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By David M. Garrett – My Philosophy: I’m a huge fan of *Savage Worlds* the game, the fantastic creators who dream up the awesome materials for *Savage Worlds*, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

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Maurice's Monsters

INCLUDES: Aklabask; Ant, Giant; Bashe; Beetle, Fire; Beholder; Bhole; Black Pudding; Bugbear; Bugbear Captain; Bugbear Sub-Chief; Bulette; Bullzabuzz; Carion Crawler; Cave Bear; Chain Devil; Charinida – Drow High Priestess; Chief Nosnra; Chimera; Corpse Golem; Count Orlock; Cursed Hunter; Cursed Hunter's Hounds; The Dark Man; Darnoogie; Deep Gnome; Demon; Derinnil; Dire Wolf; Dr. Frankenstein; Drow Cleric; Drow Curate; Drow Fighter; Drow Fighter/Magic User; Drow Merchant; Eclavdra; Efreeti; Emo; Ettin; Foo Dog; Fungi, Violet; Gargoyle; Gas Spore; Ghast; Ghost; Ghoul; Giant, Frost; Giant, Fire; Giant, Quanch; Giant, Stone; Giant Constrictor; Giant Gar; Giant Venomous Snake; Gorgon; Gray Ooze; Green Slime; Halagrom; Hellhound; Hieracosphinx; Ice Toad; Jarl Gragnar; Jarl's Lady; Jermlaine; Jin Chan; Kara Barak; The Keeper; King Snurre; King's Torturer; Koi Toa Cleric; Koi Toa Fighter; Koi Toa Monitor; Koa Toi Pilgrim; Koa Toi Whip; Kraag; Lich; Life-In-Death; Lizard, Fire; Lizard, Gwal; Longma; Lurker Above; Malvrat; Manticore; Mind Flayer; Mold, Brown; Mold, Yellow; Mummy; Nian; Nightmare; Nyarlathotep; Obmi; Ochre Jelly; Ogre; Ogre Magi; Orc; Piercer; The Plague Doctor; Polar Bear; Priest-Prince Va-Gulgh; Purple Worm; Pyrohydra; Queen Frupy; Quolp-Ool; Reaver of Skulls; Remorhaz; Roper; Royal Headsman; Rust Monster; Sachawure; Salamander; Santa Muerte; Shadow; Shambling Mound; Shrieker; Shui-Gui; Skeleton; Slithering Tracker; Slug, Giant; Snow Leopard; Spiders, Giant; Sub-Chief Quanch Giant; Succubus; Thoopshib; Trapper; Troglodyte; Troglodyte Chief; Troll; Troll Chief; Trosli Garnetgetter; Umber Hulk; Urhag; Vampire; Vampire, Hopping; Vampire Lord; Vlondril; Wererat; White Pudding; Winter Wolf; Wyvern; Xorn; Yeren; Yeti; Yeti Leader; Zhenniao; Zombie, and Zoog.



BESTIARY

Aklabask

Aklabask are giant, beetle-like creatures that graze on grass and lichen that grow in the foothills of mountains. They aren't very likely to attack unless cornered and their victim is in front of them. Aklabask will rotate to face their enemy. Because of their size (about as big as a cow), a sport has grown around trying to tip them over. Once they are on their backs, they struggle to flip themselves over. To tip over an Aklabask, make an opposed Agility roll to get into position beside the large beetle. Failure means the Aklabask has rotated and gets a free attack with its mandibles. On a success or raise, the person gets in position and must try to tip it by making an opposed Strength roll. The Aklabask gets a -4 due to reduced Strength from the sides. Failure means the beetle has managed to rotate and the Action begins anew to get in place again.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 3, **Parry:** 5, **Toughness:** 9(3)

Special Abilities

- **Armor +3:** Tough carapace
- **Mandibles:** Str+d8
- **Size +2:** Aklabask are about the size of a cow.
- **Slow:** Due to their size, they move at half normal Pace

Ant, Giant

Giant ants are tough and adaptable, growing to around six feet in length.

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

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

Pace: 10; **Parry:** 5; **Toughness:** 10 (2)

Special Abilities

- **Armor +2:** Natural armor.
- **Bite:** Str+d6; Grab.
- **Sting:** Str+d6; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Flying Pace of 6" and Climb 0.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Immunity:** Mind-affecting effects.

- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Endurance:** +2 to Soak rolls.

Bashe

Bashe are giant, wingless lizards that live in the frigid lakes near the Fire Mountains. The average size of an adult is 20' long.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8

Pace: 6, **Parry:** 7, **Toughness:** 13(4)

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Fear:** Upon first encountering a Bashe, must make a Fear roll.
- **Icy Breath:** Cone of frigid air. Roll opposed roll against Bashe using Agility to try and dodge the breath. A hit results in 2d6 damage. In addition to damage, use a Cone Template to represent the frozen ground beneath. Creatures on or entering the icy area must make an Agility roll or fall prone. A roll of 1 on Trait die (regardless of Wild die) means the person is Shaken as well. The template remains for three rounds.
- **Large:** Attackers add +2 to their attack rolls when attacking a Bashe due to its large size.
- **Size +5:** Bashe are over 20' long from snout to tail and weigh around 3,000 lbs.
- **Tail Lash:** A Bashe can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

Beetle, Fire

These beetles are about two-foot long and glow with a fiery, red glow. The glowing abdomen can be removed and used as light source for 1d6 days.

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

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 4

Special Abilities

- **Bite:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Flying Pace of 6" and Climb -1.
- **Immunity:** Mind-affecting effects.
- **Size -1:** Reduces Toughness by -1.

Beholder

A Beholder is a massive fleshy eyeball with a mouth full of sharp fangs and a crown of eyestalks.

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

Skills: Fighting d8, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Survival d12+1, Notice d12+1, Stealth d12, Shooting d8

Pace: 1; **Parry:** 6; **Toughness:** 14 (4)

Edges: Level Headed, Marksman, Strong Willed, Trademark Weapon (ray)

Special Abilities

- **Armor +4:** Tough flesh.
- **Bite:** Str+d6.
- **Anti-Magic Eye:** At the end of the creature's movement for the round, it may place a Cone Template to indicate where its anti-magic eye is looking. This automatically dispels and prevents any magic from being used within the cone, including the creature's own eye rays.
- **Eye Rays:** Shooting; range 12/24/48; RoF 5; Each victim can be targeted by a maximum of two rays per attack. After making the attack roll, choose one of the Eye Ray abilities for each successful hit. Only Eye Ray (Damage) can be chosen more than once per attack.
- **Barrage:** The creature draws two initiative cards due to Level Headed, and acts normally on the higher card. However, it can also use the lower initiative card to make a second attack with its Eye Rays as long as it isn't Shaken.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Flight:** Flying Pace of 4" and Climb 0.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunity:** Gang Up bonuses.
- **Size +2:** Increases Toughness by +2.
- **Eye Ray (Sleep)** The victim must make a Spirit roll (at -2 on a raise) or fall asleep (and prone). They can be woken by an adjacent character as a normal action.
- **Eye Ray (Slow)** The victim must make a Spirit roll (at -2 on a raise) otherwise they can no longer move as a free action for the remainder of the scene.
- **Eye Ray (Charm)** The victim must make a Spirit roll (at -2 on a raise) otherwise they consider the creature a friend, and will attempt to help it (although this doesn't cause them to turn on their allies except as a last resort).
- **Eye Ray (Fear)** The victim must make a Fear check (at -2 on a raise).
- **Eye Ray (Telekinesis)** The victim must make a Spirit roll (at -2 on a raise) or be moved 2d6" in a direction of the creature's choice. If this causes the victim to be bashed into a solid object, they suffer the creature's Spirit+d6 as damage.
- **Eye Ray (Damage)** The victim suffers 2d8 damage. If the victim is incapacitated by the damage, the creature can choose to disintegrate or petrify them instead (but only a maximum of one of each per attack).

Bhole

Bholes are giant worms that burrow beneath the immense pile of bones strewn across the Vale of Pnath in the Underworld of the Dreamlands. Because of their fearsome reputation and the

fact that they prefer total darkness, no one has ever seen exactly what they look like. They are huge, very slimy, and have a large orifice of a mouth. They can sense vibrations through the earth, sensing a walking person some 200 yards away. They are about 50' long.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6, **Parry:** 5, **Toughness:** 22(4)

Terror: -4, **Mental Anguish:** Spirit+d8

Special Abilities

- **Armor +4:** Scaly hide
- **Bite:** Str+d8
- **Burrow (20'')**: Bholes can disappear and reappear on the following action anywhere within 20''.
- **Gargantuan:** Bholes are Huge and thus suffer +4 to ranged attacks against them. Their attacks count as Heavy Weapons, and they add their Size to Strength rolls.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +10:** Bholes are usually about 50' long and 10' in diameter.
- **Slam:** Bholes attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the worm wins, the victim suffers 4d6 damage.

Black Pudding

These vile terrors are black, amorphous blobs whose secretions are highly acidic. Their favorite tactic is to grapple their prey, subjecting them to constant attack.

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

Skills: Fighting d6

Pace: 2; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Acid:** Roll a d6 every time a weapon is used to strike a Black Pudding. On a 6, the weapon is dissolved by the acidic secretions.
- **Camouflage:** When lying still, Black Puddings gain +4 to Stealth rolls.
- **Envelope:** If a Black Pudding succeeds in a Fighting roll it has enveloped part of its target. Each round the victim remains enveloped, he suffers 2d6 damage. All equipment permanently loses 1 point of Toughness (Protection for armor) per round until it reaches zero, at which point it is destroyed. Trying to escape from a grapple requires a Strength roll at -6. A Black Pudding may only envelope one foe at a time, regardless of its size.
- **Pseudopod:** A Black Pudding can extend a single pseudopod out to 1''. Damage 2d6.

Bugbear

Bugbears are cousins of Goblins, but large and more powerful.

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

Skills: Climbing d4, Fighting d8, Notice d6, Shooting d4, Stealth d10, Throwing d6

Pace: 6, Parry: 6, Toughness: 9 (1)

Edges: Alertness

Gear

- **Weapons:** Bugbears use a variety of weapons.
- **Armor +1:** Bugbears wrap themselves in hides and leather.

Special Abilities

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

[WC] Bugbear Captain - Fulgar

Fulgar has earned his place as the captain of the Bugbears through cunning and fear. He likes to begin combat with his prowess in Intimidation.

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

Skills: Climbing d4, Fighting d8, Intimidation d10, Notice d6, Shooting d4, Stealth d10, Throwing d6

Pace: 6, Parry: 6, Toughness: 10 (1)

Edges: Alertness,

Gear

- **Weapons:** Fulgar fights with a finely crafted bastard sword; Str+d10.
- **Armor +1:** Bugbears wrap themselves in hides and leather.

Special Abilities

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

[WC] Bugbear Captain (Grubblik)

Grubblik is the captain of the Bugbears inhabiting the Trog caverns. Grubblik fights with a shield and large mace.

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

Skills: Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

Pace: 6, Parry: 7, Toughness: 11 (2)

Edges: Alertness, Sweep

Gear

- **Weapons:** Grubblik fights with a huge mace; Str+d10.
- **Armor +1:** Bugbears wrap themselves in hides and leather.
- **Shield +1:** +1 Toughness

Special Abilities

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

[WC] Bugbear Captain's Son (Bruzblid)

Bruzblid is a veteran warrior who fights with sword and shield. He has a large key around his neck.

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

Skills: Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

Pace: 6, **Parry:** 7, **Toughness:** 11 (2)

Edges: Frenzy

Gear

- **Weapons:** Bruzblid fights with a sword; Str+d8.
- **Armor +1:** Bugbears wrap themselves in hides and leather.
- **Shield +1:** +1 Toughness

Special Abilities

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

[WC] Bugbear Sub-Chief (Ruddug)

Ruddug is a fierce warrior who fights with a huge sword.

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

Skills: Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

Pace: 6, **Parry:** 8, **Toughness:** 10 (1)

Edges: Berserk, Block

Gear

- **Weapons:** Bruzblid fights with a two-handed bastard sword; Str+d10; two hands.
- **Armor +1:** Bugbears wrap themselves in hides and leather.

Special Abilities

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

Bulette

Bulettes are fierce and cunning predators who burrow below the surface of the earth, their armored fin leaving a trail behind them, giving rise to their nickname of 'land shark'. They are solitary, and will eat practically anything, although they are particularly fond of halfling meat.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d12+1

Skills: Fighting d8, Tracking d10, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 17 (3)

Edges: Level Headed, Strong Willed, Trademark Weapon (bite)

Special Abilities

- **Armor +3:** Tough scales.
- **Bite:** Str+d8.

- **Claws:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Burrow:** Can burrow and reappear within 4".
- **Size +6:** Increases Toughness by +6.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

Bullabuzz

These demon underlings possess a large bull head with fly-like compound eyes and long horns. They are fat with brown and black hair covering their bodies. Emerging from their torsos are six legs ending in three-fingered hoofs. Large, insectoid, translucent wings sprout from their backs. They can fly and make mooing noises. Bullabuzzes are attracted to loud noises and bright colors and will charge at them.

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

Skills: Fighting d8, Intimidation: d10, Notice d6

Pace: 6, **Parry:** 7, **Toughness:** 9

Special Abilities

- **Fear:** Any creature encountering a Bullabuzz for the first time must make a Fear roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Fly:** Pace 6" when flying.
- **Immunity:** Demons are immune to poison and disease.
- **Size +2:** Bullabuzzes are about the size of a bull.
- **Unholy:** They cannot enter onto sanctified sites.
- **Unnatural Resistance:** Half-damage from non-magical attacks.
- **Weakness:** Bullabuzzes are easily distracted by bright colors and loud noises. They are also attracted to large piles of feces.

