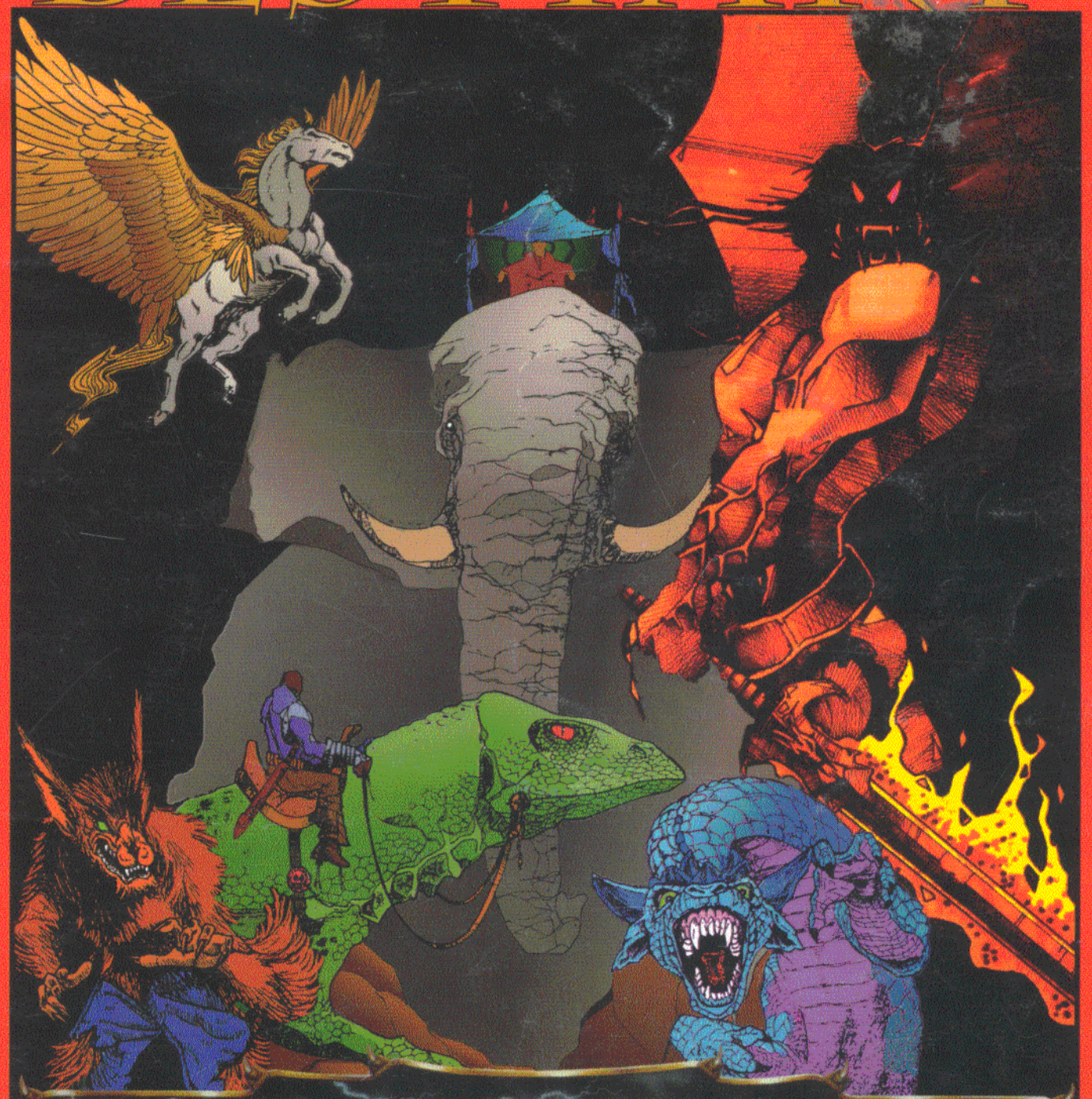


BLADESTORM BESTIARY™



BLADESTORM™

A collection of Beasts and Monsters for *Bladestorm*, a skirmish-style Miniatures Game.

BLADESTORM BESTIARY™

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I-INTRODUCTION

"Fiercely whirling winds gather shards of steel from fallen warriors. Raining down from a livid sky, these Bladestorms swoop unexpectedly upon a crimson battlefield. Flying blades scatter combatants on both sides. Oblivious to the danger, an evil Garcathu gnashes its claw-ensconced beak, its bloody battleaxe poised to decapitate a fallen Manticore."

