

Scarab Beetle

Level: 0

49 XP

Tiny Semi-Sentient Vermin

STR: 1 1d6 **AGI:** 3 2d6 **END:** 2 1d6

INT: 1 1d6 **LOG:** 1 1d6 **WILL::** 2 1d6 **CHA:** 2 1d6

Perception: 1d6

Speed: 4 **Climb:** 4 **Jump:** 3 0

Health: 8

Def: 5 **Soak:** 0

Mental Def: 3

Resistances:

Vulnerabilities

Natural Damage: 1d6

Familiar

This creature can be made a familiar, granting the master a 1 die bonus to STR attribu checks

Bat Level: 1 100 XP

Diminutive Semi-Sentient Animal

STR: 1 1d6 **AGI:** 4 2d6 **END:** 1 1d6

INT: 3 2d6 **LOG:** 1 1d6 **WILL::** 3 2d6 **CHA:** 2 1d6

Perception: 2d6

Speed: 3 **Climb:** 3 **Jump:** 2 0

Health: 8

Def: 5 **Soak:** 0

Mental Def: 6

Resistances:

Vulnerabilities

Natural Damage: 1d6

Bite 2d6 (1d6)

Echo-location Ignores visual illusion

Familiar *This creature can be made a familiar, granting the master 1 die bonus to Perception and the ability to be aware of invisible creatures within 30'*

Cat Level: 1 81 XP

Tiny Semi-Sentient Animal

STR: 2 1d6 **AGI:** 3 2d6 **END:** 2 1d6

INT: 3 2d6 **LOG:** 1 1d6 **WILL::** 3 2d6 **CHA:** 2 1d6

Perception: 2d6

Speed: 4 **Climb:** 4 **Jump:** 3 1

Health: 10

Def: 5 **Soak:** 0

Mental Def: 6

Resistances:

Vulnerabilities

Natural Damage: 1d6

Claw 2d6 (1d6 slashing)

Vision Low light 60'

Familiar This creature can be made a familiar, granting the master 1 die bonus to stealth check and Mag checks

Mongoose

Level: 1 100 XP

Tiny Semi-Sentient Animal

STR: 2 1d6 **AGI:** 4 2d6 **END:** 2 1d6

INT: 3 2d6 **LOG:** 1 1d6 **WILL::** 3 2d6 **CHA:** 2 1d6

Perception: 2d6

Speed: 4 **Climb:** 4 **Jump:** 4 1

Health: 10

Def: 6 **Soak:** 0

Mental Def: 6

Resistances:

Vulnerabilities

Natural Damage: 1d6

Bite *3d6 (1d6 Piercing)*

Favored Enemy *Gain +1 die to attribute checks when fighting snakes*

Familiar *This creature can be made a familiar, granting its master a 1 die bonus to AGI attribut checks and a SOAK 5 against poison*

Racoon

Level: 1 100 XP

Tiny Semi-Sentient Animal

STR: 2 1d6 **AGI:** 2 1d6 **END:** 4 2d6**INT:** 3 2d6 **LOG:** 1 1d6 **WILL::** 3 2d6 **CHA:** 2 1d6**Perception:** 2d6**Speed:** 4 **Climb:** 4 **Jump:** 2 1**Health:** 14**Def:** 6 **Soak:** 0**Mental Def:** 6**Resistances:****Vulnerabilities****Natural Damage:** 1d6**Claw** *2d6 (1d6 Slashing)***Skills** *Balance II***Iron Stomach** *The racoon can get nutrition from pretty much anything***Familiar** *This creature can be made a familiar, granting the master a 1 die bonus to AGI attribu checks and to Hide checks*

Zombie

Level: 1

81 XP

Medium Brainless Undead

STR: 4 2d6 **AGI:** 1 1d6 **END:** 4 2d6**INT:** 1 1d6 **LOG:** 0 0d6 **WILL::** 1 1d6 **CHA:** 1 1d6**Perception:** 1d6**Speed:** 5 **Climb:** 5 **Jump:** 2 4**Health:** 10**Def:** 8 **Soak:** 0**Mental Def:** 2**Resistances:****Vulnerabilities** Good (virtue)**Natural Damage:** 1d6**Bite****Skills***Scant***Zombie Rot***Magical disease with hourly progression; Will vs 16: Sick -> Slow -> Immobilized -> Dec
> Raise as Zombie*

Zombies are a form of mindless undead which exist only to feed on the flesh of the living. An animated corpse, a zombie can be created by vile acts of necromancy, or simply spread by the creatures themselves via the transmission of zombie rot.