Carion Crawler

Carion Crawlers are huge, multi-legged worms that grow to 9' long and are 3' high. They have many tentacles around their mouth orifice that cause paralysis. The tentacles don't inflict any damage, but the paralysis lasts 2d4 rounds.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6, Parry: 5, Toughness: 12

Special Abilities:

- **Tentacles:** Carion Crawlers cause no damage with their tentacles, but victims of a hit by them must make a Vigor roll or become paralyzed for 2d4 rounds. After all its victims are paralyzed, it will begin to kill each victim in turn.
- **Size +1**
- **Wall Walker:** They can move up walls and across ceilings without difficulty.

Cave Bear

Cave Bears are used by giants as guard beasts.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Swimming d6

Pace: 8, Parry: 6, Toughness: 10

Special Abilities

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6
- **Size +2:** Cave Bears can stand up to over 8' tall and weigh over 1,000 pounds.

[WC] Chain Devil - Chagûl

Devils are extradimensional beings whose sole purpose is the corruption and destruction of human souls. Devils are cool, calculating, manipulative, and are more inclined to trick humans into corrupting themselves or each other. Chagûl, even though he is a Lesser Devil, has established a powerful foothold on the Material Plain by subverting Pavel Abalore and the temple he erected centuries ago. He appears shrouded in long chains that he commands at will to attack and sprout razors and hooks. He can also transform his face to appear as various people that he deems are close to his victims, such as deceased loved ones or enemies, in order to further torment them.

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

Skills: Fighting d10, Intimidation d12, Knowledge (torture) d12, Notice d8, Persuasion d12

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

Edges

- **Command/Command Presence/Inspire:** All followers of Chagûl within 10" radius receive +2 to recover from being Shaken.
- **Fervor:** All followers of Chagûl within 10" radius receive +1 to Fighting.
- **Improved Level Headed:** Draw 3 Action Cards.
- **Two-Fisted:** Two attacks per round when using Chain ability with no off-hand penalty. Chains can target two separate targets.

Gear

- **Armor +2:** Shroud of chains.

Special Abilities

- **Chains:** Chagûl can summon and control hooked chains, seemingly from nowhere. Treat this as the Telekinesis power, summoned with a Spirit roll. They can be used to attack as well; use Chagûl's Spirit in place of Fighting, and the chains do d12+d6 damage. He can take no other actions and can only move at half Pace while controlling the chains.
- **Fear:** Anyone first encountering Chagûl must make a Fear roll at -2.
- **Fearless:** Devils are immune to Fear and Intimidation, except from the Dukes of Hell or Asmodeus.
- **Immunity:** Devils are immune to poison and disease.
- **Pleasure in Pain:** Chagûl does not suffer from Wound penalties; instead, while wounded he takes a +1 bonus to all his Trait rolls.
- **Unholy:** Chagûl cannot set foot on sanctified ground unless summoned there; if summoned, he can remain in the presence of his summoner indefinitely, however.
- **Unnatural Resistance:** Half-damage from non-magical attacks except for their Weakness.
- **Unnerving Mask:** Chagûl can transform his face to appear as anyone he deems worthwhile to further his torment on a victim. This is done as a Trick where Chagûl uses his Persuasion opposed by the opponent's Smarts.
- **Unwavering:** Devils get +2 to recover from being Shaken.
- **Weakness (Cold Iron):** Devils are vulnerable to weapons and ammo forged Cold Iron.
- **Weakness (Holy Symbol):** Devils suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.

[WC] Charinida – High Priestess of Atlach Nacha (Drow)

Charinida is a very powerful opponent.

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

Skills: Fighting d8, Knowledge (Poison) d8, Notice d6, Persuasion d6, Faith d10, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: Arcane Background (Miracles), Fervor, Inspire, New Power x4, Unholy Warrior

Powers: curse, damage field, drain power points, fear, fly, havoc, lower trait, obscure

Power Points: 30

Gear: Demon Staff – This staff casts the Powers Fear (SWFC, page 36) and Summon Ally (SWFC, page 43) as Veteran level. The summoned creature will only be a Demon (GM's choice) from the selection beginning on page 109 of SWFC.

Special Abilities

- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2

to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.

- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

[WC] Chief Nosnra (Quanch Giant)

The Chief has acquired his position because he is the tallest and best fighter of the whole compound. Chief Nosnra fights utilizing his favorite weapon Bashaug.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 13

Edges: Sweep, Trademark Weapon

Gear: The Chief uses a metal maul named Bashaug "Basher" in Giant. It is a +1 Damage item but much too big for a human to carry. Damage Str+d10.

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** Chief Nosnra is over 14' tall.

[WC] Chief Nosnra's Wife - Belga

Belga is a mighty fighter in her own right. She fights using a long pole that is the size of a small tree.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 12

Edges: Sweep

Gear: Belga's pole arm has a Reach of 2, Damage Str+d8

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** Belga is over 12' tall.

Chimera

Chimeras are fierce creatures with the fore-body of a lion, the hindquarters of a goat, the wings of a dragon, and the heads of all three creatures.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d10,

Pace: 6, **Parry:** 6, **Toughness:** 10 (1)

Special Abilities

- **Armor +1:** Thick, tough hide.
- **Bite/Horns/Claws:** Str+d4
- **Fear:** Chimeras are fearsome creatures to behold, and force a Fear check when initiating combat
- **Fire Breathing:** A Chimera's dragon head can belch forth fire, using the Cone Template. Anyone in the area must make an Agility roll at -2 or take 2d8 damage, and must check to see if they catch fire. A Chimera can't use the Sweep ability and breathe fire in the same round, however she can do another melee attack without penalty, using horns or claws.
- **Improved Sweep:** Chimeras can attack any adjacent opponents, with a combination of biting, ramming with its goat head and claws, at no penalty.
- **Flight:** Chimeras are capable of winged flight, at a pace of 10", with a 2" acceleration (their massive bodies make it difficult for them to become initially airborne).
- **Size +3**
- **Three Headed:** The Chimera's three heads afford it the following bonuses; it gets a +2 to all Notice rolls, a +2 to recover from Shaken, and called shots to the head do no additional damage. However, a called shot to the head which results in at least 1 wound will kill that head, though the creature suffers no particular ill effects from this. Destroying all three heads kills the creature.

Corpse Golem

Corpse Golems are the result of Dr. Frankenstein's research in reviving the dead. These are slow, lumbering, and have hard skin and muscle.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4, **Parry:** 6, **Toughness:** 8(1)

Gear: Typically, an improvised club (Str+d4).

Special Abilities

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse Golems have the **Berserk** Edge.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fear:** Characters seeing a Corpse Golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse Golems have a Pace of 4 and roll a d4 for their running die.

[WC] Count Orlock

Count Orlock is an old vampire who created all the other vampires in the region. As their leader, he is more powerful and has powers that the other vampires don't have.

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

Skills: Climbing d12, Fighting d10, Knowledge (Arcane Background) d8, Notice d8, Shooting d8, Stealth d8

Charisma: -1, **Pace:** 6, **Parry:** 5, **Toughness:** 11

Special Abilities

- **Claws:** Str+d6
- **Fear:** Anyone seeing Count Orlock must make a Fear roll.
- **Fearless:** Count Orlock is immune to Fear and Intimidation.
- **Powers (5):** *barrier* (mist wall), *bolt* (demonic force), *fear* (inhuman howl), *lower trait* (soul drain), *summon* (dire wolf). **Power Points:** 30
- **Regeneration:** Count Orlock makes his Spirit roll at +2 to avoid being Shaken; he also loses 1 wound per round.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** Count Orlock may move along any surface at its full Pace. He can also run without penalty, even when hanging upside down.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weather Control:** Count Orlock can call lightning down three times (Range 10/20/30, Damage 1d10). Roll Arcane Background for this power. Character may make an Agility test to evade the strike.

[WC] Cursed Hunter

The Cursed Hunter appears as a large, wild warrior with large stag antlers on his helmet and brandishing a huge, two-handed sword called *The Deliverer*. Although the legend indicates that the Cursed Hunter detests the hunt, the actual Cursed Hunter is a vengeance spirit of the forest and he will attack the group of Roman soldiers.

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

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6, **Parry:** 4, **Toughness:** 8

Special Abilities

- **Hunter's Longbow:** Range 15/30/60, Damage 2d6, RoF 1
- **Fear:** Anyone seeing the Cursed Hunter must make a Fear roll.
- **Fearless:** The Cursed Hunter is immune to Fear and Intimidation.
- **Great Sword:** Str+d10, 2 Hands.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Cursed Hunter's Hounds

These hounds are undead creatures similar in appearance to large mastiffs, except they have areas on their frame where their bones are visible through their coats.

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

Skills: Fighting d8, Notice d10, Stealth d8, Tracking d8

Pace: 8, **Parry:** 5, **Toughness:** 8

Special Abilities

- **Bite:** Str+d4
- **Fearless:** The Hunter's Hounds are immune to Fear and Intimidation.
- **Fleet-Footed:** Pace +2, roll a d10 when running.
- **Go for the Throat:** With a raise on attack, hounds target opponents' weakest spot doing an additional d6 of Damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

[WC] The Dark Man

The Dark Man is a source of pure, necromantic energy, and his power lies in his ability to boost the undead. The Dark Man appears as one of the ghosts he commands, except larger and darker, like a big, flowing shadow.

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

Skills: Fighting d6, Notice d6, Shooting d8, Stealth d12+2

Pace: 6, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Boost Undead:** Any ghosts within 5" adds +1 to recover from being Shaken, Fighting damage rolls, and Toughness
- **Ethereal:** Cannot be harmed by any weapon except atomic plasma beam.
- **Fear:** Anyone seeing The Dark Man must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Necromantic Surge:** As a free action, The Dark Man may make a Spirit roll to send forth a wave of necromantic energy. This fills a Large Burst Template centered on the ghost

targeted. Any Shaken ghosts within the template automatically recover and may act on their Action Card.

- **Frigid Blast:** The Dark Man sends forth a blast of icy wind using a Cone Template emanating from his hands. He rolls Shooting for this attack. Character must make and Agility roll or suffer 2d4 damage. In addition, characters must make a Fear check as well. The Dark Man uses this attack every few rounds.

Darnoogie

The Darnoogie are a tribe of small humanoids that live in the Jungle of Yi-Awm. One particular tribe has been subjugated by the Reaver of Skulls and must feed him fresh meat to appease his wrath. Darnoogie are slightly smaller than most humans and are primitive in their tribal traditions. They typically fight with spears, bows, and blowguns.

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

Skills: Climbing d6, Fighting d6, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d6, Swimming d6

Pace: 5, **Parry:** 5, **Toughness:** 4

Gear: Spear, bows, and blowguns

Special Abilities

- **Size -1:** Darnoogie are smaller than humans.

Deep Gnome

Deep Gnomes are Gnomes that have evolved to live deep underground.

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

Skills: Fighting d6, Healing d6, Repair d6, Survival d8, Tracking d8, Notice d6, Stealth d10, Shooting d6, Faith d6

Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: Heavy pick (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Special Abilities

- **Arcane Resistance:** +2 to resist opposed magic, and +2 armor against offensive magic.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Endurance:** +2 to Soak rolls.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Obscure:** Deep Gnomes inherently can cast Obscure.
- **Shape Change:** Once per day a Deep Gnome may Change Shape as per the Power.
- **Size -1:** Reduces Toughness by -1.

Demon

- Balor – Type VI Demon

These creatures are 14' tall and resemble a Balrog from TLoTR.

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (History) d12+4, Knowledge (Nobility) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12+5, Notice d12+7, Stealth d12+3, Spellcasting d12

Pace: 8; **Parry:** 9; **Toughness:** 18 (4)

Gear: Vorpall unholy longsword (Str+d8), vorpall flaming whip (Str+d4; Reach 1"; +2 fire damage; Entangle)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed, Two-Fisted, Trademark Weapon (longsword)

Powers: Blast (fire storm), Dispel, Puppet, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons

Special Abilities

- **Armor +4:** Flesh.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Flight:** Flying Pace of 18" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity, fire and poison.
- **Energy Resistances:** -2 damage from acid and cold.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and good.
- **Size +4:** Fourteen feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

- Glabrezu – Type III Demon

These huge demons are bipedal but have four arms. Two arms are massive and end in claws, while the other two arms are normal humanoid arms.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+4

Skills: Fighting d10, Intimidation d12+2, Knowledge (History) d12+1, Knowledge (Local) d12+1, Persuasion d12+2, Notice d12+3, Stealth d8, Spellcasting d10

Charisma: +4; **Pace:** 8; **Parry:** 7; **Toughness:** 23 (5)

Edges: Arcane Background (Magic), Frenzy, Sweep, Improved Sweep

Powers: Confusion, Disguise (illusion), Dispel, Summon Ally, Teleport

Special Abilities

- **Armour +5:** Demonic flesh.
- **Pincers:** Str+d8.
- **Claws:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +8:** Eighteen feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

- Hezrou – Type II Demon

These demons are massive, toad-like monsters that are bipedal.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d12+4

Skills: Fighting d10, Intimidation d12, Climbing d12+2, Knowledge (Arcana) d12, Repair d12, Swimming d12+4, Notice d12+2, Stealth d8, Spellcasting d8

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Intangibility (gaseous form), Summon Ally, Teleport

Special Abilities

- **Armor +4:** Scaly flesh.
- **Bite:** Str+d8; Grab.
- **Claws:** Str+d8; Grab.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +4:** Increases Toughness by +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

- Marilith – Type V Demon

These demons appear as females with multiple arms. From the waist down they appear as a massive snake.