Welcome to the Bladelands, home of fierce and foul monsters! We hope you survive your stay. The *Bladestorm Bestiary* brings creatures and other non-humans to your *Bladestorm (BS)* games. This product is organized into four parts:

- The Introduction (Section I)
- Beast Descriptions and Stats (Sections II-XII)
- Ten ready-to-play Scenarios involving beasts (Section XIII)
- Charts for generating random encounters, treasures, and scenario conditions (Section XIV)

SPECIAL NOTATION

The beast descriptions and scenarios include a number of standard notations:

* — Poisoned attack.

† — Used with the *BS* Optional Rules.

‡ — A "thrown weapon," once the weapon has been used for a missile attack, it is no longer available for use (mark through its entry on the combatant's record sheet).

Δ — Only used with *BS* Optional Rule O-12.1. The spell user's Defense may be increased by +5 each turn that 1 PP is expended.

Note: For readability purposes, this product uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: *he/she, her/his, etc.*

MULTIPLE CREATURE ATTACKS

Many creatures have more than one non-weapon melee attack. Usually, such a creature may only use one of its attacks in a given turn (see below for exceptions). The front facing for such attacks should be determined by the type of attack. For example, a tail attack might be limited to rear or side facings, while a claw attack might be limited to front and one of the sides.

Certain creatures will have specific restrictions placed upon their attacks:

¥ — All attacks may be used each Melee Combat Phase with no target restrictions.

« — The creature's Melee Attack II may be used against a foe if the creature's Melee Attack I has already delivered damage to that specific foe during the current Melee Combat Phase (i.e., both attacks may be made during the same phase).

√ — The creature's Melee Attack II may only be used against a foe if the creature's Melee Attack I delivered damage to that specific foe (i.e., hit the foe) on the previous Melee Combat Phase (see *BS* Rulesbook S-5.0).

□ — The Melee Attack may be used if the rider (if any) does not attack during the same Melee Combat Phase.

ß — The creature's breath weapon may only be used in a given turn in place of one of the melee attacks it would normally make with its head (i.e., bite, horn, etc.). In other words, if the breath weapon is used, the creature may only attack during one of the Melee Combat Phases of the same turn (see *BS* Rulesbook S-5.0).

§ — The number of allowable attacks against human-sized foes is determined by the number of potential targets (see the chart below). If a target is larger than human-sized, increase the number indicated by 1 (up to the actual number of attacks). If a target is much larger than human-sized (i.e., huge), increase the number indicated by 2 (up to the actual number of attacks).

No. of Potential Attacks	1	2	3	4	5	6	7	8	9	10+
One	1	1	1	1	1	1	1	1	1	1
Two	1	1	2	2	2	2	2	2	2	2
Three	1	2	2	2	3	3	3	3	3	3
Four	2	2	2	3	3	3	4	4	4	4
Five	2	2	3	3	3	4	4	5	5	5
Six	2	3	3	3	4	4	5	5	6	6

SLAYING WEAPONS

Slaying weapons are very adept at killing the type of creature that they are attuned to (e.g., Dragon, Troll, Elf, etc.). These highly magical weapons are very rare. If you are randomly generating items, a slaying weapon can only be obtained on a "Special" result. If a slaying weapon is obtained the creature to which it is attuned can be determined by using the Slaying Weapon Chart (see the Magic/Item Table XIV-1; p. 86).

The effects of a slaying weapon can be handled in two ways:

- A specific slaying weapon can have special bonuses for Attack and Damage (see Scenario #7, Grim has three such Dragon Slaying Arrows).
- A non-specific slaying weapon automatically inflicts an additional 1D6 of Damage when it strikes a target that it is attuned to. In addition, if more than one attack die rolled for a slaying weapon have the same result, the normal Damage delivered will be multiplied as follows:

# Dice with same result	Damage Multiplier
2 Dice	2x Damage
3 Dice	5x Damage
4 Dice	10x Damage
5 Dice	20x Damage
6 Dice	40x Damage
7 Dice	80x Damage
8 Dice	150x Damage

II - ANIMALS

In addition to being randomly encountered, animals are often used to provide support for various armies in the Bladelands, either as mounts (for cavalry) or as individual combatants. The capabilities of an animal used as a mount are presented as part of the statistics of the rider (see the *Bladestorm Sourcebook*).