Bajang

Level: 3

169 XP

Small Sentient Fey

STR: 4 2d6 **AGI:** 2 1d6 **END:** 4 2d6**INT:** 3 2d6 **LOG:** 2 1d6 **WILL::** 5 2d6 **CHA:** 1 1d6**Perception:** 2d6**Speed:** 4 **Climb:** 4 **Jump:** 3 3**Health:** 18**Def:** 8 **Soak:** 0**Mental Def:** 8 14 vs Magic**Resistances:****Vulnerabilities****Natural Damage:** 1d6**Claw** 2d6 (1d6 + 2d6 poison and Fatigued)**Transfix** 3d6 vs Mental Defense: Target cannot move or make physical attacks. They can cast silent and stilled spells.**Curse** 3d6 vs Mental Defense: Target suffers a 1d6 penalty to all damage rolls**Wild Cat Form** The Bajang transforms into a Tiny wild-cat, gaining an enhanced speed of 8 and an enhanced Def of 16. He cannot cast spells in this form.

The bajang's true form is that of a stunted, stocky human with a blunt nose, wispy hair, and pale brown skin. It has beady orange eyes and a wide, lipless mouth, which is permanently creased in an evil sneer. Its hands are bony claws, and its feet resemble the talons of a vulture

Nereid

Level: 5 400 XP

Medium Sentient Fey

STR: 4 2d6 **AGI:** 8 3d6 **END:** 6 3d6**INT:** 5 2d6 **LOG:** 3 2d6 **WILL::** 6 3d6 **CHA:** 2 1d6**Perception:** 2d6**Speed:** 7 **Climb:** 6 **Jump:** 16 4**Health:** 24**Def:** 14 **Soak:** 0 SOAK Fire 10, Cold 10**Mental Def:** 11**Resistances:****Vulnerabilities****Natural Damage:** 2d6**Poisonous Touch** *4d6 (3d6 Poison)***Beguiling Eyes** *3d6 vs Mental: Compel target within 30' to move forward and accept a kiss***Kiss of the Sea** *Willing target only: Target's lungs are filled with water. Build a Drowning pool based on END and roll at the start of each turn. The Nereid may Kiss the target again once per turn and remove 1 die from the drowning pool.***Transparency** *While underwater, the Nereid can choose to become transparent, benefiting from invisibility***Unearthly Grace** *Gain 1d6 bonus die to AGI checks***Skills** *Swim, Stealth, Perform (Sing), Seduction***Equipment** *None***Vision** *Low light 60'*

Nereids are capricious and often dangerous aquatic fey that appear as strikingly beautiful women, often seen bathing unclothed in the water. Many sailors have met their doom following a nereid, for though a nereid's beauty is otherworldly, her watery kiss is death. Others seek out nereids, for if one can secure control over the creature's shawl, the cloth can be used to force the nereid's compliance. A nereid forced to obey in this manner immediately attempts to slay her master as soon as she can secure her shawl's safety.

Skeleton, Small

Level: 5

361 XP

Small

Brainless

Undead

STR: 8 3d6 **AGI:** 6 3d6 **END:** 4 2d6**INT:** 5 2d6 **LOG:** 0 0d6 **WILL::** 3 2d6 **CHA:** 2 1d6**Perception:** 2d6**Speed:** 7 **Climb:** 6 **Jump:** 10 6**Health:** 14**Def:** 14 **Soak:** 0**Mental Def:** 8**Resistances:****Vulnerabilities****Natural Damage:** 2d6

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. Skeletons attack until destroyed.

