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

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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.

### Air Elemental

No description for this creature yet.

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

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

**Charisma:** -; **Pace:** -; **Parry:** 6; **Toughness:** 7 (1)

**Edges:** Dodge, Level Headed

#### **Special Abilities**

- **Armor +1:** Natural armor.
- **Slam:** 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.
- **Whirlwind:** Can transform into a whirlwind as a normal action, lasts until the creature next draws clubs for initiative. The whirlwind fills a SBT and is immune to most weapons, it cannot make normal attacks but automatically inflicts 2d6 damage in the same way as a swarm.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 20" and Climb 3.

### 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

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**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.

## Efreet

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.

## Flesh Golem

Flesh Golems are the result of 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**

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- **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.
- **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.
- **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.

### 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.

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- **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 Crab

No description for this creature yet.

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

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

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

**Edges:** Frenzy

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Claws:** Str+d6; Constrict.
- **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.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Aquatic:** Swimming Pace of 10”, and cannot drown.
- **Immunity:** Mind-affecting effects.

### Giant Crayfish

No description for this creature yet.

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

**Skills:** Fighting d6, Swimming d12+1, Notice d6, Stealth d6

**Charisma:** -; **Pace:** 4; **Parry:** 5; **Toughness:** 10 (2)

**Edges:** Frenzy

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Claws:** Str+d6.
- **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.
- **Mindless:** Immune to mind-affecting magic.

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- **Fearless:** Immune to fear and Intimidation.
- **Aquatic:** Swimming Pace of 13", and cannot drown.
- **Weakness:** Water dependency.
- **Size +2:** Increases Toughness by +2.

### Giant Scorpion

No description for this creature yet.

**Attributes:** Agility d6, Smarts d4 (M), Spirit d6, Strength d12, Vigor d10

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

**Charisma:** -; **Pace:** 10; **Parry:** 5; **Toughness:** 11 (2)

**Edges:** Frenzy

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Claws:** Str+d6; Constrict.
- **Sting:** Str+d6; 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.
- **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.
- **Immunity:** Mind-affecting effects.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Size +2:** Eight feet long; Toughness +2.

### 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.

### Gynosphinx

No description for this creature yet.

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

**Skills:** Fighting d10, Intimidation d12, Persuasion d12, Repair d10, Notice d12+2, Spellcasting d12

**Charisma:** +4; **Pace:** 8; **Parry:** 7; **Toughness:** 13 (3)

**Edges:** Alertness, Arcane Background (Magic), Frenzy, Level Headed, Strong Willed

**Powers:** Detect Arcana (sense magic), Detect Arcana (see invisibility), Dispel, Fear, Slumber

#### **Special Abilities**

- **Armor +3:** Natural armor.
- **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 +3:** Ten feet long; Toughness +3.

### Human Veteran

These fellows are well-trained, well- equipped, and well-led. They are veterans of many scrapes and know how to handle themselves.

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

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

**Pace:** 6; **Parry:** 8; **Toughness:** 9 (3)

**Hindrances:** Various.

**Edges:** Combat Reflexes

**Treasure:** Meager

**Gear:** Corselet (+3), chain arms and legs (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60,

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Damage 2d6)

### Invisible Stalker

No description for this creature yet.

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

**Skills:** Fighting d10, Knowledge (Planes) d10, Survival d10, Tracking d10, Notice d10, Stealth d12

**Charisma:** -; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (2)

**Edges:** Combat Reflexes, Frenzy, Level Headed, Quick, Trademark Weapon (slam)

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Slams:** Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Invisible:** Enemies suffer -4 to their attacks.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Elemental:** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.

### Kelpie

No description for this creature yet.

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

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

**Charisma:** +2; **Pace:** 8; **Parry:** 6; **Toughness:** 7 (1)

**Edges:** Alertness, Frenzy, Level Headed

#### **Special Abilities**

- **Armor +1:** Transparent skin.
- **Slams:** Str+d6; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **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 10", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Change Form:** Can assume an alternate form as a normal action.
- **Energy Resistance:** -2 damage from fire.