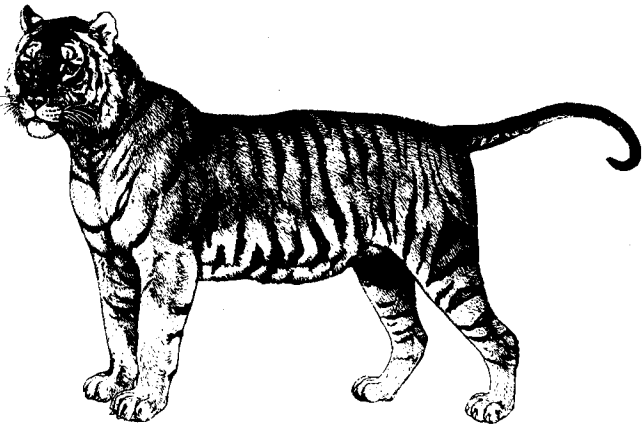
1. TIGER

Native to the northern rain forests, tigers prowl in solitary stealth, searching for prey. Their cunning makes them fearsome foes, preying on livestock and helpless men alike. A tiger is most dangerous when cornered or wounded. Tigers often set up hidden and near enemy forces.

The Tiger-folk of Munull use these ferocious beasts in their wars (*BSt Sourcebook* p. 58). Superbly adapted for jungle warfare, tigers have keen senses and great patience. Given a scent, tigers will stalk their prey, whether man or beast, for hours. Tiger-folk keep their tigers on the edge of starvation, making them keen to hunt. Orange tigers are by far the most common strain, and the rare great white tigers are considered to be divine by the Tiger-folk.

(Large Claw, Large Bite, and Soft Leather Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]		
Base Size	Large	Number Appearing	1-2
Melee Attack I	3D6+4	Melee Damage I	High
Melee Attack II «	3D6+6	Melee Damage II	Mediumx2
Defense	10	Shield Bonus	+0
Armor	-1	Maneuver †	6
Morale	9	Resistance †	9
Endurance (30)	□□□□□ □□□□□ □□□□□ m□□□□□ □□□□□ □□□□□		