Crocodile

Level: 6

576 XP

Medium

Semi-Sentient

Animal

STR: 7 3d6 **AGI:** 6 3d6 **END:** 10 4d6

INT: 7 3d6 **LOG:** 1 1d6 **WILL::**6 3d6 **CHA:** 2 1d6

Perception: 3d6

Speed: 7 **Climb:** 6 **Jump:** 12 7

Health: 32

Def: 17 **Soak:** 5

Mental Def: 13

Resistances:

Vulnerabilities

Natural Damage: 2d6

Bite

Grab

Gargoyle

Level: 6

576 XP

Medium Sentient Monstrous Humanoid

STR: 8 3d6 **AGI:** 7 3d6 **END:** 9 3d6

INT: 5 2d6 **LOG:** 3 2d6 **WILL:** 6 3d6 **CHA:** 3 2d6

Perception: 2d6

Speed: 8 **Climb:** 8 **Jump:** 14 8

Health: 30

Def: 17 **Soak:** 10

Mental Def: 11

Resistances:

Vulnerabilities

Natural Damage: 2d6

Claw x2 *5d6 (3d6 Slashing)*

Bombard *4d6 (2d6 Crushing)*

Death from Above *4d6 (5d6 slashing and crushing, target is knocked prone)*

Exploits *Death from Above*

Skills *Hide, Listen, Spot, Claw II*

Cameouflage *+2D to Hide when standing still against a stone backdrop*

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gibbering Moulder

Level: 6

676 XP

Medium Alien Sentient Aberation

STR: 5 2d6 **AGI:** 7 3d6 **END:** 11 4d6

INT: 7 3d6 **LOG:** 2 1d6 **WILL:** 8 3d6 **CHA:** 6 3d6

Perception: 3d6

Speed: 6 **Climb:** 6 **Jump:** 14 5

Health: 38

Def: 18 **Soak:** 0

Mental Def: 15 +5 versus Compel

Resistances: Immune to flanking

Vulnerabilities

Natural Damage: 2d6

Gibbering Confusion 3d6 (vs Will; 60' radius Confusion effect)

Acid Spittle 2d6 (vs Agi; 1d6 acid and End vs 13 or blinded for 1d6 actions)

Bite x3 15'; 4d6 (3d6 and grabbed)

Improved Grab

Skills Listen, Spot, Swim

None

Engulf If start turn with an opponent grabbed 5D6 vs Str to engulf, target takes 2 END damage at the start of its turn. The Moulder can only engulf one creature at a time

This creature was formed through demonic magic combining multiple sentient beings into one mad, gibbering hungry mass.

Mudmen

Level: 6 576 XP

Small Sentient Ooze

STR: 8 3d6 **AGI:** 4 2d6 **END:** 8 3d6

INT: 7 3d6 **LOG:** 2 1d6 **WILL:** 8 3d6 **CHA:** 1 1d6

Perception: 3d6

Speed: 6 **Climb:** 6 **Jump:** 6 6

Health: 32

Def: 16 **Soak:** 15 Fire 10, Lightning 10

Mental Def: 15

Resistances: Only takes 1 damage per die from edged and piercing damage

Vulnerabilities Blunt II, Desiccation, Earth to Stone

Natural Damage: 2d6

Slam 5d6 (3d6 blunt and grabbed)

Disarm 4d6 (2d6 blunt and disarmed)

Mud Hurl 30', 2d6 (1d6 mud and Sticky Mud)

Exploits Disarm, Engulf, Grab

Skill Hide, Spellcraft, Slam II

Spell Absorbition A mudman can absorb up to 8MP per day, if multiple mudmen are in the spells area of effect they each absorb an equal amount of the spell.

Sticky Mud If a mudmen hits with its mud hurl attack and rolls 6 for damage, the target is also blinded until it wipes away the mud (one action per hit). Mud hits stack cumulatively. Two hits slows the target,

Suffocate If the mudman begins its turn with a grabbed opponent, it makes an opposed 5D6 vs. check; if successful, the target is immobilized and starting to suffocate.

Mudmen are formed in muddy pools where rivers contaminated by spell energy (even mildly magical ones, such as a stream eroding a magic structure) collect, evaporate, and concentrate the dweomer. Because they are beasts of magic, mudmen are sometimes called dweomerlings. Mudmen are dimly intelligent life forces with but one goal -- to devour all magic, in any form, they can get their muddy grips on.

Skeleton

Level: 6

529 XP

Medium

Brainless

Undead

STR: 10 4d6 **AGI:** 5 2d6 **END:** 8 3d6**INT:** 4 2d6 **LOG:** 0 0d6 **WILL::** 2 1d6 **CHA:** 2 1d6**Perception:** 2d6**Speed:** 8 **Climb:** 8 **Jump:** 10 10**Health:** 20**Def:** 18 **Soak:** 0**Mental Def:** 6**Resistances:****Vulnerabilities****Natural Damage:** 3d6

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. Skeletons attack until destroyed.