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

Skills: Fighting d12, Intimidation d12+3, Knowledge (Engineering) d12+1, Persuasion d12+3, Notice d12+5, Stealth d12+1, Spellcasting d12

Pace: 8; **Parry:** 8; **Toughness:** 18 (4)

Gear: Longsword (Str+d8), longswords (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Two-Fisted, Trademark Weapon (longsword)

Powers: Barrier (whirling blades), Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons

Special Abilities

- **Armor +4:** Demonic flesh.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.

- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and good.
- **Size +4:** Nine feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

- Nalfeshnee – Type IV Demon

These demons appear as fat, bipedal boars with small demon wings.

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d12+4, Vigor d12+4

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Notice d12+5, Stealth d10, Spellcasting d12

Pace: 6; **Parry:** 8; **Toughness:** 22 (4)

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

Powers: Blast (lightning storm), Dispel, Slow, Summon Ally, Teleport

Special Abilities

- **Armor +4:** Demonic flesh.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Flight:** Flying Pace of 8" and Climb -1.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +8:** Twenty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

- Vrock – Type I Demon

These demons look like large, humanoid vultures.

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

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d12, Repair d12, Survival d12, Notice d12+2, Stealth d10, Spellcasting d8

Charisma: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (3)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Quick, Sweep

Powers: Summon Ally, Telekinesis, Teleport

Special Abilities

- **Armor +3:** Feathers.
- **Claws:** Str+d6.
- **Bite:** Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatigue.
- **Flight:** Flying Pace of 10" and Climb 0.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +2:** Eight feet tall; Toughness +2.

[WC] Derinnil - Drow Fighter

Derinnil is of Drow house Noquar.

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

Skills: Climbing d8, Fighting d10, Intimidation d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d4, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (3)

Edges: Combat Reflexes, Block

Gear (she is unequipped while captured)

- Chain Hauberk +3 Toughness
- Longsword +1 Damage (Str+d8+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power.

Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.

- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Dire Wolf

Dire wolves are very large and feral wolves often used by orcs as attack dogs. They may also be found roaming in packs in the deepest, darkest woods.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 10, **Parry:** 6, **Toughness:** 6

Special Abilities

- **Bite:** Str+d6
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Fleet-Footed:** Dire Wolves roll d10 when running.

[WC] Dr. Frankenstein

When Dr. Frankenstein enters the fray of combat, he is wearing a large, Steampunk device over his torso and arms that effectively extends his reach several feet. This device has all sorts of gears, rods, dials, hoses, and hisses steam occasionally. To support this cumbersome device, he also has a similar apparatus on his legs. His left hand ends in a spinning saw that he's modified from tools in his lab and it's called *Frankenstein's Mangler*. His right hand ends in a sizzling, ozone-smelling device that shoots electrical bolts and is ironically called *The Bolt of Life*.

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

Skills: Fighting d6, Knowledge (Occult) d8, Knowledge (Weird Science) d12, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: 0, **Pace:** 5, **Parry:** 5, **Toughness:** 5

Hindrances: Delusional (Major; can create life)

Edges: Arcane Background (Weird Science)

Powers (2): *bolt* (*The Bolt of Life*) and *smite* (*Frankenstein's Mangler*); 20 Power Points.

Gear: Steampunk exoskeleton.

Special Abilities

- **The Bolt of Life:** Powered by *bolt* power.
- **Fear:** Anyone seeing Dr. Frankenstein must make a Fear roll.
- **Fearless:** Dr. Frankenstein is immune to Fear and Intimidation.
- **Frankenstein's Mangler:** This weapon can be used every round but adding *smite* increases its efficacy; unpowered (Range 2; Damage Str+d6).

- **Reach (2):** Can fight melee with *Frankenstein's Mangler* with a Reach of 2.
- **Slow:** Steampunk exoskeleton slows with a -1 Pace.

Drow Cleric

The stats represent a low level Drow Cleric serving a higher ranking Drow.

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

Skills: Fighting d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Faith d8, Shooting d6, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (2)

Edges: Arcane Background (Miracles), New Power, Unholy Warrior

Powers: 3 of the following: blind, burst, conceal arcana, curse, damage field, drain power points, draining touch, elemental manipulation, fear, fly (levitation), healing, and obscure

Power Points: 10

Gear

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Drow Curate

The stats represent a low level, male Drow Unholy Warrior serving a higher ranking Drow Cleric.

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

Skills: Fighting d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Faith d8, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Edges: Arcane Background (Miracles), New Power, Unholy Warrior

Powers: burst, fear, and obscure

Power Points: 10

Gear: Tentacle Rod – this device has 3 long tentacles that serve as a sort of whip. Treat the attack as Automatic Fire so that each tentacle utilizes its own Fighting die. If all 3 tentacles hit successfully, add an additional d6 on top of any extra damage for Raises (Str+d6, Reach 1). They also wear Drow-made garments that provide a +1 to Toughness.

Special Abilities

- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Drow Fighter

The stats represent a low level Drow fighter serving a higher ranking Drow.

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

Skills: Climbing d8, Fighting d10, Intimidation d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d4, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (3)

Edges: Combat Reflexes, Block

Gear

- Chain Hauberk +3 Toughness
- Longsword +1 Damage (Str+d8+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Drow Fighter/Magic User

The stats represent a low level Drow Fighter/Magic User serving a higher ranking Drow.

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

Skills: Fighting d8, Knowledge (Poison) d6, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (2)

Edges: Arcane Background (Magic), New Power

Powers: 3 of the following: analyze foe, bolt, detect arcana, dispel, elemental manipulation, entangle, fly (levitation), mirror self, obscure, slow, slumber, speak language

Power Points: 10

Gear

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes

having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.

- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Drow Merchant

The stats represent a Drow Merchant found in the Underdark.

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

Skills: Fighting d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d6, Faith d6, Shooting d6, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (2)

Edges: Arcane Background (Miracles)

Powers: beast friend, detect arcana, entangle

Power Points: 10

Gear

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.

- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

[WC] Eclavdra the Evil High Priestess (Drow)

Eclavdra has been the one behind all of the Giant mischief. She is a fairly powerful Wild Card.

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

Skills: Fighting d8, Knowledge (Poison) d8, Notice d6, Persuasion d6, Faith d10, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: Arcane Background (Miracles), Fervor, Inspire, New Power x4, Unholy Warrior

Powers: curse, drain power points, fear, havoc, lower trait, obscure

Power Points: 20

Gear: Tentacle Rod – Eclavdra’s device has 6 long tentacles that serve as a sort of whip. Treat the attack as Automatic Fire so that each tentacle utilizes its own Fighting die. If all 6 tentacles hit successfully, add an additional d6 on top of any extra damage for Raises (Str+d6, Reach 1). She also wears Drow-made garments that provide a +2 to Toughness.

Special Abilities

- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can’t be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Efreeti

Eternal foes of the djinn, the efreeti are elemental spirits of fire. They can be summoned to serve as powerful bodyguards and assassins, though they will make every attempt to twist and subvert the commands of their master.

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

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 15 (4)

Special Abilities

- **Invulnerability:** Efreeti are immune to all attacks save those from magic or magical/blessed weapons.
- **Armor +4:** Body of semisolid flame and smoke.
- **Size +3**
- **Punch:** Strength damage.
- **Flight:** Efreeti have a Flying Pace of 15", with an Acceleration of 5".
- **Pillar of Fire:** As a normal action, an efreeti can transform itself into a pillar of flame. Place a Small Burst Template in place of the Efreeti; anything touching the template takes 2d10 damage and must check to see if it catches fire. The efreeti can maintain this form for 3 rounds; after it changes back, it cannot assume this form again for ten minutes.
- **Wall of Fire:** Three times a day, as a normal action, an efreeti can summon up a wall of fire as per the Barrier spell. The wall is 10" in length and lasts for 3 rounds.

Emo

Emo are Chinese demons. They are roughly human size and attack furiously with teeth and claws.

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

Skills: Fighting d8, Notice d6

Pace: 6, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Berserk:** Emo can go berserk at will.
- **Bite/Claw:** Str+d6
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except cold iron.
- **Weakness (Cold Iron):** Emo take normal damage from cold iron weapons.

Ettin

Ettins are about the same size as Quanch Giants except they have two heads. Each head is capable of controlling each arm separately, thus increasing their attacks. If one head is Incapacitated, or even cut off, the Ettin may still survive, but they lose their Edge. Since they have two heads, they make very good lookouts.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d8, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 12

Edges: Two-Fisted

Gear: Ettins will usually fight with a combination of complementary weapons such as two swords or a spear and a net.

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking an Ettin due to its large size.
- **Size +4:** Ettins are over 12' tall.
- **Two Heads:** It requires two Called Shots to the head to Incapacitate an Ettin.

Foo Dog

Foo Dogs look like huge dogs with dragon heads. They are loyal to their masters and are used by the soldiers of Tai Shan to guard the mountains around Osklabnidia. Foo Dogs have the ability to appear as a statue. There are numerous actual statues all over Therwyndia and the soldiers of Tai Shan mix in real Foo Dogs with the statues so that no one will know the real ones from the ones that are adornments.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 10, **Parry:** 6, **Toughness:** 6

Special Abilities

- **Bite:** Str+d6
- **Fleet-Footed:** Foo Dogs roll d10 to run.
- **Go for the Throat:** Foo Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it bites the target's most weakly-armored location.
- **Stone Skin:** When a Foo Dog is in statue form, it's skin becomes harder than stone. While stone, a Foo Dog can't attack, but it is very tough. While stone, it gets +6 to Toughness.

Fungi, Violet

Violet Fungi typically coexist with Shriekers. They have long tentacles that they use to grapple their opponents.

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

Skills: Fighting d4, Notice d4

Pace: 1; **Parry:** 4; **Toughness:** 5 (1)

Tactics: Use rules for grappling. Typically they have 1d4 tentacles.

Special Abilities

- **Armor +1:** Natural armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Immunity:** Sonic.
- **Size -1:** Reduces Toughness by -1.

Gargoyle

Most gargoyles are lifeless statues used to impress or decorate, but some have been given magical life to serve as guardians. Whether they serve good or evil depends upon their controller's whim.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 3; **Parry:** 7; **Toughness:** 11 (4)

Special Abilities:

- **Armor +4:** Body of stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Stone gargoyles are immune to fear and Intimidation.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Stone gargoyles receive +2 to Stealth rolls to blend in with normal, decorative gargoyles on buildings.
- **Flight:** Flying Pace of 10" and an Acceleration of 4".
- **Plunge:** Gargoyles can literally drop like a rock. Any gargoyle that falls at least 4" to attack may add +4 to its damage.

Gas Spore

A Gas Spore looks like and mimics the movement of a Beholder, however, when it is struck it explodes into a cloud of spores. A person in the presence of the cloud must make a Vigor roll each round they are in the cloud area (LBT). Failure means the person is infected and immediately they lose one die type of Vigor. Each day that a person is infected they must make another Vigor roll or lose another die type of Vigor. When the victim losses less than d4 of Vigor, they die and 1d6 more Gas Spores will be born from the corpse.

Ghast

These foul, semi-human hybrids dwell in the dark recesses of the earth, deep in the underworld where sunlight never shines. These savages are cannibalistic, even feeding on each other from time to time, but band together for raids against Gugs or Ghouls. They have noseless faces, hoofed feet, and kangaroo-like legs. They are used frequently as mounts by corrupt cavern dwellers.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d12

Pace: 8; **Parry:** 5; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghosts have tough skin.
- **Bite/Claw:** Str+d6.
- **Fleet Footed:** Ghosts have a d10 running die, due to their powerful legs.

Ghost

These ghosts are spirits of hate and vengeance and will attack by throwing objects from around the environment.

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Thrown objects (Str+d4)

Special Abilities

- **Ethereal:** Ghosts are immaterial and can only be harmed by atomic plasma beams.
- **Fear (-2):** Ghosts cause Fear checks at -2 when they let themselves be seen.
- **Fearless:** Ghosts are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Ghoul

Ghouls live in tunnels beneath graveyards in both the waking world and the Dreamlands. They have canine features, a moldy odor, rubbery skin, and disgusting habits—especially that of feeding upon the flesh of man. They generally possess the means to travel back to the Crag of the Ghouls in the Dreamlands, where they often share their repast. Whether this is through a Gate or an ancient tear in the fabric of space varies from band to band.

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

Skills: Fighting d6, Climbing d12, Notice d6, Stealth d12

Pace: 8; **Parry:** 5; **Toughness:** 7 (1)

Terror: -2; **Mental Anguish:** Spirit+d6

Special Abilities

- **Armor +1:** Ghouls have thick hide.
- **Bite/Claw:** Str + d6.
- **Burrowing 6”:** Ghouls can dig through soft earth and unworked stone allowing them to disappear and reappear on the following action anywhere within 6”.
- **Infection:** Any character suffering a wound from a Ghoul must make an immediate Vigor roll. Success indicates he is fine. Failure grants him an immediate level of Fatigue. A Critical Failure indicates the character is infected. Infected characters usually have d6 months before the transformation is complete (and the character becomes unplayable). Details on removing this infection can be located in certain old tomes, as well as through negotiation with Ghoul bands.
- **Spells:** Ghouls with a d10 Smarts or greater know a d4 spells chosen by the GM.

Giant, Frost

Frost Giants grow anywhere from 18' to 21' tall. They appear as massive Vikings with a similar culture. They live exclusively in frigid, mountainous regions. They typically keep Polar Bears or Winter Wolves as pets. In Shan, Frost Giants are usually rare to encounter.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

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

Pace: 8, **Parry:** 6 (5 when using a Greataxe or Warhammer), **Toughness:** 15 (2)

Edges: Sweep

Gear

- **Greataxe and Warhammer:** Frost Giants prefer either Greataxes (Str+d8, AP 1, Parry -1, Requires 2 hands) or Warhammers (Str+d8, Parry -1, Requires 2 hands).
- **Iron Armor:** +2 Toughness.
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Frost Giants are immune to cold and cold-based attacks.
- **Large:** Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.
- **Size +5/+6:** Frost Giants are 18'-21' tall.
- **Weakness (Fire):** Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.

