



“This game references the game system, available from Pinnacle Entertainment Group at and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.”

*Savage Worlds* [www.peginc.com](http://www.peginc.com). *Savage Worlds*

If you find errors, mistakes, or have feedback: [davidgarrett69@gmail.com](mailto:davidgarrett69@gmail.com)

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.

### Amphibious Giant Snake

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, Swimming d12

**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**

### Ankheg

Ankhegs are an insectile creature known to be a problem for farmlands, desert trails, and outer regions rather than settled cities. Their chitin tends to be in shades of mottled green, brown, or tan with sharp mandibles and dew claws on its feet. Ankhegs are burrowers and are known to cause sinkholes when they burrow too many times. Ankhegs are considered intelligent on the level of pack animals. They can be trained as pets or mounts, but their habit of drooling acid has few races offering to take them, such as Orcs and Hobgoblins.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+3, Vigor d10

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

**Pace:** 8; **Parry:** 6; **Toughness:** 12 (2 - Natural Armor)

#### **Attacks & Specials:**

- **Mandible Bite:** Str+d6. On a raise the target is also afflicted with acid and takes both a bonus d6 but also a d4.
- **Burrower:** Ankhegs can burrow at their pace. It costs 2 move points for them to emerge or dig into the ground.
- **Acid Spittle (5pp / Cost: 3):** Ankhegs other weapon includes the ability to tilt its head back and hurl a gob of acidic spittle. The spittle covers a MBT and deals 3d4 points of damage. On the next round, the acid continues to burn the target for 2d4 points of damage unless anti-acid is applied (Healing check, requires Healer's Kit). On a raise, targets must roll a d6 for corrosion. On a roll of '6' their Armor drops by 1. At 0 armor becomes broken.
- **Size +3**

## Vault of the Dracolich Encounters

### Basilisk

The common basilisk is a squat reptilian beast with eight legs, a long tail, and pale green glowing eyes.

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

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

**Charisma:** -; **Pace:** 4; **Parry:** 6; **Toughness:** 8 (2)

**Edges:** Strong Willed (+2 Intimidation and Taunts; +2 to resist Tests of Will)

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Hardy:** A second Shaken result doesn't become a wound.
- **Petrifying Gaze:** All creatures within 12" must make a Vigor roll or be permanently turned to stone.

### Carnivorous Ape

Large apes, similar in size to gorillas. They hang from branches by their prehensile feet waiting for prey to pass beneath.

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

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

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

#### **Special Abilities:**

- **Ambush:** If an ape Surprises its prey, it also has the Drop. It makes a Called Shot to the head.
- **Claw/Bite:** Str+d4.
- **Climb:** Decapitators can move at their full Pace in trees or similar environments and don't normally need to make Climbing rolls.

### Dark Adept

Dark adepts are dabblers in the dark arts and serve the cult usually in various other ways.

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Spellcasting d8, Stealth d6, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Various

**Edges:** Arcane Background (Black Magic), New Power

**Powers:** *Detect/conceal arcana, elemental manipulation, light/obscure*

**Gear:** Knife (Str+d4), components.

## Vault of the Dracolich Encounters

### Dark Priest

Human servitors who use magic.

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

**Skills:** Fighting d6, Faith d10, Intimidation d8, Notice d6

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

**Hindrances:** Various

**Edges:** Arcane Background (Miracles), New Power, Points

**Treasure:** Meager

**Gear:** Leather armor (+1), short sword (Str+d6), holy symbol

**Special Abilities:**

- **Spells:** Death priests typically have 15 Power Points and know *armor* (bone trapping), *fear*, and *zombie*.

### Displacer Beast

Displacer Beasts resemble panthers except they have six legs and two long tentacles sprouting from their shoulders.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8 **Skills:** Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6

**Pace:** 8; **Parry:** 6; **Toughness:** 8

**Treasure:** Meager, in lair

**Special Abilities:**

- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Darkvision:** No vision penalties for dim and darkness.
- **Displacement Ability:** Displacer beasts use their innate magic to bend light, making them appear to be a foot or two from their actual positions. Because of this, attackers suffer a -4 to their Fighting, Shooting, and Throwing rolls.
- **Improved Frenzy:** A Displacer Beast may make two attacks each round with no penalty.
- **Pounce:** Displacer Beasts often pounce on their prey to best bring their mass and tentacles 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 +2**
- **Tentacles:** Str+d6; Reach 1.