Tiger

Level: 6

576 XP

Large

Semi-Sentient

Animal

STR: 10 4d6 **AGI:** 7 3d6 **END:** 7 3d6**INT:** 6 3d6 **LOG:** 1 1d6 **WILL::** 4 2d6 **CHA:** 2 1d6**Perception:** 3d6 Hearing or Scent 4d6**Speed:** 9 **Climb:** 8 **Jump:** 18 13**Health:** 22**Def:** 17 **Soak:** 0**Mental Def:** 10**Resistances:****Vulnerabilities****Natural Damage:** 3d6**Bite****Claw x2****Exploits** *Pounce***Skills** *Hearing, Scent, Running*

Wolf

Level: 6 529 XP

Medium Semi-Sentient Animal

STR: 4 2d6 **AGI:** 10 4d6 **END:** 5 2d6**INT:** 8 3d6 **LOG:** 1 1d6 **WILL::** 2 1d6 **CHA:** 2 1d6**Perception:** 3d6 Hearing or Scent 4d6**Speed:** 8 **Climb:** 6 **Jump:** 20 4**Health:** 14**Def:** 15 **Soak:** 0**Mental Def:** 10**Resistances:****Vulnerabilities****Natural Damage:** 3d6**Claw x2** *4d6 (1d6 cutting damage)***Bite** *4d6 (2d6 stabbing/crushing damage)***Exploits** *Charge***Skills** *Running, Hearing, Scent***Pack Attack** *+1d6 flanking*

Wolves are pack hunters known for their persistence and cunning.
 The weigh 50 to 110 pounds

Bear, Grizzly

Level: 7

841 XP

Large Semi-Sentient Animal

STR: 12 4d6 **AGI:** 5 2d6 **END:** 12 4d6**INT:** 5 2d6 **LOG:** 1 1d6 **WILL::** 2 1d6 **CHA:** 2 1d6**Perception:** 2d6 Hearing or Scent 3d6**Speed:** 9 **Climb:** 9 **Jump:** 13 16**Health:** 28**Def:** 24 **Soak:** 5**Mental Def:** 7**Resistances:****Vulnerabilities****Natural Damage:** 3d6**Claw x2** *4d6 (3d6 cutting)***Hug** *4d6 (4d6 crushing damage, grabbed)***Exploits** *Grab, Crush, Charge (2d6)***Skills** *Hearing, Scent***None**

A grizzly, or brown bear is a large carnivorous animal known for its strength. With shaggy brown fur and long, dull incisors, bears often rely on their massive paws and long claws. Grizzly bears operate alone, and prefer forested areas. They hibernate during winter months. Generally, a grizzly bear prefers a carcass to fresh meat, although they also eat some plants and berries. Bears are known to be aggressive and territorial.

Monstrous Spider

Level: 7

900 XP

Medium

Sentient

Vermin

STR: 12 4d6 **AGI:** 6 3d6 **END:** 9 3d6**INT:** 9 3d6 **LOG:** 1 1d6 **WILL::** 7 3d6 **CHA:** 5 2d6**Perception:** 3d6**Speed:** 10 **Climb:** 10 **Jump:** 12 12**Health:** 32**Def:** 21 **Soak:** 10**Mental Def:** 16**Resistances:****Vulnerabilities****Natural Damage:** 3d6**Bite** *9d6 (4d6 stabbing and crushing + Venom 6d6 vs End; 2d6 poison damage)***Trap and Drag** *4d6 (Grab target; Str vs Str = prone and dragged into trap door + Bite)***Net Cast** *4d6 (vs Agi; pinned, Str or Agi vs attack roll as an action to break free)***Exploits** *Improved Grab***Skills** *Stealth II***None****Vision** *Lowlight 60', Tremor Sense 60' {in lair}*

Skeleton, Monstrous

Level: 7

961 XP

Large Brainless Undead

STR: 12 4d6 **AGI:** 8 3d6 **END:** 11 4d6**INT:** 5 2d6 **LOG:** 0 0d6 **WILL::** 5 2d6 **CHA:** 1 1d6**Perception:** 2d6**Speed:** 11 **Climb:** 10 **Jump:** 21 16**Health:** 32**Def:** 23 **Soak:** 10**Mental Def:** 10**Resistances:** Only takes 1 damage per die from edged and piercing damage**Vulnerabilities** Cold II**Natural Damage:** 3d6**Claw x2** *6d6 (4d6 Slashing)***Knockdown Strike** *5d6 (4d6 Slashing and target is prone)***Exploits** *Knockdown, Opportunistic Stomp***Skills** *Tactics, Running, Claw II***None**

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. Skeletons attack until destroyed.