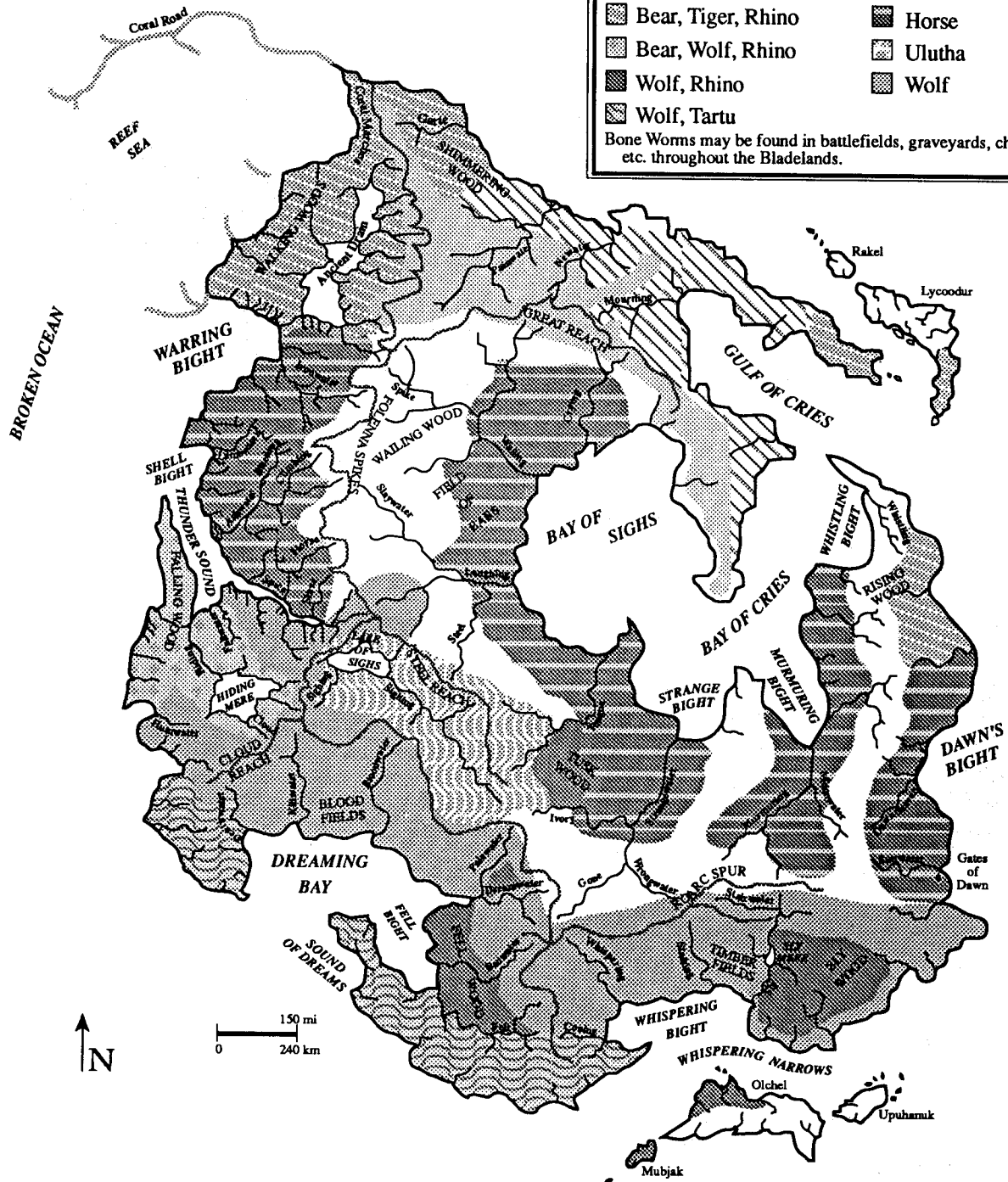
2. WAR HORSE

These statistics are for rider-less war horses. Generally, each mount is considered an inherent part of its cavalry combatant.

(Medium Bite, Large Trample, Soft Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]		
Base Size	Large	Number Appearing	1-10
Melee Attack I	3D6+2	Melee Damage I	High+2
Melee Attack II □	3D6+4	Melee Damage II ...	Mediumx2-1
Defense	11	Shield Bonus	+0
Armor	-1	Maneuver †	5
Morale	8	Resistance †	9
Endurance (42)	□ □□□□□ □□□□□ □□□□□ □□□□□ m□ □□□□□ □□□□□ □□□□□ □□□□□		

ANIMAL RANGES



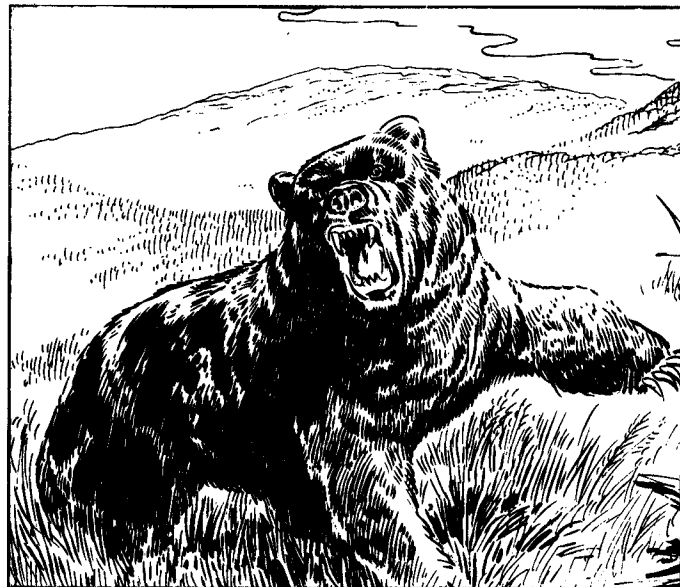
3. FIGHTING BEAR

Some brown bears are used as close-support by natives of the Bear Men of Sull (*BSt Sourcebook* p. 37). If wounded in combat, a bear often becomes berserk, turning on friend and foe alike. Anytime a bear combatant's Morale Roll equals its *Morale* stat, it goes berserk and attacks the nearest combatant for the rest of the battle.

Black bears, larger and stronger than their brown cousins, make able guards for Forest Giants (*BSt Sourcebook* p. 84). When Forest Giants wage war, their guard-bears lumber into battle wearing spiked collars. As the bears crush a victim against their chest, the spikes further imperil. Lesser bears use the stats given in the *BSt Sourcebook* (p. 100).