### [WC] Dracolich - Dretchroyaster

Dretchroyaster is an undead Green Dragon.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

**Skills:** Fighting d10, Intimidation d12, Notice d12, Spellweaving d10

**Pace:** 8; **Parry:** 7; **Toughness:** 20 (4)

**Treasure:** Three Treasure Troves in lair

### Special Abilities:

- **Armor +4:** Skeletal hide.
- **Claws/Bite:** Str+d8.
- **Fear -2:** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Necrotic Breath:** Their breath is necrotic, corroding flesh and bone. The corrosive liquid inflicts a further 2d6 damage the round after it was breathed, then it neutralizes. Dragons breathe 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. A dragon may not attack with its claws or bite in the round it breathes.
- **Flight:** Dragons have a Flying Pace of 24", with an Acceleration of 6".
- **Hardy:** Dragons do not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
- **Improved Frenzy:** If a dragon does not use its Breath Ability, it may make two Fighting attacks with no penalty.
- **Level Headed:** Dragons act on the best of two cards.
- **Powers:** Dragons typically have 30 Power Points and know the following powers: *armor, blast, deflection, detect/conceal arcana, dispel, fear, healing, obscure, shape change, smite, and speak language.*
- **Size +8:** Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength -2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).

### Flesh Golem

Flesh Golems are the result of 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:** Flesh Golems have the **Berserk** Edge (+2 to Fighting, Damage, Strength, and Toughness; -2 Parry).
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fear:** Characters seeing a Flesh Golem must make a Fear check.

## Vault of the Dracolich Encounters

- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Flesh Golems have a Pace of 4 and roll a d4 for their running die.

### 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.

### Human Warrior

Hardened by battle, these tough combatants charge more for their services. As with common mercenaries, their reputation and weapons vary considerably.

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

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

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

**Hindrances:** Various

**Edges:** Combat Reflexes (+2 recover from being Shaken).

**Treasure:** Meager per 3 soldiers

**Gear:** Chain mail (+2), open helm (+3), various weapons

### Hydra

Hydra are multi-headed beasts, akin to dragons. Some breathe fire, others can grow new heads to replace ones lost in combat, and others are more mundane. The number of heads varies.

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

## Vault of the Dracolich Encounters

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

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

**Treasure:** Worthwhile, in lair

### Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, Reach 1.
- **Multiple Heads:** Hydras have between four and ten heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than four 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 hydra, though it dies when the last head is severed.
- **Regeneration:** Each round after a head is severed, the hydra makes a Vigor roll. On a success, any severed heads are replaced by two new ones. Damage caused by fire prevents regeneration, as does cauterizing the wound before a new head grows. This requires a successful Fighting roll with a torch or other flaming object.
- **Size +5:** Hydra are large creatures. Most weigh over 10,000 pounds.

## Lizard, Giant

Giant lizards are large beasts with gray scales and bulging azure eyes. They are solitary and highly aggressive, hunting down prey to drag back to their caves.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

**Skills:** Fighting d8, Climbing d12+2, Tracking d8, Notice d8, Stealth d10

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

**Edges:** Strong Willed, Trademark Weapon (bite)

### Special Abilities

- **Armor +2:** Gray scales.
- **Bite:** Str+d6; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Size +2:** Ten feet long; Toughness +2.

## Lizardfolk

These are like folk, except very lizardy.

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

**Skills:** Fighting d4, Swimming d8, Notice d4, Throwing d4

## Vault of the Dracolich Encounters

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

**Gear:** Morningstar (Str+d6), medium shield (+1 Parry), javelin (Throwing; range 3/6/12; Str+d6)

**Edges:** Ambidextrous

**Tactics:** Two Weapons

### Special Abilities

- **Armour +2:** Green scales.
- **Bite:** Str+d6.
- **Humanoid:** Affected by spells that only work on humanoids.
- **Natural Swimmer:** Swimming Pace of 4", and +2 to resist drowning.
- **Hold Breath:** Can hold breath for Vigor x 10 minutes.