Giant, Fire

Fire Giants thrive in the interior of mountains tapping into the volcanic activity of the deep and forging mighty weapons. They appear as humongous Dwarves and are about the same size as Frost Giants. Fire Giants rank higher than their Frost Giant cousins in the Ordning, due to their fierceness in combat and skills in weaponry. They typically keep Hydras or Hell Hounds as pets. In Shan, Fire Giants are usually rare to encounter.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

Edges: Level Headed, Improved Sweep

Gear

- **Brass Armor:** +2 Toughness.
- **Brass Shield:** Parry +1, Armor +2 to ranged shots.
- **Giant Longsword:** Fire Giants prefer Giant Longswords (Str+d8, AP 2).
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.

- **Large:** Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.
- **Size +5/+6:** Fire Giants are 18'-21' tall.
- **Weakness (Cold):** Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

Giant, Quanch

Quanch Giants originally come from the mountains of Wikinrovia. They are used in Therwyndia to guard the Fortress of Osklabndia and the area around Tai Shan.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 12

Edges: Sweep

Gear: Quanch Giants prefer stone mauls (Str+d10).

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** Quanch Giants are over 12' tall.

Giant, Stone

Stone Giants live deep in the interior of mountains where they practice carving artistic sculptures and feats of athleticism. They are more lithe compared to other giants, but they are quite graceful creatures. Even though Fire Giants rank beneath Frost Giants in the Ordning, they are peculiar creatures who prefer their isolation. Stone Giants are typically 14'-18' tall. They're incredibly adept at throwing rocks. In Shan, Stone Giants are usually extremely rare to encounter.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d12+6, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Throwing d10

Pace: 8, **Parry:** 5, **Toughness:** 13 (2)

Edges: Sweep, Trademark Weapon (any boulder chosen by the giant)

Gear

- **Rocks:** Range 5/10/20, Str+d8 Damage.
- **Stalactite/Stalagmite Club:** Stone Giants take great pride in carving ornate clubs from stalactites and stalagmites (Str+d6).

Special Abilities

- **Armor +2:** Stone Giants have perfected armor made from leather with shales of stone inserted into them.
- **Large:** Attackers add +2 to their attack rolls when attacking a Stone Giant due to its large size.
- **Size +4/+5:** Stone Giants are 14'-18' tall.

Giant Constrictor

Anacondas, boas, and many other constrictor snakes are big to begin with; this version is large enough to swallow a cow!

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d10

Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 13

Special Abilities

- **Bite:** Str+d10. When they get a raise on their Fighting roll, they constrict instead of biting.
- **Constriction:** A constrictor can grab a target and squeeze. It does Str+d8 that round, and each round after, until the victim gets a raise on an opposed Strength roll.
- **Large:** Opponents get a +2 to attack rolls.
- **Size +6**

Giant Gar

Giant Gar are huge fish capable of swallowing humans whole.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d12+2

Skills: Fighting d6, Swimming d12+1, Notice d10

Pace: -; **Parry:** 5; **Toughness:** 20 (3)

Special Abilities

Armor +3: Bony scales.

- **Bite:** Str+d8; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Grab:** Pin opponent if hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Aquatic:** Swimming Pace of 13", and cannot drown.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Giant Venomous Snake

These are supersized versions of cobras, rattlesnakes, cottonmouths, and other venomous snakes. They're usually 20-30' long.

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

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

Pace: 6; Parry: 6; Toughness: 10

Special Abilities

- **Bite:** Str+d6.
- **Large:** Opponents get a +2 to all attack rolls.
- **Size +4**
- **Venom (-2):** if the giant snake gets at least a Shaken result with his Bite, it injects the target with its poison. Make a Vigor roll at -2; if you fail, you take 2d8 damage and a level of Fatigue. If you succeed, you only take the Fatigue level, or none with a Raise. Lost Fatigue returns at 1 level per day of rest.

Gorgon

Gorgons appear as large bull-like creatures with metallic, scale-like hide and a powerful breath weapon.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12+2

Skills: Fighting d8, Tracking d12+1, Notice d12+1

Pace: 6; Parry: 6; Toughness: 15 (3)

Special Abilities

- **Armor +3:** Natural armor.
- **Horn:** Str+d6.
- **Hooves:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer breath damage. The Gorgon's breath can turn living creatures to stone. All creatures not making their Agility rolls must make a Vigor roll. Successful Vigor rolls result in 2d8 Damage. A failure causes 3d8 damage and a Critical Failure results in turning to stone.
- **Size +3:** Six feet tall; Toughness +3.

Gray Ooze

A Gray Ooze is an amorphous blob that secretes acid. It attacks by forming itself into a snake-like shape.

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d10, Vigor d12+3

Skills: Fighting d6

Pace: 2; Parry: 5; Toughness: 9

Special Abilities

- **Slam:** Str+d6; +2 acid damage; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").

- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Fire, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

Green Slime

This creature looks like...well, like slime! Its acidic touch eats away inanimate objects, and turns any flesh it contacts into more slime. The slime itself isn't really a living opponent, so it should be treated more as an environmental hazard rather than a monster. Contact with the slime will immediately begin to dissolve any metal or wood it contacts; if it's not burned or frozen off within 3 rounds, the items will be rendered useless, and will be completely dissolved in 6 rounds. Any cold or fire based magic will destroy it utterly, or flames equivalent to a normal torch (though these will damage the victim as well, of course!). If the slime isn't removed from living flesh in 3 rounds, the target must begin making Vigor saves each round or take 2d6 damage as they're turned into slime themselves.

Halagrom

Halagroms are large, bull-like creatures with long shaggy fur and large horns that are prized for their use as horns and drinking vessels.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d4, Notice d6

Pace: 7, **Parry:** 4, **Toughness:** 10

Special Abilities

- **Horns:** Str+d6
- **Gore:** Halagroms charge maneuver to gore their opponents with their long horns. If they can move a least 6" before attacking, they add +4 to their damage total.
- **Size +2:** Halagroms are large creatures.

Hellhound

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire and their teeth are oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and other evil wizards.

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

Skills: Fighting d6, Notice d10, Stealth d6

Pace: 8, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Bite:** Str+d6

- **Fear:** Anyone who sees a Hellhound must make a Fear check.
- **Fleet Footed:** Hellhounds use a d10 for running.
- **Go for the Throat:** If a Hellhound gets a Raise on its attack roll, it strikes its opponent's least protected area.
- **Immunity (Fire):** Hellhounds take damage from fire.
- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.

Hieracosphinx

A species of Sphinx with a hawk head and wings.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Edges: Sweep

Special Abilities

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Flight:** Flying Pace of 12" and Climb -1.
- **Size +2:** Nine feet long; Toughness +2.

Ice Toad

Ice Toads are an intelligent race of toads that live in frigid climate. They have their own strange language and religion and love to collect treasure. They attack by using their tongues to grapple their prey and bite them. They also have a cold-radiating attack.

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

Skills: Fighting d6, Intimidation d6, Notice d4,

Pace: 7, **Parry:** 6, **Toughness:** 11 (1)

Special Abilities

- **Bite:** Str+d4
- **Cold Radiation:** This attack can only be made every other round. The toad uses a Medium Blast Template radiating from its body. Any creature that isn't immune to cold-based attacks must make an Agility roll to clear the area or suffer 3d6 Damage.
- **Tongue Grapple:** It's tongue has a Reach of 1 and requires an opposed Fighting roll to determine if its prey is caught. A Raise by the toad means its prey is also Shaken. Once entangled, the victim may make an opposed roll using either Strength or Agility. A success means the victim is free but the attempt consumed their Action. A Raise means the victim

is free and may act normally. If the victim cannot free itself, the toad bites its victim. An entangled victim may try a different Action while entangled, but it is at a -4.

[WC] Jarl Grugnur (Frost Giant)

Grugnur wears a massive chain around his neck and fights using a massive, two-handed sword. If his enemies are out of reach and begin a barrage of ranged attacks, he will don his shield and fight with the chain jack.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

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

Pace: 8, **Parry:** 6 (5 when using two-handed sword), **Toughness:** 16 (3)

Edges: Sweep

Gear

- **Two Handed Sword +4:** Str+d10, -1 Parry, 2 Hands, +4 Damage.
- **Chain Jack:** Str+d6, Reach 1.
- **Shield +1/+4:** Shield +1 Toughness/+4 vs. ranged attacks.
- **Iron Armor:** +2 Toughness.
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Frost Giants are immune to cold and cold-based attacks.
- **Large:** Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.
- **Size +5/+6:** Frost Giants are 18'-21' tall.
- **Weakness (Fire):** Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.

[WC] Jarl's Lady - Vergna

Vergna wears a large, sabretooth cloak and fights with an iron mace. The two Winter Wolves, Sloker and Doker, are her pets and will obey her fighting commands.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

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

Pace: 8, **Parry:** 6, **Toughness:** 15 (2)

Edges: Sweep

Gear

- **Iron Mace:** Str+d8
- **Iron Armor:** +2 Toughness.
- **Rocks:** Range 3/6/12, Str+d6 Damage

Special Abilities

- **Immunity:** Frost Giants are immune to cold and cold-based attacks.
- **Large:** Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.
- **Size +5/+6:** Frost Giants are 18'-21' tall.

- **Weakness (Fire):** Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.

Jermlaine

These small (about 1' tall) cave dwellers look like tiny humanoids with brownish-gray skin that is mottled and wrinkly. They attack from hiding, striking quickly and moving away over and over, harrying their opponents with sneaky tactics. They are mischievous and enjoy sabotaging adventurers' gear.

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

Skills: Climb d8, Fighting d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d8

Pace: 6; **Parry:** 4; **Toughness:** 4

Gear

- **Darts:** 3/6/12, 1d4 damage. With a raise on their Shooting roll, the dart hits the target in their least armored spot. The darts are typically poisoned; the target must make a Vigor check or take a level of Fatigue. This effect wears off after 1 hour.
- **Small Bow:** 10/20/40, 1d6 damage.
- **Small Javelin:** 3/6/12, Str+d4 damage. These are small, light throwing spears, useless in melee.

Special Abilities

- **Cowardly:** Jermlaines will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run.
- **Cunning:** Jermlaine's get a +2 to all their Stealth and Taunt rolls, so long as they outnumber their opponents.
- **Darkvision:** They halve all lighting penalties.
- **Size -2**

Jin Chan

Jin Chan are huge toads that live in swamps. They are notorious for hoarding the treasure they have accumulated from their victims. Even if the Jin Chan is killed, it is still a difficult task to retrieve its treasure from the mire and muck at the bottom of their swampy lair.

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

Skills: Fighting d6, Notice d6, Throwing d10

Pace: 6, **Parry:** 5, **Toughness:** 8

Special Abilities

- **Bite:** Str+d6
- **Leaping:** Jin Chans can leap 6", +2" with a Strength roll.
- **Size +2:** Jin Chans are large creatures roughly the size of a cow.
- **Tongue Strike:** These large toads can fire their tongues up to 3" with exceptional accuracy (use Throwing for this attack). This is like a Grapple attack (see *Savage Worlds Deluxe*

Exploer's Edition), and the toad can damage in subsequent rounds using Grapple rules but doing Bite damage.

Kara Barak

These creatures are black furred, gnoll-like humanoids with heads that look like hyenas. Kara Barak means “black dog” in Shanese. They are cruel and eat most creatures they kill. They are also scavengers and will eat the kills of other creatures too. In larger groups, they typically have a large beast such as an ogre, troll, or giant to help them fight.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

Pace: 6, **Parry:** 6 (7 with shield), **Toughness:** 7 (1)

Gear:

- **Armor:** Boiled leather (+1 Toughness) and Medium Shield (+1 Parry)
- **Weapons:** Typically, Kara Barak have swords, axes, spears, bows, or crossbows.

Special Abilities

- **Low Light Vision:** Kara Barak ignore penalties for Dim and Dark Lighting
- **Scent:** Kara Barak get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

[WC] The Keeper (Quanch Giant)

The Keeper is a rotund, misshapen giant with but one good eye. He is wicked, cruel and always has two fierce Dire Wolves, Snarggle and Howlfik, that are constantly with him and will protect him. He fights with a huge Battle Axe named Doobler.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 15 (2)

Edges: Sweep

Gear: Doobler is a Battle Axe +3 Damage; Str+d8. The Keeper also wears a large, mail shirt that provide +2 Toughness.

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** The Keeper is over 12' tall.

[WC] King Snurre (Fire Giant)

King Snurre is a huge Fire Giant who is always accompanied by his two Hellhounds, Grindy and Madeye. He is over 20' tall and wears black iron armor and a necklace of skulls around his neck. He fights with a huge, two-handed sword with flames along its blade. He also wears a dragon hide cloak.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

Edges: Level Headed, Improved Sweep

Gear

- **Black Iron Armor:** +2 Toughness.
- **Dragon Hide Cloak:** This garment reduces damage from cold-based attacks by 50%.
- **Two-Handed Longsword +4:** +4 to Fighting. Besides the stats for the sword (Str+d10+6 fire damage, AP 2), it also gives a 1 in 6 chance of catching someone on fire, see SWDE page 101.
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.
- **Large:** Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.
- **Size +5/+6:** Fire Giants are 18'-21' tall.
- **Weakness (Cold):** Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

[WC] King's Torturer – Trivus (Fire Giant)

Trivus is a wicked Fire Giant who gets his jollies from torturing and abusing any and all creatures the King gives him permission to. He wields a huge sword and will try to trap his opponents in the iron maiden sitting nearby.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

Edges: Level Headed, Improved Sweep

Gear

- **Brass Armor:** +2 Toughness.
- **Brass Shield:** Parry +1, Armor +2 to ranged shots.
- **Giant Longsword:** Fire Giants prefer Giant Longswords (Str+d8, AP 2).
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.
- **Large:** Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.
- **Size +5/+6:** Fire Giants are 18'-21' tall.
- **Weakness (Cold):** Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

Koi Toa - Cleric

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Koi Toa Clerics serve in the temple.

