

Mudmen

Small Sentient Ooze; level 7 (676XP)

STR 8 (3d6) **AGI** 4 (2d6) **END** 8 (3d6)
INT 7 (3d6) **LOG** 2 (1d6) **WIL** 8 (3d6) **CHA** 1 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 7 (35'); **CLIMB** 4 (20'); **FLY** - (-') **JUMP** 8'/6'
CARRY 160 lb

HEALTH 32
DEFENSE 17 (SOAK 15, 10 FIRE, 10 LIGHTNING)
MENTAL DEFENSE 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 damage and grabbed)
disarm 4d6 (2d6 blunt damage and disarmed)
mud hurl 2d6 (1d6 mud damage; see below)

EXPLOITS *disarm, engulf, grab*
SKILLS *hide, spellcraft, slam II*
EQUIPMENT none

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.

Spell Absorption. 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, and four hits immobilize and start to suffocate the target

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

Gargoyle

Medium Sentient Monstrous Humanoid; level 5 (576 XP)

STR 8 (3d6) **AGI** 7 (3d6) **END** 9 (3d6)

INT 5 (2d6) **LOG** 3 (2d6) **WIL** 6 (3d6) **CHA** 3 (2d6)

INITIATIVE 2d6

PERCEPTION 3d6

SPEED 9 (45'); **CLIMB** 5 (25'); **FLY** 12 (60') **JUMP** 14'/14'

CARRY 289 lbs

HEALTH 30

DEFENSE 17 (SOAK 10)

MENTAL DEFENSE 11

RESISTANCES none

VULNERABILITIES none

NATURAL DAMAGE 3d6

Claw (x2) 5d6 (3D6 slashing)

Bombard 4d6 (2d6 crushing)

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

EXPLOITS *Death from above*

SKILLS *Hide, Listen, Spot, Claw II*

EQUIPMENT none

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.

Camouflage. +2D to Hide when standing still against a stone backdrop

Monstrous Skeleton

Large Brainless Undead; level 7 (961 XP)

STR 12 (4d6) **AGI** 8 (3d6) **END** 11 (4d6)
INT 5 (2d6) **LOG** 3 (2d6) **WIL** 5 (2d6) **CHA** 1 (1d6)

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 11 (55'); **CLIMB** 6 (30'); **FLY** - (-') **JUMP** 19'/19'
CARRY 391 lbs

HEALTH 32
DEFENSE 21 (SOAK 10)
MENTAL DEFENSE 10
RESISTANCES Immune to Charm and Compel

Weapon Resistance: Takes 1 point of damage per Die from Piercing damage
VULNERABILITIES Cold II

NATURAL DAMAGE 4d6
Claw (x2) 6d6 (4d6 slashing)
Knock down Strike 5d6 (4D6 and target is forced prone)

EXPLOITS *Knockdown, Opportunistic Stomp*

SKILLS *Tactics, Claw II, Run*

EQUIPMENT none

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

Sword-Wraith

Medium Sentient Undead; level 8 (1296 XP)

STR 14 (4d6) **AGI** 7 (3d6) **END** 11 (4d6)

INT 7 (3d6) **LOG** 4 (2d6) **WIL** 11 (4d6) **C3HA** 6 (3d6)

INITIATIVE 3d6

PERCEPTION 4d6

SPEED 12 (60'); **CLIMB** 6 (30'); **FLY** - (-') **JUMP** 13'/13'

CARRY 350 lbs

HEALTH 44

DEFENSE 20 + 8 (Shield) (SOAK 10 unearthly + 6 Ring mail Armor)

MENTAL DEFENSE 18

RESISTANCES Immune to Charm and Compel

VULNERABILITIES Light II

NATURAL DAMAGE 4d6

Long Sword 7d6 (4d6 slashing + 1 point STR drain)

Spear 5d6 (3d6 piercing)

Bow 3d6 (3d6 piercing)

EXPLOITS *Alertness, Feint, Charge, Shield Expertise {+4 defense}*

SKILLS *Hide, Stealth II, Spear, Sword II, Tactics*

EQUIPMENT Ring Mail, Medium Shield

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.

Berserker Rage. +1D to STR checks if under 50% HEALTH

Shield Companion. Gains +1D Cover when adjacent to another Sword Wraith

Battle Stride. Ignore rough terrain when charging, +2 speed when in combat

Animated Sword

Small Brainless Construct; level3 (225 XP)

STR 5 (2d6) **AGI** 6 (3d6) **END** 4 (2d6)

INT - (-d6) **LOG** - (-d6) **WIL** - (-d6) **CHA** - (-d6)

INITIATIVE 3d6

PERCEPTION 3d6

SPEED - (-'); **CLIMB** - (-'); **FLY** 7 (35') **JUMP** -

CARRY 126 lb

HEALTH 36

DEFENSE 19 (SOAK 12)

MENTAL DEFENSE -

RESISTANCES Immune to mental attacks

VULNERABILITIES

NATURAL DAMAGE -

Long Sword 6d6 (4d6 slashing)

EXPLOITS *none*

SKILLS *Attack III*

EQUIPMENT *none*

Dancing sword

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Gibbering Moulder

Medium Sentient Aberration; level 6 (676 XP)