## Mummy

Mummies are undead, powerful individuals 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.

## Owlbear

Scholars have long debated the origins of the owlbear. The most common theory is that a demented wizard created the first specimen by crossing a giant owl with a bear. However, venerable elves claim to have known these creatures for thousands of years, and some fey insist that owlbears have always existed in the Feywild. Feathers cover the thick, shaggy coat of its bear-like body, and the limpid pupils of its great round eyes stare furiously from its beaked owl-like head. The owlbear's reputation for ferocity, aggression, stubbornness, and sheer ill temper makes it one of the most feared predators of the wild. There is little, if anything, that a hungry owlbear fears, and these creatures are often hungry. Even monsters that outmatch an



## Vault of the Dracolich Encounters

owlbear in size and strength avoid tangling with it, for this creature cares nothing about a foe's superior strength as it attacks without provocation.

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

**Skills:** Fighting d6, Tracking d10, Notice d10

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (2)

**Edges:** Frenzy, Level Headed

### Special Abilities

- **Armor +2:** Fur and feathers.
- **Claws:** Str+d6; Grab.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Size +2:** Increases Toughness by +2.

## 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.

### Sabre-Toothed Tiger

Sabre-toothed tigers haunt grasslands using their patterned skin to sneak up on unsuspecting prey. Their twin canine teeth can slice through armor and bone as easily as flesh.

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

**Skills:** Climbing d8, Fighting d8, Intimidation d8, Stealth d8, Tracking d6

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

**Treasure:** Meager, in lair

#### **Special Abilities:**

- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d6.
- **Improved Frenzy:** A sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth 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 +3:** Sabre-tooths weigh over 800 pounds.

### 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.

### Stirge

Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake. Closer to mammals than insects, stirges carry their bodies through the air on four fleshy wings, searching out warm-blooded prey. They are fond of hiding near watering holes and waiting for travelers to drop their guard, then swooping out to attach and drink their fill by thrusting their long feeding tubes into unprotected veins. After feeding they flap heavily off into the mud and reeds to lay their eggs and rest until hunger drives them to hunt again.

## Vault of the Dracolich Encounters

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

**Skills:** Fighting d6, Tracking d4, Notice d4, Stealth d12

**Charisma:** -; **Pace:** 12; **Parry:** 5; **Toughness:** 3

### Special Abilities

- **Touch:** Str; Attach.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- **Flight:** Flying Pace of 8" and Climb 0.
- **Size -2:** One foot long; Toughness -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.

## 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 Chief – Urbone

Urbone is a huge Trog who is very intelligent.

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

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

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

### Edges:

- **Block:** Parry +1

## Vault of the Dracolich Encounters

- No Mercy: May spend Bennies on Damage rolls.
- Improved Trademark Weapon (Flail): +2 with 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.

## 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.

## Wolf, Dire

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 d10s instead of d6s when running.

## Wraith

A wraith is an incorporeal creature born of evil and darkness, despising light and all living things. A wraith drains the constitution from living creatures, turning them into new wraiths upon death. A wraith is powerless in natural sunlight and will flee from it.

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

**Skills:** Fighting d4, Intimidation d10, Knowledge (Planes) d8, Persuasion d10, Notice d10, Stealth d10

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

**Edges:** Combat Reflexes, Level Headed

### **Special Abilities**

- **Incorporeal Touch:** Str+d6; +2 necromantic damage; Draining.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Lifesense:** Can sense and accurately pinpoint living creatures within 12".
- **Ethereal:** Intangible and can only be hurt by magical attacks.
- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Fear -1:** Anyone who sees this creature must make a Fear check at -1.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 12" and Climb 2.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.
- **Weakness:** Powerless in sunlight.
- **Draining:** Make a Vigor roll or suffer a level of Fatigue.