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

Skills: Climbing d6, Faith d8, Fighting d6, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 6 (7 if using Shield); **Toughness:** 7(2)

Powers (any 2 of the following): Analyze Foe, Beast Friend, Bless, Detect Arcana, Entangle, Healing, Obscure

Power Points: 10

Gear

- **Dagger:** Str+d4
- **Shield:** +1 Parry

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Fighter

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Fighters serve in the temple as security.

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

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 6 (7 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Harpoon or Spear:** Range 3/6/12; Str+d6.
- **Pincer Staff:** Str+d6; Reach 1; Grapple
- **Shield:** +1 Parry
- **Short Bow:** Range 12/24/48; 2d6; ROF 1.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Monitor

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Monitors are the leaders of the Koi Toa Fighters and will be more powerful.

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

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7 (8 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Net:** Grappling
- **Pincer Staff:** Str+d6; Reach 1; Grapple
- **Shield:** +1 Parry
- **Trident:** Str+d8; Reach 1

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Pilgrim

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Pilgrim Koi Toa are untrained in combat and will usually only fight when cornered.

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

Skills: Climbing d6, Fighting d4, Notice d6, Stealth d6, Swimming d10

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Koi Toa - Whip

These creatures are humanoid in size and shape, but their features are decidedly fish-like. The Whip is a fighting Koi Toa that specializes in stealth attacks similar to an Assassin.

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

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d10, Swimming d12

Pace: 6; **Parry:** 6; **Toughness:** 8(2)

Edge: Assassin

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Garrote:** Grapple
- **Spear:** Range 3/6/12; Str+d6.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Kraag

The Kraag are a race of lizard-like creatures that have four arms and two legs. They are very cruel and have a venomous bite.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 8

Gear

- **Weapons:** Kraag typically use primitive weapons such as knives, spears, and bows.

Special Abilities

- **Bite:** Str+d6
- **Fearless:** Immune to Fear and Intimidation.
- **Venomous Bite:** In addition to the damage of the bite, victims must make a Vigor roll or be affected by their venom. Failure causes death in 1d4 days if not treated.

[WC] Lich (Asberdies)

Liches are those foul beings who have “lived” for centuries, refining and honing their mastery of the dark arts. Asberdies has no aspirations of conquest and enjoys his solitude, but will attack anyone he senses has any magical powers out of curiosity.

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

Skills: Fighting d10, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d12+2, Notice d10, Spellcasting d12

Pace: 6; **Parry:** 7; **Toughness:** 15 (6)

Gear: Magic armor (+6), bane greatsword (Str+d10+1).

Special Abilities

- **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a Lich may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Immunity:** Liches can only be harmed by magical attacks.
- **Leader of the Damned:** Non Wild Card undead within 5" add +1 to recover from being Shaken and +1 to Fighting damage rolls.
- **Spells:** Liches have 65 Power Points and know most every spell available.
- **Transfer Essence:** A Liche may transfer its essence to any Extra undead within 5". This requires a Spellcasting roll and uses 5 Power Points. On a success, the old body crumbles to dust and the new body becomes a Liche.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Zombie:** Liches are necromancers first and foremost. The undead they raise are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some Liches have entire armies of the undead at their disposal.

[WC] Life-in-Death

Life-in-Death appears as a woman half-way between life and death. She has long, golden hair and full, red lips. She also has dazzling, blue eyes with full eyelashes. The rest of her face looks like a skeleton, however. Her hands are long, skeletal hands ending in long fingernails. Life-in-Death wears long flowing robes and has powers of all her minions at her disposal.

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

Skills: Fighting d10, Gambling d10, Intimidation d12, Notice d10, Shooting d10, Taunt d12, Throwing d10

Charisma: -2, **Pace:** 6, **Parry:** 6, **Toughness:** 11

Special Abilities

- **Claws:** Str+d4
- **Deluge of Disease:** This attack creates a deluge of diseased blood that descends from the sky using a Medium Burst Template. Any character caught within the template must make an Agility roll to evade the deluge. Those failing must make a Vigor roll or suffer disease. A failed Vigor roll results in one level of Fatigue. Life-in-Death uses Shooting for this ability. (Range 10/15/20)
- **Deluge of Lightning:** The attack is three separate lightning bolts that descend and target three separate targets using Small Burst Templates. Each attack is rolled separately using

Life-in-Death's Shooting. Targeted character must make an Agility roll to evade the strike or suffer 3d4 damage. (Range 10/15/20).

- **Fear (-2):** Life-in-Death causes Fear checks at -2 when she is first seen.
- **Fearless:** Life-in-Death is immune to Fear and Intimidation.
- **Master of Test of Wills:** +2 to both Intimidation and Taunt.
- **Power Regeneration:** Life-in-Death regenerates enough Power Points while she disappears to cast any of her spells one time when she reappears.
- **Roll the Bones:** Life-in-Death invokes this power when she feels like gambling – which she enjoys. Each character makes an opposed Gambling roll against Life-in-Death. The GM and players are free to haggle over the stakes, but a good beginning bet would be 2d6 points of damage. Every player treats their roll as a separate stake. For example, if four players gamble with Life-in-Death and two succeed while two others fail, the two successes would essentially deliver 4d6 damage to Life-in-Death while each of the failed attempts would deliver 2d6 damage to each of the failed players.
- **Summon Minion:** Life-in-Death can summon 1d4+2 minion Extras (Corpse Golem, Mummy, Skeleton, or Zombie) every four rounds.
- **Disappearance and Reappearance:** Life-in-Death can disappear and reappear at will while in The Land of Nod.
- **Tornado of Bones:** A swirling vortex of sharpened bones shoots out of Life-in-Death's hands. Use a Cone Template for this attack emanating from her location. Any character caught within it must make an Agility roll to jump free or suffer 2d6 damage. Life-in-Death rolls Shooting for this attack. (Range 10/15/20).
- **Scythe:** This weapon is very long (Str+d6, Reach 2).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Lizard, Fire

Fire Lizards are sometimes known as False Dragons because they resemble a Red Dragon but lack wings and the intelligence of a Dragon.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Notice d4, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 17 (2)

Special Abilities

- **Armor +2:** Scales.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.
- **Immunity:** Fire.
- **Weakness:** Cold (double damage).

- **Size +7:** Thirty feet long; Toughness +7.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

Lizard, Gwal (Subterranean Lizard)

These large lizards are aggressive and like to drop down on their victims from above.

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

Skills: Climbing d10, Fighting d8, Notice d6, Stealth d8

Pace: 6, **Parry:** 6, **Toughness:** 6 (1)

Special Abilities

- **Armor +1:** Scaly hide.
- **Bite:** Str+d6
- **Wall-Walking:** Gwal Lizards can move on all but the smoothest vertical surfaces with ease and can move upside down with a Climbing roll.
- **Sprint:** Gwal Lizards move at a Pace of 6 normally, but roll a d8 for running.

Longma

Longmas look like horses with scales, wings, and the head of dragon. They live high in the Mhuzheer Mountains around the Sea of Clouds. They are extremely difficult to ride.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8 (Flying 12, Climb 6), **Parry:** 5, **Toughness:** 8

Special Abilities

- **Kick:** Str
- **Size +2:** Longmas are as big as horses.
- **Steed:** To ride a Longma, new riders must make a Riding roll four successful times. A Raise counts as two successes no matter how many Raises. Failure of the Riding roll results in erratic bucking that could cause being thrown. A roll of 1 or 2 on the Trait die regardless of Wild die results in being thrown and having to start over. For Longmas, this roll is made at -4.

Lurker Above

Lurkers camouflage themselves as cavern terrain and unfurl into a manta ray-like shape to sail down and attack their prey.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Climbing d12+1, Tracking d10, Notice d10, Stealth d8

Pace: 2; **Parry:** 6; **Toughness:** 19 (3)

Edges: Combat Reflexes, Level Headed

Special Abilities

- **Armor +3:** Natural armor.
- **Slam:** Str+d8; Constrict.

- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Flight:** Flying Pace of 8" and Climb -1.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 1".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Weakness:** Light sensitive.
- **Energy Resistances:** -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either piercing or slashing weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Malvrat

Malvrats are large, flying, bat-like creatures that are used by the Elite Palace Guard of Osklabndia and are stabled in the highest towers. The Elite Guard ride them on patrols around Tai Shan. There are some wild colonies that live in other parts of Tai Shan's mountain ranges, but they are tougher to ride.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6

Pace: 6 (Flying 6, Climb 3), **Parry:** 6, **Toughness:** 8

Special Abilities

- **Bite:** Str+d6
- **Size +2:** Malvrats are as big as horses.
- **Steed:** To ride a tamed Malvrat, new riders must make a Riding roll two successful times or once with a Raise. Failure of the Riding roll results in erratic bucking that could cause being thrown. A roll of 1 or 2 on the Trait die regardless of Wild die results in being thrown and having to start over. For wild Malvrats, a successful Riding roll must be made four times. After completing the appropriate number of successful Riding rolls, the creature has now become used to the rider and no rolls are needed again.

Manticore

A Manticore has the body of a lion and a vaguely human head. Its mouth contains three rows of razor sharp teeth and its tail ends in a ball of darts or spines. Manticores are fierce predators and devour every part of their victims, including their gear.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6

Pace: 8, Parry: 6, Toughness: 9

Special Abilities

- **Bite/Claw:** Str+d6
- **Defensive Volley:** Rather than fire its tail darts at one target, the Manticore may launch them in a circular pattern. The Manticore makes a single Shooting roll against all targets within range. Victims suffer 2d6 damage. The Manticore may take no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least 3 volleys of darts left for this ability to work.
- **Improved Frenzy:** Manticores may make two fighting attacks each action with no penalty.
- **Tail Darts:** Each round, a Manticore may fire a volley of darts at one target (Range: 4/8/16, Damage: 2d6). It may not fire its darts at the same target it attacks with its claws or bite during the same round. A Manticore can only fire 10 volleys in a single day.
- **Size +2:** Manticores weigh over 600 pounds.

Mind Flayer

Mind Flayers are purple-skinned, octopus headed beings who use Psionic powers.

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

Skills: Fighting d8, Intimidation d10, Persuasion d10, Repair d10, Notice d10, Stealth d10, Psionics d12

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

Edges: Arcane Background (Psionics), Frenzy, Improved Frenzy, Level Headed

Powers: Banish (plane shift self), Flight (levitate), Mind Reading, Puppet, Stun (mind blast cone)

Special Abilities

- **Armor +1:** Spongy purple flesh.
- **Tentacles:** Str+d6; Reach 1"; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.

Mold, Brown

Brown Mold is an environmental hazard that can be found in various sizes (Small, Medium, or Large Burst Templates). Brown Mold feeds off of the heat in the environment, especially from living creatures. The area around Brown Mold patches will be noticeably colder. Attacking Brown Mold with fire or heat-based weapons will feed it and cause the patch to swell with vibrancy. Cold-based attacks kill the mold taking 1 round per 1" of coverage.

Brown Molds expel spores that cause Fatigue giving the mold more time to extract heat from its victims. The effective range of the spore cloud is twice the size of the mold patch. Each round a

person is in the effective range of the mold, they automatically suffer Fatigue, Exhaustion, and finally, Incapacitation unless they move out of the area (See SWDE section on Fatigue). It takes 3 hours per level of Fatigue to recover from ingesting the spores.

Mold, Yellow

Yellow Mold is, like corrosive slime, an environmental hazard rather than a true monster. It can be found in patches of varying sizes (Small, Medium, or Large Burst Template), always underground, and usually scattered with bones and bits of stone and metal. A hero approaching a Yellow Mold must make a Notice roll to spot the Mold in time to avoid the nasty consequences of stepping into it. The Notice roll is modified by lighting conditions and other circumstances, as usual. Any flesh, wood, leather, or other organic material that comes in contact with the mold is attacked by a digestive enzyme doing 2d6 damage each round you're in the mold and for 1d4 rounds after you've left. (It takes only one round for the enzyme to eat through a pair of boots and start attacking your feet!)

The mold can be killed with fire; you can clear away a 1" section of it each round with a torch, and a Blast spell of sufficient size will wipe it out entirely. When burned, there's a 1 in 6 chance the mold will release its one defense mechanism: a massive cloud of spores. These spread out in a radius around the mold (1" for Small, 2" for Medium, 4" for Large); anyone caught in the cloud must make a Vigor roll each round they're inside or take a level of Fatigue. Those reduced below Incapacitated choke to death.

Mummy

Mummies are undead powerful Egyptians preserved through chemicals and dark magic. The souls have been bound to their preserved flesh through strong, necromantic forces known to a select few.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidate d8

Pace: 4, **Parry:** 6, **Toughness:** 10

Special Abilities

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fearless:** Mummies are immune to Fear and Intimidation.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound. Victims who die because of "mummy rot" may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

- **Weakness (fire):** The chemical used in the preservation process means mummies take +4 damage from fire.

Nian

A Nian is a wingless dragon that is afraid of the color red and loud noises. They typically feed on farmer's animals such as sheep, goats, pigs, and chickens. They will not fight unless provoked.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d8

Pace: 6, **Parry:** 7, **Toughness:** 13(4)

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Fear:** Upon first encountering a Nian, must make a Fear roll.
- **Large:** Attackers add +2 to their attack rolls when attacking a Nian due to its large size.
- **Size +5:** Nian are over 20' long from snout to tail and weigh around 3,000 lbs.
- **Tail Lash:** A Nian can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Strength -2.