Wolf, Dire

Level: 7

784 XP

Large Semi-Sentient Animal

STR: 12 4d6 **AGI:** 6 3d6 **END:** 9 3d6**INT:** 7 3d6 **LOG:** 1 1d6 **WILL::** 6 3d6 **CHA:** 3 2d6**Perception:** 3d6 Hearing or Scent 4d6**Speed:** 10 **Climb:** 10 **Jump:** 16 16**Health:** 30**Def:** 21 **Soak:** 5**Mental Def:** 13**Resistances:****Vulnerabilities****Natural Damage:** 3d6

Dire Wolves were specially bred by Orcs for size and strength in order to provide a riding beast for combat in mountainous regions. Turns out they don't like carrying things on their backs.

Bear, Dire

Level: 8

1600 XP

Huge Semi-Sentient Animal

STR: 17 5d6 **AGI:** 9 3d6 **END:** 13 4d6

INT: 10 4d6 **LOG:** 1 1d6 **WILL::** 7 3d6 **CHA:** 5 2d6

Perception: 4d6 Hearing or Scent 3d6

Speed: 14 **Climb:** 13 **Jump:** 27 26

Health: 40

Def: 30 **Soak:** 15

Mental Def: 17

Resistances:

Vulnerabilities

Natural Damage: 4d6

Elephant

Level: 8

1600 XP

Huge Semi-Sentient Animal

STR: 17 5d6 **AGI:** 7 3d6 **END:** 13 4d6**INT:** 10 4d6 **LOG:** 1 1d6 **WILL::**9 3d6 **CHA:** 5 2d6**Perception:** 4d6**Speed:** 13 **Climb:** 12 **Jump:** 21 26**Health:** 44**Def:** 30 **Soak:** 0**Mental Def:** 19**Resistances:****Vulnerabilities****Natural Damage:** 4d6**Tusks****Exploits** *Trample, Gore***Skills** *Carry*

Rhinoceros

Level: 8

1600 XP

Huge Semi-Sentient Animal

STR: 17 5d6 **AGI:** 7 3d6 **END:** 13 4d6

INT: 7 3d6 **LOG:** 1 1d6 **WILL::** 10 4d6 **CHA:** 5 2d6

Perception: 3d6

Speed: 13 **Climb:** 12 **Jump:** 21 26

Health: 46

Def: 30 **Soak:** 0

Mental Def: 17

Resistances:

Vulnerabilities

Natural Damage: 4d6

Gore

Trample

Sword Wraith

Level: 8

1296 XP

Medium Sentient Undead

STR: 14 4d6 **AGI:** 7 3d6 **END:** 11 4d6**INT:** 7 3d6 **LOG:** 4 2d6 **WILL::** 11 4d6 **CHA:** 6 3d6**Perception:** 3d6**Speed:** 11 **Climb:** 10 **Jump:** 14 14**Health:** 44**Def:** 25 **Soak:** 10**Mental Def:** 18 +5 vs Compel**Resistances:****Vulnerabilities** Light II**Natural Damage:** 3d6**LongSword** *7d6 (4d6 and 1 point of Str Drain)***Spear** *5d6 (3d6 Piercing)***Exploits** *Tactics, Charge***Skills** *Hide, Spear, Sword II***Ringmail** *+6 SOAK***Medium Shield** *+4 DEF***Superior Longsword****Shield Expertise** *+4 DEF when using shield***Shield Brother** *+1d cover when adjacent to another Shield Brother*

Mercenaries devoted strongly enough to a life of war that they carry on in death their endless campaign of destruction. Sword Wraiths appear somewhat insubstantial and have faintly glowing eyes, but they are not truly incorporeal and their eyes do not produce enough light to modify vision penalties.

