undamaged creatures of the base type. Vampires do not cast a shadow and do not have a reflection.

ZOMBIE BEAR (EXAMPLE)

Large semi-sentient evil undead beast; level 7 (900 XP)

STR 12 (4d6) **AGI** 3 (2d6) **END** 12 (4d6)
INT 6 (3d6) **LOG** 1 (1d6) **WIL** 1 (1d6) **CHA** 1 (1d6)

INITIATIVE 1d6

PERCEPTION 3d6 (darksight, lifesense)

SPEED 10 (50'); **CLIMB** 5 (25'); **JUMP** 6'/6'

CARRY 240 lb

HEALTH 48 (cannot heal)

DEFENSE 22 (SOAK 10)

MENTAL DEFENSE 15 (immune)

RESISTANCES immune to mental attacks; immune to poisons

VULNERABILITIES 1d6 (good)

NATURAL DAMAGE 3d6

SLAM 4d6 (3d6 blunt damage)

SKILLS -

EQUIPMENT -



Undead. Zombie bears have all the normal traits shared by the undead.

Mindless. Zombie bears have no free-will. Their **LOGIC**, **CHARISMA**, and **WILLPOWER** attributes become 1, and they lose access to any skills, secrets, or spell-paths they may have had in life. Additionally, they are immune to all mental attacks.

Slow. These re-animated corpses are slow; they may only take one action per turn, and their **INITIATIVE** is reduced to 1d6, no matter what other stats or modifiers apply.

Hungry. Zombie bears are permanently ravenous, and seek to consume living flesh. Unless controlled by an external agent, zombie bears will seek to attack and consume any living creature of which they are aware.

Zombie bears are the ravenous, rotting, mindless animated corpses of grizzly bears.



A necromancer animates a skeleton.

TRADITIONS

The following list contains some common traditions from *Creating Characters*. Apply the attribute increases once for a tradition, three times for an expert, and five times for an elite. Choose one skill for a tradition, three for an expert, and five for an elite.

Refer to *Creating Characters* for many more traditions.

XP Values. When calculating XP values, traditions increase the base (before squaring) value by 2 points per tradition grade. This does not include the attribute adjustment; attributes are calculated based on their final value.

Archer. STR +1, INT +1, AGI +1; bows, perception, carousing, survival.

Archer. You have an eye for distance. You can double the range increment of a bow by taking a -1d6 penalty to damage.

Expert Archer. You know how to maintain your equipment. Your bow becomes one quality level higher, to a maximum of artisan, as long as you spend an hour maintaining it every day. When aiming, your bonus to hit increases to +2d6.

Elite Archer. Your rate of fire increases; once per turn you can fire two shots instead of one. As long as you do not move, you can plant arrows in the ground and loose two shots every action.

Assassin. INT +1, AGI +1; stealth, thievery, perception, intuition, intimidate, disguise, [melee weapon], [ranged weapon], herbalism.

Assassin. If you successfully hit a target before he becomes aware of you, you gain a +2d6 damage bonus.

Expert Assassin. Your damage bonus for attacking unaware targets increases to +4d6.

Elite Assassin. You become resistant to poisons, gaining SOAK 5 poison and an additional die in your countdown die pool when poisoned. You are a master of silent death. Any target you kill during the ambush turn dies silently and without obvious visible signs. Nobody will notice that the target is dead for one minute, and will require a Strenuous [21] INT check to realize it thereafter.

Barbarian. STR +1, END +2; sword, axe, spear, [physical skills], [outdoor skills], hardy, herbalism.

Barbarian. In an outdoor environment, you gain a +2 bonus to your SPEED.

Expert Barbarian. It is very difficult to ambush you; opponents suffer a -2d6 penalty when attempting to do so. Your horizontal free jump distance increases by 5' (one square).

Elite Barbarian. You gain +5 to your MENTAL DEFENSE. When charging, you move twice your SPEED and gain +2d6 to damage.

Berserker. STR +1, END +1, CHA +1; sword, axe, spear, [physical skills], hard.

Berserker. You can fly into a berserk rage. When berserk, you must attack the closest enemy, and move on to the next closest thereafter. You gain SOAK 5 and +1d6 damage.

Each round you rage for, you take 1d6 damage; you do not stop raging until you pass out or until all enemies are dead.

Cleric. WIL +1, CHA +1, MAG +1. *healing, herbalism, religion, leadership, history, local knowledge, intuition, quarterstaff, mace.*

Cleric. If you chose the secret of good, your touch can heal 1d6 HEALTH. A creature can only be affected once by your healing touch per day. Alternatively, if you chose the secret of evil, you may use it to inflict 2d6 of damage to a creature with a Virtue opposite to that of your god.

Expert Cleric. You are able to sense the presence of (but not the location of) any beings or objects within 60' with a Virtue opposite to that of the secret you chose. You are able to bless (secret of good) or curse (secret of evil) one other creature. This lasts for 10 minutes, and grants them a bonus or penalty of 1d6 to all actions for that duration. You must rest 8 hours before you can repeat the bless or curse. If the recipient of your bless or curse has the opposite Virtue to your chosen secret, instead it takes 3d6 damage.