Nightmare

Nightmares are demonic steeds. They are black as night, with fiery hooves and eyes. They only accept evil riders, throwing off and stomping those of good heart.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 10 or 13 (3)

Gear: Some necromancers give their nightmares barding (+3)

Special Abilities

- **Brave:** Nightmares are not prone to fright and gain +2 to Fear checks.
- **Fleet Footed:** Nightmares roll a d8 for their running die. Nightmares run just above the surface of the ground and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+d6.
- **Size +3:** Nightmares weigh between 800 and 1000 pounds.

[WC] Nyarlathotep

This manifestation isn't the true form of Nyarlathotep, but just one manifestation on this world. Nyarlathotep appears as a large mummy wound in black and wears a large, ornamental Egyptian Pharaoh headdress.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidate d10, Notice d8, Spellcasting d10

Charisma: -1, **Pace:** 4, **Parry:** 7, **Toughness:** 12(2)

Gear: Ancient bronze armor (+2), long sword (Str+d8)

Special Abilities

- **Arcane Background (Magic):** Nyarlathotep knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation). **Power Points:** 30.
- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fear:** Anyone seeing Nyarlathotep must make a Fear roll.
- **Fearless:** Nyarlathotep is immune to Fear and Intimidation.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound. Victims who die because of “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Nyarlathotep rolls a d4 running die.
- **Slam:** Str+d4
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (fire):** The chemical used in the preservation process means mummies take +4 damage from fire.

[WC] Obmi (Dwarf)

Obmi has been Snurre’s advisor for 25 years after he was taken as a slave for five years. He is a deceitful Dwarf.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10 (due to Gauntlets), Vigor d8

Skills: Climbing d6, Fighting d8, Knowledge (Stonecraft) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

Pace: 5; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Greedy (minor), Loyal (Snurre)

Edges: Improved Dodge, Improved Extraction

Gear: Armor (+2 Toughness), Shield (+2 Toughness), Battle Axe (Str+d8+1), Hammer (Str+d8+3)

Special Abilities:

- **Gauntlets of Ogre Power:** These give Obmi a boost of one die type on his Strength.
- **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- **Ring of Invisibility:** As the Power (SWFC page 39).

Ochre Jelly

These creatures are about 15’ in diameter and about 6” thick but can squeeze through narrow cracks and crannies. They attack by enveloping and squeezing their prey. They ooze acid from their bodies.

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d8, Vigor d12+2

Skills: Fighting d6, Climbing d10

Pace: 2; **Parry:** 5; **Toughness:** 11

Special Abilities

- **Slam:** Str+d6; +2 acid damage; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Electricity, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Size +2:** Increases Toughness by +2.

Ogre

Ogres are kin to orcs and lesser giants. They are often taken in by orc clans, who respect the dumb brutes for their savagery and strength. Orcs often pit their "pet" ogres in savage combats against their rivals' ogres.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7, **Parry:** 6, **Toughness:** 11 (1)

Edges: Sweep

Gear

- **Weapons:** Ogres typically attack with huge clubs, Str+d8.
- **Armor +1:** Ogres wear thick hides.

Special Abilities

- **Size +3:** Ogres are over 8' tall.

Ogre Magi

Ogres Magi are slightly smarter than other ogres and use primitive, shamanistic powers.

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

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7, **Parry:** 6, **Toughness:** 11 (1)

Edges: Sweep

Gear

- **Weapons:** Ogres typically attack with huge clubs, Str+d8.
- **Armor +1:** Ogres wear thick hides.

Special Abilities

- **Powers 2:** Ogre Magi will typically know 2 Powers at Novice level and have 10 Power Points.
- **Size +3:** Ogres are over 8' tall.

Orc

Orcs are savage, green-skinned humanoids with pig-like features, including snouts and sometimes even tusks. They have foul temperaments, and rarely take prisoners.

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

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6, **Parry:** 5, **Toughness:** 8 (1)

Gear

- **Weapons:** Orcs use a variety of weapons.
- **Armor +1:** Orcs typically wear leather armor or armor they've scavenged.

Special Abilities

- **Infra-vision:** Orcs can see well in the dark; half lighting penalties (round up).
- **Size +1:** Orcs are slightly larger than humans.

Piercer

These camouflaged creatures appear as stalactites so long as they remain motionless. They wait for prey to walk beneath them and then drop on them to attack.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d8

Skills: Fighting d8, Climbing d12, Notice d10, Stealth d12

Pace: 4; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Drop:** Piercers gain a +3 to their attack when first dropping on their prey.
- **Wall Walker:** Piercers can move on any surface at its normal Pace.

[WC] The Plague Doctor

The Plague Doctor appears in a long, black cloak, a large, wide-brimmed hat, and with a big mask with eye holes and a long beak. The Plague Doctor looks a lot like a humanoid crow and he is constantly surrounded by a murder of crows which he bids attack at his will.

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

Skills: Intimidation d6, Fighting d6, Shooting d6, Throwing d6, Notice d8

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Crow Attack:** Every few rounds the Plague Doctor sends his murder of crows at one player at random. The Plague Doctor rolls Shooting for this attack (Range 10/15/20, Damage 2d6).
- **Fear:** Anyone seeing The Plague Doctor must make a Fear roll.
- **Fearless:** The Plague Doctor is immune to Fear and Intimidation.
- **Gobs of Diseased Flesh:** The Plague Doctor's standard attack is throwing gobs of diseased flesh at his enemies (Range 6/10/12, SBT, a direct (center of SBT) hit does 1d4 Damage and the character suffers -2 to all Trait Tests for three rounds, an indirect hit (edges of SBT) does no Damage but character suffers a -2 to all Trait Tests for one round). Characters must roll Agility to evade. If hit, Character do not get to roll Vigor checks since the diseased flesh creates nausea in the characters instead of infecting them with disease.
- **Staff:** For melee attacks, the Plague Doctor uses his staff for Str+d6 damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Polar Bear

Polar Bears are used by giants as guard beasts.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Swimming d6

Pace: 8, **Parry:** 6, **Toughness:** 10

Special Abilities

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6
- **Size +2:** Polar Bears can stand up to over 8' tall and weigh over 1,000 pounds.

[WC] Priest-Prince Va-Guulgh (Koi Toa)

Monitors are the leaders of the Koi Toa Fighters and will be more powerful. Va-Guulgh is the most powerful Koi Toa in the Shrine.

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

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Gear

- **Dagger:** Str+d4

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.

- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

Purple Worm

Purple Worms are gigantic worms that grow up to 80' long. They have a huge stinger on their tail.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12+5, Vigor d12+3

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

Pace: 4; **Parry:** 8; **Toughness:** 24 (5)

Special Abilities

- **Armor +5:** Natural armor.
- **Bite:** Str+d8; Grab.
- **Sting:** Str+d8; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Burrow:** Can burrow and reappear within 4".
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Size +10:** Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Pyrohydra

This version of the Hydra is also a multi-headed beast. It breathes fire rather than having the ability to grow new heads to replace ones lost in combat like other hydras.

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

Skills: Fighting d6, Intimidation d10, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, Reach 1.
- **Fiery Breath:** Pyrohydras breathe fire using the Cone Template. Every target within this

cone may make an Agility roll at –2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. Individual heads may not attack with bite in the round they breathe fire.

- **Multiple Heads:** Pyrohydras have five heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than three heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated. Damage caused to heads does not affect the Pyrohydra, though it dies when the last head is severed.
- **Size +5:** Pyrohydras are large creatures. Most weigh over 10,000 pounds.

[WC] Queen Frupy (Fire Giant)

Frupy is a huge, ugly brute who is cunning in combat. She has two pet Hellhounds named Slag and Ironjaw. Frupy wears Black Dragon armor and uses a huge iron scepter as a mace.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

Edges: Level Headed, Improved Sweep

Gear

- **Black Dragon Armor:** +2 Toughness.
- **Iron Scepter:** Str+d8
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.
- **Large:** Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.
- **Size +5/+6:** Fire Giants are 18'-21' tall.
- **Weakness (Cold):** Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

[WC] Quolp-Ool – Chief Whip (Koi Toa)

These creatures are humanoid in size and shape, but their features are decidedly fish-like. The Whip is a fighting Koi Toa that specializes in stealth attacks similar to an Assassin. Quolp-Ool is the leader of the Koi Toan Whips.

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

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d10, Swimming d12

Pace: 6; **Parry:** 7; **Toughness:** 9(2)

Edge: Assassin, Improved Counterattack

Gear (some combination of the following)

- **Dagger:** Str+d4
- **Garrote:** Grapple
- **Spear:** Range 3/6/12; Str+d6.

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.
- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).
- **Low Light Vision:** Koi Toa ignore any penalties for Dim and Dark lighting.
- **Resistance (Lightning):** Koi Toa take half damage from lightning-based attacks.

[WC] The Reaver of Skulls

The Reaver of Skulls resides in the Sepulcher of Gloom, an ancient ruin in the Jungles of Yi-Awm. The Reaver is eight feet tall, has the head of a bull's skull, and uses a huge cleaver for its weapon. The Reaver collects the skulls of his victims and displays them in the Sepulcher.

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

Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7, **Parry:** 6, **Toughness:** 12

Edges: Sweep

Gear: Huge meat cleaver (Str+d10).

Special Abilities

- **Size +3:** The Reaver of Skulls is 8' tall.

Remorhaz

Remorhazes are huge centipede-like creatures that are about 20' long. They live in frigid environments but are able to generate intense, internal heat. They appear whitish-blue but glow red.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 8, **Parry:** 5, **Toughness:** 13 (2)

Special Abilities

- **Armor Carapace +2:** Remorhazes have thick exoskeletons.
- **Grapple:** It's favored attack is to grapple opponents with its multiple legs and swallow them whole. Its prey must be at least one size smaller than them to do this. This is an opposed Strength roll. A Raise by the Remorhaz means its prey is also Shaken. Once entangled, the victim may make an opposed roll using either Strength or Agility. A success means the victim is free but the attempt consumed their Action. A Raise means the victim is free and may act normally. If the victim cannot free itself, the Remorhaz swallows the victim into its gizzard. A victim in its gizzard suffers 3d6 heat damage and may try to cut their way out from the inside. A successful wound inflicted from the inside of the gizzard means the victim has cut their way out. Grappled victims may try a different Action while entangled, but it is at a -4.

- **Large:** Attackers add +2 to their attack rolls when attacking a Remorhaz due to its large size.
- **Size +5:** They are 20' long and can rear up to height of 8' tall.

Roper

A Roper appears as part of the natural formations of a cave, looking essentially like a stalagmite with tentacles.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+5, Vigor d12+4

Skills: Fighting d8, Climbing d12+4, Notice d12+3, Stealth d12+1, Throwing d6

Pace: 2; **Parry:** 6; **Toughness:** 18 (4)

Gear: Strands (Throwing; range 3/6/12; Str+d6; Strength)

Special Abilities

- **Armor +4:** Natural armor.
- **Bite:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Immunity:** Electricity.
- **Weakness:** Fire (double damage).
- **Energy Resistance:** -2 damage from cold.
- **Size +4:** Nine feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

[WC] Royal Headsman – Olvad the Grim (Fire Giant)

Olvad is a surly Fire Giant who thrills in lopping off heads and appendages. He wields a huge headman's axe and will try to throw his opponents down the well nearby.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

Skills: Fighting d8, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

Edges: Level Headed, Improved Sweep

Gear

- **Brass Armor:** +2 Toughness.
- **Brass Shield:** Parry +1, Armor +2 to ranged shots.
- **Headsman's Axe:** Olvad's axe is a non-magical +2 axe (Str+d8+2, AP 2).
- **Rocks:** Range 3/6/12, Str+d6 Damage.

Special Abilities

- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.
- **Large:** Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.
- **Size +5/+6:** Fire Giants are 18'-21' tall.

- **Weakness (Cold):** Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

Rust Monster

A Rust Monster is a crab-like creature with a long tail. It eats metal objects destroying them upon touching them with its long antennae.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Antennae Touch:** Str+d6; Rust.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".

Sachawure

A Sachawure is a large ape-like creature that resembles a Sasquatch but has a large, black, felt-covered horn growing out of its forehead. By some unknown way, the Sachawure secretes something from its horn that causes confusion similar to the Power Confusion does.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 8, **Parry:** 6, **Toughness:** 7

Edges: Berserk, Combat Reflexes

Special Abilities

- **Claw/Bite:** Str+d6
- **Confusion:** The Sachawure automatically secretes the chemical from its horn in combat that causing his foes to become disoriented. Victims of this chemical must make a Smarts roll at -2 at the beginning of every round or become Shaken.
- **Fleet-Footed:** When running on all fours, Sachawures have a Pace of 8 and roll a d8 for running.
- **Leaping:** Sachawure can leap 3", +1" with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.

Salamander

Salamanders are salamander-like, humanoid hybrids that are fire-based creatures of some intelligence.

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

Skills: Fighting d8, Intimidation d10, Knowledge (Planes) d10, Repair d12+1, Notice d12, Stealth d10

Pace: 4; **Parry:** 7; **Toughness:** 10 (2)

Gear: Spear (Str+d6; Reach 1"; Parry +1; +2 fire damage)

Edges: Sweep

Special Abilities

- **Armor +2:** Fiery-red scales.
- **Tail Slap:** Str+d6; +2 fire damage; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Immunity:** Fire.
- **Weakness:** Cold (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

[WC] Santa Muerte

Santa Muerte appears as a strikingly white skeleton adorned in a long, white, frilly wedding dress. She continuously cackles a wicked laugh and hurls flaming skulls that explode like grenades.

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

Skills: Fighting d6, Throwing d8, Intimidation d6, Notice d8

Pace: 8, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Fear:** Anyone seeing or hearing Santa Muerte must make a Fear roll.
- **Fearless:** Santa Muerte is immune to Fear and Intimidation.
- **Skull Bombs:** Range 10/15/20, SBT, Direct (center of SBT) hit does 2d6 Damage, Indirect hit (edge of a SBT) does 1d6 Damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Shadow

These incorporeal creatures lurk in dark places and prey on living beings by draining their life force.