STR 5 (3d6) **AGI** 7 (3d6) **END** 11 (4d6)

INT 7 (3d6) **LOG** 2 (1d6) **WIL** 8 (3d6) **CHA** 6 (3d6)

INITIATIVE 4d6

PERCEPTION 3d6

SPEED 8 (40'); **CLIMB** 4 (20'); **FLY** - (-') **JUMP** 13'/9'

CARRY 1b

HEALTH 38

DEFENSE 18

MENTAL DEFENSE 15

RESISTANCES Immune to flanking

VULNERABILITIES none

NATURAL DAMAGE 4d6

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) 4d6 (3d6 and grabbed)

EXPLOITS *Improved Grab*

SKILLS *listen, spot, swim*

EQUIPMENT none

This creature was formed through demonic magic

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

Monstrous Spider

Medium Sentient Vermin; level 7 (1024 XP)

STR 12 (4d6) **AGI** 6 (3d6) **END** 9 (3d6)

INT 9 (3d6) **LOG** 1 (1d6) **WIL** 7 (3d6) **CHA** 5 (2d6)

INITIATIVE 4d6

PERCEPTION 4d6

SPEED 10 (75'); **CLIMB** 10 (50'); **FLY** - (-') **JUMP** 11'/11'

CARRY 294 lb

HEALTH 48

DEFENSE 21 (SOAK 10)

MENTAL DEFENSE 16

RESISTANCES

VULNERABILITIES

NATURAL DAMAGE

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 *Climbing II, Stealth II*

EQUIPMENT none

Big, nasty.. Hungry

Vision. Lowlight 60', Tremor Sense 60' {in lair}

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Gadrinist, Drider Mage

Large Sentient Aberration; level 8 (1296 XP)

STR 6 (3d6) **AGI** 11 (4d6) **END** 8 (3d6)

INT 6 (3d6) **LOG** 11 (4d6) **WIL** 14 (4d6) **CHA** 4 (2d6)

INITIATIVE 4d6

PERCEPTION 5d6

SPEED 11 (55'); **CLIMB** 11 (55'); **FLY** - (-') **JUMP** 26'/17'

CARRY 255 lb

HEALTH 44

DEFENSE 17 (SOAK 10)

MENTAL DEFENSE 25

RESISTANCES

VULNERABILITIES

NATURAL DAMAGE 4d6

Bite 5d6 (3d6 + Venom 4d6 vs End; 1d6 poison damage)

Dagger (x2) 6d6 (2d6 stabbing)

Spells 5d6 ()

EXPLOITS *Ambidextrous*

SKILLS *Hide II, Dagger II, Stealth III, Spot II, Spellcraft III, Bite II*

EQUIPMENT

Magic. 36 MP, Max Spell: 12, Domains: Chaos, Destruction, Evil, Trickery Secrets: Force, Illusion

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Margoyles

Medium Sentient Monstrous Humanoid; level (XP)

STR 10 (4d6) **AGI** 7 (3d6) **END** 10 (4d6)
INT 5 (2d6) **LOG** 3 (2d6) **WIL** 6 (3d6) **CHA** 3 (2d6)

INITIATIVE 2d6
PERCEPTION 2d6
SPEED 9 (45'); **CLIMB** 5 (25'); **FLY** 12 (60') **JUMP** 14'/14'
CARRY 1b

HEALTH 30
DEFENSE 23 (SOAK 10)
MENTAL DEFENSE 11
RESISTANCES none
VULNERABILITIES none

NATURAL DAMAGE 4d6
Claw (x2) 6d6 (4D6 slashing)
Bombard 4d6 (2d6 crushing)
Death from Above 5d6 (5d6 slashing and crushing, target is knocked down)

EXPLOITS *Death from above*
SKILLS *Hide, Listen, Spot, Claw II*
EQUIPMENT none

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.

Camouflage. +4D to Hide when standing still against a stone backdrop

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Troglodyte

Medium Sentient Reptilian Humanoid; level 3 (289 XP)

STR 5 (2d6) **AGI** 4 (2d6) **END** 7 (3d6)

INT 5 (2d6) **LOG** 4 (2d6) **WIL** 5 (2d6) **CHA** 5 (2d6)

INITIATIVE 2d6

PERCEPTION 2d6

SPEED 6 (30'); **CLIMB** 3 (15'); **FLY** - (-') **JUMP** 7'/7'

CARRY 168 lbs

HEALTH 24

DEFENSE 14 (SOAK 10)

MENTAL DEFENSE 10

RESISTANCES

VULNERABILITIES Cold Blooded

NATURAL DAMAGE 3d6

Claw (x2) 4d6 (2d6 slashing)

Javelin 3d6 (2d6 piercing)

d6 ()

EXPLOITS *Feint*

SKILLS *Hide III, Listen I, Javelin, Claw II*

EQUIPMENT Leather armor

Camouflage. +2D to Hide when standing still against a stone backdrop

Assassin Strike. +2d to damage when target is unaware

Poisonous Stench. {Free action} 30' Aura, creatures must pass an End check vs 10 or be sickened {-1D to attack rolls, damage rolls, and attribute checks} Build a temporary dice pool for each round spent sickened within the auto, this is the countdown pool to shed the sickness.