Elite Cleric. Once per day you can call for your god's blessing, and receive a +3d6 die bonus to a single action. You gain the Virtue of your god. All damage you do is Good or Evil damage.

Knight. STR +1, CHA +1; *lance, sword, heraldry, animal handling, riding, bravery, leadership, tactics, carousing, law.*

Knight. You start play with a warhorse and chainmail barding.

Expert Knight. You can charge an enemy from horseback using your lance. This attack gains +2d6 bonus to both attack and damage, and requires you to move on horseback your mount's full SPEED in a straight line. Your horse's free JUMP distance increases by 5' horizontally, and its SPEED increases by 2.

Elite Knight. Your courage and honor are such that you gain +10 to your MENTAL DEFENCE against fear-based effects or magic. You gain a free squire. You must protect your squire; in exchange, any weapon or armor you possess increases by one quality level (to a maximum of artisan). If your squire dies, he is replaced in one month.

Mage. LOG+1, WIL +1, MAG +1. *spellcraft, alchemy, herbalism, concentration, hypnotism.*

Mage. You are able to detect magic easily. You do not need to make any kind of attribute check to detect magic within 30', and are aware of its existence automatically.

Expert Mage. You can specialize in one of the cardinal elements (air, earth, fire, water); you gain a +1d6 die bonus related to spells which utilize that element. You gain a familiar, which is a tiny-sized creature (cat, bat, owl, mouse, rat, etc.) You can speak to your familiar, which is able to report back things it has seen or heard.

Elite Mage. Your familiar is able to deliver touch-based spells for you. Your spell is still resolved as normal (using your own attributes). You can designate a spell-path which you know; this becomes your signature spellpath. MP costs for that spell-path are reduced by 2MP and you gain a +1d6 die bonus to MAGIC attribute checks when casting spells from that path. Finally, spells in that spellpath can be cast a single action rather than as two

actions (although you may not cast more than one per turn).

Man-at-arms (soldier). STR +1, END +1; spear, sword, [unarmed fighting], carrying, running, leadership, tactics, carousing, survival, healing.

Man-at-arms. You start play with a free polearm and a suit of chainmail.

Expert Man-at-arms. When standing adjacent to an ally, you both gain a 1d6 cover bonus. Proficient at charging across poor terrain or mud, you ignore terrain when charging.

Elite Man-at-arms. Any shield you wear increases its DEFENSE bonus by +4. When standing between two allies, all three gain a +2d6 cover bonus. This does not stack with the adjacency bonus, above.

Musketeer. AGI +1, INT +1, CHA +1; rapier, musket, heraldry, perception, intimidate, carousing.

Musketeer. You begin play with a musket.

Expert Musketeer. When charging with a melee weapon, you may begin your charge with a single musket shot, switch weapons, charge, and end it with a single melee strike. Your swashbuckling swordplay gives you a +1d6 bonus to disarm attacks.

Elite Musketeer. You are accustomed to standing your ground as oncoming hordes charge, firing only when you see the whites of their eyes. When charged by an opponent, you may fire a free musket or pistol shot when they come within 10' of you. You can fire your musket every action, rather than just once per turn.

Pirate. INT +1, AGI +1; sailing, navigation, climbing, swimming, carousing, swords, daggers, crossbow, leadership, appraisal, thievery, law.

Pirate. You've been keelhailed or felt the lash of the cat at least once. You gain SOAK 2.

Expert Pirate. You do not suffer penalties for fighting while climbing. Your reputation precedes you. With a CHA vs. MENTAL DEFENSE attack you can intimidate a single target within 30'. If successful, the target becomes shaken for 3 rounds.

Elite Pirate. You gain a small bird (crow, parrot, owl, etc.) as an animal companion. Your reputation is now so fierce that you can either render a single target terrified or all targets within 30' frightened with a CHA vs. MENTAL DEFENSE attack.

Thug. AGI +1, END +1, CHA +1; intimidation, running, brawling.

Thug. You have developed an uncanny ability to detect watchmen. When attempting to sniff out a watchman or similar authority figure, you gain a +1d6 bonus.

Watchman. END +1, INT +1; sword, club, sap, perception, intuition, thievery, interrogation, intimidate, law, local knowledge.

Watchman. Constantly vigilant, you are hard to surprise. You gain a +1d6 die bonus to access the ambush turn.

Expert Watchman. When chasing someone using the chase mechanics in this rulebook, you get a +1d6 bonus to your SPEED checks each turn. You gain a +1d6 bonus when

looking for clues at the scene of a crime.

Elite Watchman. You gain a special sap attack, used to knock out and apprehend criminals. You do no damage, but your target must make a Difficult [16] END check or be stunned for two turns. You are able to spot trouble before it happens. You gain a +2d6 bonus to initiative checks.