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

Skills: Fighting d4, Notice d8, Stealth d8

Pace: -; **Parry:** 4; **Toughness:** 7

Edges: Dodge

Special Abilities

- **Incorporeal Touch:** Victims must make a Strength roll or suffer a level of Fatigue.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Ethereal:** Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 8" and Climb 1.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

Shambling Mound

Shamblers are sentient plants that appear as a mound of rotting vegetation.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Swimming d10, Notice d10, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 12 (3)

Edges: Frenzy, Quick, Sweep, Strong Willed, Trademark Weapon (slam)

Special Abilities

- **Armor +3:** Natural armor.
- **Slams:** Str+d6; Constrict.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Immunity:** Electricity.
- **Energy Resistance:** -2 damage from fire.
- **Size +2:** Nine feet tall; Toughness +2.

Shrieker

Shriekers are a purple fungus that coexist with violet fungi. They emit a sound that attracts prey and the two species work together to kill their prey.

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

Skills: Fighting d4, Notice d4

Pace: 1; **Parry:** 4; **Toughness:** 5 (1)

Tactics: No melee attacks

Special Abilities

- **Armor +1:** Natural armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.

- **Fearless:** Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Immunity:** Sonic.
- **Size -1:** Reduces Toughness by -1.

Shui Gui

Shui Gui are aquatic apes that live in the Azure Sea. They are fast swimmers like otters. They have webbed feet and hands. They are mischievous and have been known to pull people under water and drown them.

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

Skills: Fighting d6, Notice d8, Stealth d8, Swimming d12

Pace: 6, **Parry:** 6, **Toughness:** 6

Special Abilities

- **Bite/Claw:** Str+d6
- **Swimming:** Shui Gui move at Pace 10 in the water and can stay submerged for long periods of time. When they take a victim under water, the victim must make a Vigor roll at a -1 for each round they are submerged until they fail at which point they become Incapacitated. A person may make an opposed Strength roll to break free.

Skeleton

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. They are often found swarming in vile necromancers' legions.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7, **Parry:** 5, **Toughness:** 7

Gear: Skeletons use a variety of gear.

Special Abilities

- **Bony Claws:** Str+d4
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Slithering Tracker

These creatures look like a slime trail but are fierce predators that attack as a snake and cause paralysis.

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

Skills: Fighting d6, Climbing d10, Notice d8, Stealth d12+1

Pace: 2; **Parry:** 5; **Toughness:** 8

Edges: Frenzy

Special Abilities

- **Slams:** Str+d4; Grab; Paralysis.
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Paralysis:** Victims must make a Vigor roll or be paralyzed until they next draw a Joker or hearts for initiative.
- **Size -1:** Reduces Toughness by -1.

Slug, Giant

Their mottled green skin drips with foul ichor and leaves a slimy trail wherever it goes. Unlike normal slugs, however, they have vast, round mouths full of needlelike teeth surrounded by a mass of writhing tentacles.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d6, Intimidation d10, Notice d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 19 (4)

Special Abilities

- **Armor +4:** Thick layers of fat.
- **Bite:** Str+d8
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a worm due to its size.
- **Size +8:** Giant Slugs are usually well over 30' long and 10' or more in diameter.
- **Slam:** Giant Slugs attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the slug wins, the victim suffers 4d6 damage.
- **Tentacles:** A Giant Slug may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the Giant Slug does its Strength damage automatically by rending with its teeth. A victim killed by a Giant Slug's tentacles is devoured and dissolved within a few hours.

Snow Leopard

Snow Leopards are indigenous to arctic regions.

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

Skills: Fighting d8, Notice d8, Stealth d10

Pace: 8, **Parry:** 6, **Toughness:** 8

Special Abilities

- **Bite/Claw:** Str+d6
- **Fleet Footed:** Leopards roll a d10 when running.
- **Improved Frenzy:** Snow Leopards may make two attacks with no penalty.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark lighting.
- **Pounce:** Snow Leopards often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +1**

Spiders, Giant

- Black Widow

Widows aren't the largest of the giant spiders, but their venom is particularly potent.

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

Skills: Fighting d10, Guts d8, Notice d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Edges: Quick

Special Abilities

- **Bite:** Str+d6.
- **Fear:** Opponents make a Fear roll when first encountering.
- **Venom (-4):** If the giant Black Widow gets at least a Shaken result with his Bite, it injects the target with poison. Make a Vigor roll at -4; if you fail, you take 2d10 damage and a level of Fatigue. If you succeed, you only take the Fatigue level. After 2d6 minutes, make another Vigor roll at -4; if you fail, you die. If you succeed, you take another Fatigue level. Lost Fatigue returns at 1 level per day of rest.
- **Web:** Widows are web spinners. Roll character Notice against the spider Stealth to notice the web and avoid it. Anything in the web must cut or break their way free (Toughness 9). Webbed characters can still fight, but all physical actions are at -4.

- Brown Recluse (Fiddleback)

Fiddlebacks are lurking spiders; they hunt by hiding in a darkened area and waiting for their prey to come close. Their venom slowly eats away at flesh, stripping it down to the bone unless healed.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities

- **Bite:** Str+d8.
- **Large:** Opponents get a +2 to attack rolls.

- **Size +4**
- **Venom (-2):** if the giant Fiddleback gets at least a Shaken result with his Bite, it injects the target with its horrible poison. Make a Vigor roll at -2; if you fail, you take 2d8 damage and 2 levels of Fatigue. If you succeed, you only take the Fatigue level. Either way, the poison must be removed within an hour, and the wound thoroughly cleaned (a Greater Healing spell will accomplish this, as well as a Healing roll at -2, but because so much flesh must be removed to get out the poison it inflicts a Wound at the same time!). If not removed, the area will rapidly begin to rot, and after 12 hours of excruciating pain, use the Injury table to determine the result of the poison damage. Lost Fatigue returns at 1 level per day of rest.

- Phase Spider

Phase Spiders hunt on the Material Plane but have the ability to hide on the Ethereal Plane and phase suddenly back to the Material Plane to attack.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d6, Climbing d12+1, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 11 (2)

Edges: Level Headed

Special Abilities

- **Armor +2:** Fur.
- **Bite:** Str+d6; Poison; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Size +2:** Eight feet long; Toughness +2.

- Respich Spider

Respich Spiders live naturally in the rocks around Tai Shan and the Jade Mountains. Their bodies are about the size of a large dog.

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

Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8, **Parry:** 6, **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Wall Walker:** Can walk on vertical surfaces at Pace 8.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or

break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

- Tarantula

As if the other giant spiders weren't big enough, giant tarantulas are truly monstrous creatures.

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d10

Skills: Fighting d10, Guts d12, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 13

Special Abilities

- **Bite:** Str+d8.
- **Large:** Opponents get a +2 to attack rolls.
- **Size +6**
- **Venom (-2):** if the giant Tarantula gets at least a Shaken result with his Bite, it injects the target with its poison. Make a Vigor roll at -2; if you fail, you take 2 levels of Fatigue. If you succeed, you only take the Fatigue level, or none with a Raise. Lost Fatigue returns at 1 level per day of rest.

- Trapdoor Spider

These spiders hide just beneath the surface of the earth, springing up when prey (i.e., anything smaller than them!) comes within easy reach.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+1, Vigor d8

Skills: Fighting d8, Guts d10, Notice d12, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Quick

Special Abilities

- **Bite:** Str+d6.
- **Burst of Speed:** Trapdoor spiders move at a normal Pace, but when running roll a d12.
- **Hide:** While in their holes and remaining motionless, you take a -4 to Notice rolls trying to spot them.
- **Size +1**

[WC] Sub-Chief – Grolfo (Quanch Giant)

Grolfo is an old war veteran who still packs a punch, literally. He has been the champion boxer among the Quanch Giants for years. He loves to fight small creatures bare handed for sport.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d4, Throwing d6

Pace: 8, **Parry:** 5, **Toughness:** 13

Edges: Frenzy, Improved Martial Artist

Gear: Fists Str+d6

Special Abilities

- **Large:** Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.
- **Size +4:** Grolfo is over 13' tall.

[WC] Succubus - Silussa

A succubus appears as a beautiful woman with huge wings, horns, and a long tail. Silussa is particularly seductive and gorgeous.

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d12, Persuasion d12+1, Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Strong Willed

Powers: Intangibility, Mind Reading, Puppet, Puppet (living humanoids only), Speak Language, Summon Ally, Teleport

Special Abilities

- **Armor +2:** Demonic flesh.
- **Claws:** Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Flight:** Flying Pace of 10" and Climb 0.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Change Form:** Can assume an alternate form as a normal action.
- **Immunities:** Electricity, fire and poison.
- **Energy Resistances:** -2 damage from acid and cold.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either cold iron or good weapons.

[WC] – Thoopshib (Koi Toa)

These creatures are humanoid in size and shape, but their features are decidedly fish-like. Monitors are the leaders of the Koi Toa Fighters and will be more powerful.

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

Skills: Climbing d6, Fighting d10, Notice d8, Stealth d8, Swimming d12

Pace: 6; **Parry:** 7 (8 if using Shield); **Toughness:** 8(2)

Gear (some combination of the following)

- **Shield:** +1 Parry
- **Trident:** Str+d8; Reach 1

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Koi Toa have tough scales.

- **Bite or Claws:** Str+d6
- **Immunity:** Immune to Powers Puppet and Slumber.
- **Lightning Generation:** When two or more Koi Toa link through touching, they can generate a bolt of electricity as the Power Bolt (Lightning Trapping).

Trapper

A Trapper is akin to a Lurker, except they camouflage themselves as cavern floor terrain and attack from beneath.

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d12+4, Vigor d12+2

Skills: Fighting d8, Stealth d8

Pace: 2; **Parry:** 6; **Toughness:** 19 (2)

Special Abilities

- **Armor +2:** Natural armor.
- **Slam:** Str+d8; +2 acid damage.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by slashing weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Troglodyte

Bizarre fish/lizard/human hybrids, troglodytes are equally at home in deep water and underground.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Swimming d8, Throwing d8

Pace: 6, **Parry:** 6, **Toughness:** 7 (1)

Gear: Trogs will use swords (Str+d6 damage) or short spears (range 5/10/20, Str+d4 damage) in most situations. Out of the water, they'll also use short bows (range 10/20/40, 2d6 damage).

Special Abilities

- **Aquatic:** Trogs swim at Pace 8 and can breathe both air and water.
- **Armor +1:** Tough Scales.
- **Bite/Claw:** Str+d4
- **Horrid Stench:** Trogs give off a terribly rotted-fish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3" of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; with a Raise there's no effect. Lost

Fatigue returns with 5 minutes of fresh air.

[WC] Troglodyte (Syrzan)

Syrzan is a huge Trog who has a hot temper. He will try to move the battle into the cavern where his two Wyverns, Orvo and Ssorvo (the larger one), are stabled.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Swimming d8, Throwing d8

Pace: 6, **Parry:** 6, **Toughness:** 7 (1)

Edges: Berserk, No Mercy, Improved Trademark Weapon (Flail)

Gear

- Bastard Sword (Str+d8+2)
- Flail (Str+d8+2); +2 to Fighting
- Javelins (Str+d6)

Special Abilities

- **Aquatic:** Trogs swim at Pace 8 and can breathe both air and water.
- **Armor +1:** Tough Scales.
- **Bite/Claw:** Str+d4
- **Horrid Stench:** Trogs give off a terribly rotted-fish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3" of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; with a Raise there's no effect. Lost Fatigue returns with 5 minutes of fresh air.

Troll

Trolls are large creatures that prefer to live in swampy regions. They have the ability to regenerate damage and they are terrified of fire.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Swim d6, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (1)

Gear: Spiked clubs (Str+d8)

Special Abilities

- **Armor +1:** Rubbery hide.
- **Claws:** Str+d4.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +2:** Trolls are tall, lanky creatures over 8' tall.

[WC] Troll Chief (Kazko)

Kazko is an enormous Troll that fights with a huge, iron club.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Swim d6, Throwing d8

Pace: 7; **Parry:** 8; **Toughness:** 10 (1)

Edges: Block, Sweep

Gear: Iron club (Str+d10+2)

Special Abilities

Armor +1: Rubbery hide.

Claws: Str+d4.

Infravision: Trolls halve penalties for bad lighting when attacking living targets (round down).

Regeneration (Fast): Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.

Size +2: Kazko is over 9' tall.

[WC] – Trosli Garnetgetter (Deep Gnome)

Deep Gnomes are Gnomes that have evolved to live deep underground. Trosli is a Deep Gnome leader called a Burrow Warden.

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

Skills: Fighting d8, Healing d6, Repair d6, Survival d8, Tracking d8, Notice d6, Stealth d10, Shooting d8, Faith d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Gear: Heavy pick (Str+d6), light crossbow (Shooting; range 12/24/48; 2d6; AP 1)

Edges: Command, Hold the Line, Inspire

Powers: Summon Ally (Earth Elemental)

Power Points: 10

Special Abilities

- **Arcane Resistance:** +2 to resist opposed magic, and +2 armor against offensive magic.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Endurance:** +2 to Soak rolls.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Obscure:** Deep Gnomes inherently can cast Obscure.
- **Shape Change:** Once per day a Deep Gnome may Change Shape as per the Power.
- **Size -1:** Reduces Toughness by -1.
- **Tablets:** Small tablets that have been created by Deep Gnomes to do the following:
Tablet of Healing as per the Power (1 for himself and each Deep Gnome under his command), Tablet of Obscuring Gas as per Power Obscure, Tablet of Poisonous Gas as per the SWDE Knockout Poison.