### Knight

Knights are the fantasy equivalent of tanks—heavily armored and highly mobile. They differ from regular cavalry troops in that they are usually minor nobles, often with a fortified manor as their fief. Knights may be chivalric champions out to save princesses and slay dragons or despicable curs interested only in throwing their weight around.

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

**Skills:** Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8

**Charisma:** +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

**Hindrances:** Code of Honor

**Edges:** Command, Noble

**Treasure:** Meager, Worthwhile in castle

**Gear:** Corselet (+3), chain arms and legs (+2), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

### Manticore

No description for this creature yet.

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

**Skills:** Fighting d8, Survival d6, Tracking d8, Notice d8, Throwing d6

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

**Edges:** Trademark Weapon (spikes)

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Spikes:** Throwing; range 15/30/60; Str+d6; SBT.
- **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.
- **Flight:** Flying Pace of 10" and Climb -2.
- **Size +2:** Ten feet long; Toughness +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.

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### Oni

No description for this creature yet.

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

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

**Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (1)

**Gear:** Leather armor (+1), masterwork tetsubo (Str+d8), longbow (Shooting; range 15/30/60; 2d6)

**Edges:** Arcane Background (Magic), Sweep

**Powers:** *boost trait* (Strength)

#### **Special Abilities**

- **Darkvision:** No vision penalties for darkness (range 12").
- **Outsider (Native):** This ability is only important for certain spells.
- **Fast Regeneration:** May make a Vigor roll every round to heal damage.
- **Change Form:** Can assume an alternate form as a normal action.

### Sea Lion

No description for this creature yet.

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

**Skills:** Fighting d6, Tracking d8, Swimming d8, Notice d8

**Charisma:** -; **Pace:** 4; **Parry:** 5; **Toughness:** 7 (1)

#### **Special Abilities**

- **Armor +1:** Tough flesh.
- **Bite:** Str+d6; Go for the Throat.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **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.
- **Go for the Throat:** Target least armored location on a raise.
- **Natural Swimmer:** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath:** Can hold breath for Vigor x 10 minutes.

### 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.

## 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.

### Werewolf Wizard

When a full moon emerges, humans infected with lycanthropy lose control and become snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause.

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

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

**Pace:** 8; **Parry:** 9; **Toughness:** 7

#### **Special Abilities**

- **Claws:** Str+d8.
- **Fear (-2):** Werewolves chill the blood of all who see them.
- **Infection:** Anyone bitten by a werewolf and suffers a wound or greater must make a Vigor roll. Failure means the character becomes a werewolf at the next full moon (assuming he survives the attack).
- **Invulnerability:** Werewolves can't be wounded by weapons that aren't silver (they can still be Shaken).
- **Infravision:** Werewolves can see heat and halve penalties for bad lighting when attacking living targets.
- **Spells:** Mages have 15 Power Points and typically know *armor*, *bolt*, *detect/conceal arcana*, and *light*.
- **Weakness:** Werewolves suffer normal damage from silver weapons.

### Wight

Wights are restless dead, most often noble lords whose greed and earthly desires cause their spirits to remain behind to guard their treasures.

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

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

**Pace:** 6; **Parry:** 6; **Toughness:** 11 (3)

**Treasure:** Rich, in lair

**Gear:** Ancient bronze breastplate (+3), bronze long sword (Str+d8)

#### **Special Abilities:**

- **Armor +1:** Leathery skin.
- **Bony Claws:** Str+d4.
- **Fear -1:** Anyone who sees a Wight must make a Fear check at -1.
- **Fearless:** Wights are immune to Fear and Intimidation.
- **Poison:** Wights' claws deliver a powerful neurotoxin. A character clawed by a wight must make a Vigor roll at -2. With success, the character gets the "shakes," suffering -1 to all trait rolls for 24 hours. On a failure, the victim becomes immediately Incapacitated and dies in 2d6 rounds unless treated. A successful Healing roll at -2 prevents this.
- **Quick:** Wights redraw action cards less than 5.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and

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disease; No additional damage from called shots.