WRAITH KING

Medium sentient evil humanoid spirit; level 13 (7,396 XP)

STR 9 (3d6) **AGI** 4 (2d6) **END** 4 (2d6)
INT 4 (2d6) **LOG** 4 (2d6) **WIL** 18 (5d6) **CHA** 9 (2d6)

INITIATIVE 3d6
PERCEPTION 2d6 (lifesense 30'; darksight)
SPEED 12 (60'); **CLIMB** 6 (30'); **JUMP** 36'/18'; **FLY** 12
CARRY 130 lb

HEALTH 16
DEFENSE 12 (incorporeal)
MENTAL DEFENSE 21 (+10 vs. fear effects)
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 3d6
ARTISAN ZWEIHANDER 12d6 (3d6 cold damage)
DEATHLY TOUCH 5d6 (causes paralysis; 1 min)
SKILLS *sword x4, heraldry, animal handling, riding, tactics*
EQUIPMENT artisan zweihander



- **Spirit.** The wraith-king has all the usual spirit characteristics, including incorporeality, unkillable, chill aura, icy touch, flight, lifesense.
- **Deathly touch.** A wraith's icy touch is more deadly than that of other spirits, causing *paralysis* for 1 minute on a successful hit.
- **Knight's Charge.** The wraith-king can charge an enemy when mounted using a lance. This attack gains +2d6 bonus to both attack and damage, and requires it to move its mount's full SPEED in a straight line.
- **Mighty Leap.** The wraith-king's mount's free JUMP distance increases by 5' horizontally, and its SPEED increases by 2.
- **Fearless.** The wraith-king's courage is such that it gain +10 to your MENTAL DEFENCE against fear-based effects or magic.

The wraith-king is about 2,000 years old. Not normally visible, burning red eyes can sometimes be seen if the wraith-king becomes angry. It sometimes clad themselves in dark, hooded robes, which helps give it a visible form, although truesight can reveal a ghostly, pale, haggard figure wearing armour and crown. The wraith-king is irrevocably evil, driven by hatred for the living.

An expert swordsman, the wraith-king has not forgotten the knightly skills it learned in life. It's artisan zweihander is its ancient sword of office, enchanted, although now corrupted by by its wielder's evil. The sword does cold damage.

FELLMOUNT

Enormous semi-sentient beast; level 11 (4,096 XP)

STR 18 (5d6) **AGI** 20 (5d6) **END** 18 (5d6)
INT 10 (4d6) **LOG** 1 (1d6) **WIL** 1 (1d6) **CHA** 2 (1d6)

INITIATIVE 4d6
PERCEPTION 5d6
SPEED FLY 22 (110')
CARRY 360 lb

HEALTH 72
DEFENSE 30 (SOAK 10)
MENTAL DEFENSE 20
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 4d6
CLAW 5d6 (4d6 edged damage)
TAIL SWIPE 3d6 (4d6 blunt damage; 10' cone at rear)
DEATHLY TOUCH 5d6 (causes paralysis; 1 min)
SKILLS *scent*
EQUIPMENT -



Grab. Fellmounts can grab their prey with claws or teeth by making grab a bite or a claw attack with a -2d6 cost. A creature struck by the grab attack is grabbed and remains so until escape. It cannot leave the fellmount's square. An escape requires a STR or AGI attack against the fellmount and is an action which places the victim free from the grab in an adjacent square. It costs the fellmount an attack each round to maintain the grab, but it does not need to make any further checks.

The wraith-king's mount is a dark, paragon, dragonlike pterodactyl, about 30 feet in length. Vicious and cruel, this creature delights in causing death and mayhem. It carries the wraith-king willingly, eagerly charging into battle.

Fellmounts are sometimes mistaken for small dragons. They do not share a dragon's intelligence or breath weapon, however, and are not fey in origin. They are rumoured to be ancient, coming from an older era.

A favoured tactic is to swoop down and grab a victim, before flying high and dropping their prey to a certain death.

APPENDIX: QUICK CORE RACE REFERENCE CHART

This chart provides statistics of the basic versions of the core races for quick reference when applying traditions to create variations. Other stats are derived from these.

	Human	Dwarf, Mountain	Elf, Grand	Elf, Sylvan	Ogre	Orc	Smallfolk
STR	4	6	4	4	10	8	3
AGI	4	4	6	6	4	4	6
END	4	8	4	6	10	6	4
INT	4	4	4	6	2	6	4
LOG	4	4	6	4	2	3	4
WIL	4	6	4	4	2	3	6
CHA	4	4	4	4	2	2	6
MAG	-	-	2	2	-	-	-
SKILLS	<i>pack attack</i>	<i>appraisal, axes, carousing, one crafting skill</i>	<i>rapier, alchemy, one musical skill</i>	<i>bows, tracking, herbalism, stealth</i>	<i>club, intimidate</i>	<i>carousing, intimidation, battleaxe, hunting</i>	<i>cooking, appraisal, stealth, one crafting skill</i>