Umber Hulk

Umber Hulks are 8' tall beasts that look like a cross between a gorilla and a beetle. They can burrow through earth at remarkable speeds.

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

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

Pace: 4; **Parry:** 6; **Toughness:** 13 (2)

Edges: Ambidextrous, Frenzy

Tactics: Two Weapons

Special Abilities

- **Armor +2:** Natural armor.
- **Claws:** Str+d8.
- **Bite:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Burrow:** Can burrow and reappear within 4".
- **Hardy:** A second Shaken result doesn't become a wound.
- **Gaze Attack:** All creatures within 12" must make a Spirit roll to resist.
- **Endurance:** +2 to Soak rolls.
- **Size +3:** Increases Toughness by +3.

Urhag

An Urhag is a relatively humanoid shaped creature. Where its arm are, it has two, huge bat-like wings. Below its torso, it has a writhing mass of tentacles instead of legs. Its head is similar to a Gugs in that its mouth crosses half the circumference of its head. Instead of going from front-to-back, however, a Urhag's goes from side-to-side. Its eyes are on the side of its head and swivel independently like a chameleon's. Urhags grapple with their tentacles. For complete rules on how grappling tentacles works, see page 34 of *Realms of Cthulhu*.

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

Skills: Fighting d6, Intimidation d6, Notice d6

Pace: 6, **Parry:** 5, **Toughness:** 7

Terror: -2, **Mental Anguish:** Spirit+d4

Edges: Improved Frenzy

Special Abilities

- **Bite:** Str+d8
- **Flight:** Urhags have a Flying Pace of 12" and an Acceleration of 4".

Vampire

These are not your suave, well-mannered vampires. These are Nosferatu, and that means they are creepy as hell. These vampires are slender, pointy-eared, rat-looking creatures that have prominent, pointy fangs that are always exposed. Nosferatu can crawl on any surface as if defying

gravity. Otherwise, they are modeled on the Eastern European variety that can only be harmed by sunlight, garlic, holy water, or a holy symbol. They will regenerate if not too damaged by these methods. The surest way to kill them, though, is the stake through the heart.

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

Skills: Climbing d12, Fighting d10, Notice d8, Stealth d8

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Claws:** Str+d6
- **Fearless:** Vampires are immune to Fear and Intimidation.
- **Regeneration:** Vampires make their Spirit roll at +2 to avoid being Shaken.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

Vampire, Hopping (Jiangshi)

Also known as the hopping vampire due to the unnatural method of their movement, these oriental vampires have long claws, long fangs, and feed off a person's life force rather than blood.

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

Skills: Fighting d8, Notice d8, Stealth d10

Pace: 6, **Parry:** 6, **Toughness:** 9

Special Abilities

- **Bite/Claws:** Str+d6
- **Breath Sense:** Hopping vampires, even in complete darkness, can sense the breath of the living. Anyone wanting to hold their breath in an effort to "hide" from the Jiangshi must make a Vigor roll at the beginning of each round. A person can hold their breath for a number of rounds equal to their Vigor die before Fatigue sets in. After two rounds of Fatigue, the person passes out and begins to breath autonomously while they are unconscious and Incapacitated.

- **Cure:** A victim of a Jiangshi bite (and survives the attack) isn't necessarily doomed. The cure involves snake venom and sticky rice, blended by a Taoist mushi. A victim may not stop moving until they are cured. If he or she does, their blood congeals and they will turn into a Jiangshi. See the rule for Sleep in *Savage Worlds Deluxe Explorer's Edition*.
- **Extended Jump:** A hopping vampire may extend the distance they hop using a run Action.
- **Jump:** In addition to hopping horizontally, a Jiangshi can move half its Pace vertically as well.
- **Sire:** Each time a victim is wounded by a hopping vampire must make a Vigor roll or transform into a Jiangshi after 1d4 days.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Prayer):** Prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a Called Shot to the head (-4) to plant the parchment. On a success, the vampire is rendered immobile by the prayer (Parry reduced to 2).
- **Weakness (Rice):** Sticky rice sprinkled on the floor burns the feet on a vampire. Each round it stands on the rice, even if only for a moment, it suffers 2d4 damage.

[WC] Vampire Lord – Belgos

Belgos is a particularly powerful vampire being both Vampire and Drow.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Intimidation d12, Persuasion d10, Spellcasting d10, Stealth d10, Streetwise

d10 **Cha:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (2) **Gear:** Antique armor (+2), large cursed weapon (Str+d10)

Special Abilities

- **Arcane Background (Magic):** Vampire lords have 30 Power Points and know the *deflection* (bat swarm), *detect/conceal arcana* (concentration), *puppet* (penetrating gaze), *obscure* (mist), and *telekinesis* (wave of the hand) powers.
- **Bite:** Str+d8.
- **Fear -2:** Seeing a vampire lord provokes a Fear check at -2.
- **Sire:** Anyone Incapacitated but not killed by a vampire lord must make a Spirit roll or rise as a vampire count (or in some cases a Nosferatu) in 1d4 days.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** Vampire lords can walk up vertical or inverted surfaces at normal Pace.
- **Weakness (Garlic):** These vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Sunlight):** Vampire lords catch fire if their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weakness (Unwelcome Guest):** These vampires cannot enter a home unless invited.
- **Weakness (Wood):** Vampire lords suffer +4 damage from wooden

[WC] Vlondril - Evil High Priestess of Atlach Nacha (Drow)

Vlondril is charged with commanding the outpost in area D3.

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

Skills: Fighting d8, Knowledge (Poison) d6, Notice d6, Persuasion d6, Faith d10, Shooting d6, Stealth d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (3)

Edges: Arcane Background (Miracles), New Power, Unholy Warrior

Powers: blind, curse, damage field, drain power points, draining touch, elemental manipulation, fear, fly (levitation), and obscure

Power Points: 25

Gear

- Chainmail +2 Toughness
- Buckler +1 Toughness
- Longsword +2 Damage (Str+d8+2)
- Dagger +1 Damage (Str+d4+1)
- Wand that casts Luminous Vaporizing Liquid (6 shots). Each bauble functions as a grenade (5/10/20; 2d6 Damage; MBT; coats victim providing attackers with +2 to all combat trait tests).
- Lurker Cloak: Allows possessor to shapeshift into a Lurker once per day. Vlondril uses the cloak to escape should the outpost be overtaken.

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

Wererat

Wererats are the least powerful, but most clever, of the lycanthropes, and are the most likely to ally themselves with more powerful creatures of evil.

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

Skills: Climbing d10, Fighting d8, Guts d6, Notice d8

Pace: 6; **Parry:** 6; **Vigor:** 6

Edges: Quick

Gear: Dagger: Str+d4. Sometimes poisoned (make a Vigor roll or take 1 automatic wound).

Special Abilities:

- **Bite/Claw:** Str+d4.
- **Immunity:** Wererats are immune to poison and disease.
- **Infection:** Anyone slain by a wererat has a 50% of returning to life as one.
- **Low-light Vision:** Wererats halve all lighting penalties.
- **Swarm Form:** Wererats can turn into a swarm of rats with a Smart roll. In this form they're effectively Incorporeal: they can pass through walls by crawling through any available nooks and crannies, can't attack, and can only be harmed by area effect attacks. They can move up and down walls as with the Wall Walker ability while in this form. They can remain in this form for 3 rounds.

White Pudding

An amorphous blob, roughly thirty feet in diameter. They're not massive creatures, but are spread out over a wide area.

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

Skills: Fighting d4, Notice d12, Stealth d10

Pace: 4, **Parry:** 5, **Toughness:** 9

Special Abilities

- **Acidic Touch:** White Puddings secrete a powerful acid that eats anything but stone. By making a Touch attack (+2 to Fighting), they inflict 2d8 damage. Any non-magical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-4 on d6, the item corrodes away to a smoking heap of goo.
- **Fearless:** White Pudding have no true intellect to speak of; they are thus immune to Fear, and cannot be Intimidated or Taunted.
- **Invulnerable:** Weapons and most spells do no damage against a pudding; they only cause it to split and reform (this happens whenever the pudding is Shaken). They can only be harmed by fire; torches, for example, do 1d10 damage to them. Fire-based spells do full damage.
- **Large:** Opponents get a +2 to all attack rolls against a pudding, due to its size.
- **Ooze:** White Puddings are amorphous creatures. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison and disease. They can't be blinded or deafened, and ignore all lighting penalties. They

have no facing to speak of, and those fighting them in groups are denied any Ganging Up bonuses. Puddings can squeeze themselves through openings as small as an inch across.

- **Slow:** White Puddings have a Pace of 4 and cannot run.
- **Size +4**
- **Wall Walker:** Puddings can move on walls and ceilings at their normal Pace.

Winter Wolf

Winter Wolves haunt arctic climes, roaming the tundra in packs. Their thick fur is pure white, allowing them to blend in with the snow and ice.

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

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 8, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Bite:** Str+d6
- **Chill Bite:** The icy bite of a Winter Wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Fleet-Footed:** Winter Wolves roll d10 when running.
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Immunity (Cold):** Winter Wolves take no damage from cold.
- **Size +1:** Winter Wolves stand over 5' tall and are over 7' long.

Wyvern

Wyverns resemble small, two-legged dragons. They have no fiery breath, but possess long necks, sharp teeth, and a poisonous sting in their tail. Some wyverns have wings (Flight: 6"; Climb 3").

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite/Sting:** Str+d6, Reach 1.
- **Improved Frenzy:** Wyverns may make bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Quick:** Wyverns move with exceptional speed. They redraw action cards of 5 or lower.
- **Size +3:** Wyverns weigh around 1500 pounds.

Xorn

Xorns are barrel-shaped beings about 5' tall. They have three eyes, three legs and three eyes spaced equally around its body. Its mouth is on top of its head. Xorns don't eat meat; instead, they eat metal, earth, gems, and magical items.

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

Skills: Fighting d8, Intimidation d10, Survival d10, Notice d12, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 10 (3)

Edges: Sweep

Special Abilities

- **Armor +3:** Natural armor.
- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Burrow:** Can burrow and reappear within 4".
- **Immunities:** Fire, cold and Gang Up bonuses.
- **Energy Resistance:** -2 damage from electricity.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by bludgeoning weapons.
- **Endurance:** +2 to Soak rolls.

Yeren

Yeren are bear men who live in the wilderness of Hua Shan. They use makeshift clubs and poles to attack.

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

Skills: Climbing d6, Fighting d10, Intimidation d10, Notice d8, Stealth d4

Pace: 6, **Parry:** 7, **Toughness:** 9

Edges: Berserker, Improved Fezzy

Special Abilities

- **Claw/Bite:** Str+d6
- **Size +1:** Yeren are bigger than humans.

Yeti

A Yeti is a large ape-like creature that resembles an Abominable Snowman. Yetis have thick, white fur and clear eyelids that help shield their icy, blue eyes from frigid, blasting wind.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 8, Parry: 6, Toughness: 7

Edges: Berserk, Combat Reflexes

Special Abilities

- **Claw/Bite:** Str+d6
- **Fleet-Footed:** When running on all fours, Yetis have a Pace of 8 and roll a d8 for running.
- **Leaping:** Yetis can leap 3", +1" with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.

[WC] Yeti Leader

This Yeti is slightly larger than the other Yetis and has managed to find a Frost Sword +3 that he uses to great effect.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 8, Parry: 6, Toughness: 7

Edges: Berserk, Combat Reflexes

Gear

- **Longsword of Frost:** Str+d8, +3 Damage, works as imbued with Smite Power (cold trapping)

Special Abilities

- **Claw/Bite:** Str+d6
- **Fleet-Footed:** When running on all fours, Yetis have a Pace of 8 and roll a d8 for running.
- **Leaping:** Yetis can leap 3", +1" with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.

Zhenniao

This eagle-sized bird inhabits the Jade Mountains. They are notorious for their venomous bite.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 4, Parry: 5, Toughness: 3

Special Abilities

- **Bite:** Str+d4
- **Darter:** Foes suffer a -2 penalty to all attack rolls if a Zhenniao is flying.
- **Flight:** Zhenniaos have a Flying Pace of 12" and a Climb of 3.
- **Size -1:** Zhenniaos are roughly the size of an eagle.
- **Venom:** When bit, a person must make a Vigor roll or suffer the effects of the Zhenniaos venom. On raise, the victim is unaffected. With a success, the person receives a -1 to all Agility and Agility-based Trait tests for 1d4 rounds. A Failure means the person is Shaken

by nausea and vomiting for 1d4 rounds and cannot attack unless successfully making their Shaken roll.

Zombie

These zombies are the stereotypical horror-movie zombie that moves slowly but single-mindedly towards their prey. If a zombie-fighting hero happens to get bit by one of these zombies, they need not worry about becoming a zombie since they will not turn into one before the session ends.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Stealth d6

Pace: 4, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Bite/Claw:** Str+d4
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Head):** +2 Damage when shot in head.

Zoog

Zoogs are primitive, rat-like creatures with some level of intelligence and have a language and a society. Zoogs have small, feeler tentacles coming from their mouths. They live in the Enchanted Wood and rarely venture far from their burrows beneath trees and roots.

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

Skills: Climbing d8, Fighting d4, Notice d6, Shooting d8, Stealth d8, Throwing d8

Pace: 5, **Parry:** 4, **Toughness:** 4

Gear

- **Weapons:** Zoogs typically use primitive weapons such as knives, spears, and bows.

Special Abilities

- **Cowardly:** Zoogs will only initiate an attack when they outnumber their targets by at least two-to-one. If they're reduced to even odds, they make a Spirit roll at -2 each round for the group. Failure means they run away.
- **Cunning:** Zoogs get a +2 to all their Stealth rolls as long as they outnumber their opponents.
- **Size -1:** Zoogs are very small creatures.