(*Medium Bash, Large Claw, and Thick Leather Hide*)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Large
Melee Attack I	D6+D10+5
Melee Attack II §	3D6+3
Defense	12
Armor	-2
Morale	8
Endurance (64)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □



4. WOLF

Social creatures, wild wolf-packs roam the forests and grassland of Folenn. They rely on this pack structure to run down their prey. The Wolf-folk of Urnull employ a special strain of Great-wolf in their quest for domination (*BSt Sourcebook* p. 59). These Great-wolves were bred for huge size, strength and endurance. Four to five feet at the shoulder, Great-wolves bear riders or packs and are most potent on clear, moonlit nights. Their excellent night vision and sense of smell make it unlikely that unmounted enemy will escape (+1 to Encounter Rolls).

WOLF

(*Medium Bite and Soft Leather Hide*)

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size	Medium
Melee Attack	3D6+3
Defense	10
Armor	-1
Morale	9
Endurance (22)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

GREAT WOLF

(*Medium Bite and Soft Leather Hide*)

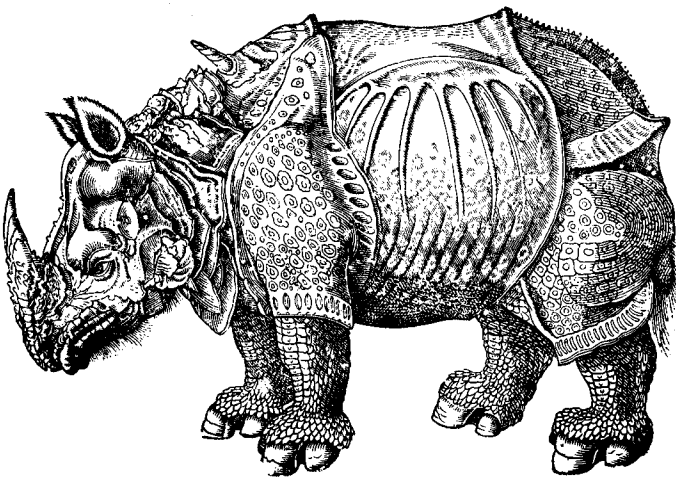
Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size	Medium
Melee Attack	3D6+8
Defense	11
Armor	-1
Morale	8
Endurance (36)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

7. "KILLER" RHINO

Found in the forests and plains of northwestern Folenn, these massive, armored beasts sport a vicious horn the size of a man's arm. Despite their bulk, rhino are reasonably agile and aggressive enough to charge anything. Although their vision is poor, a rhino's senses of hearing and smell are excellent.

(Huge Horn, Huge Trample, and Thick Hide)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Large Number Appearing 1-2
Melee Attack I 3D6+D10+7	Melee Damage I High+1
Melee Attack II « 4D6+8	Melee Damage II ... Mediumx2-2
Defense	10 Shield Bonus +0
Armor	-2 Maneuver † 8
Morale	9 Resistance † 9
Endurance (75)	m

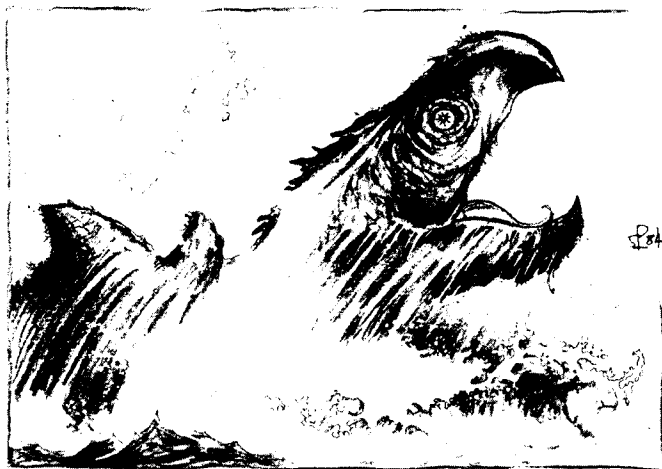


8. TARTU

Hue Eater warriors (Sercathu) often ride Tartu into battle (*BSi Sourcebook* p. 75). Tartu are huge reddish sea turtles which have been extensively trained by the Hue Eaters. Tartu have been bred to contain an armored compartment within their double shells. Hue Eaters often cut apertures in the outer shell of a Tartu, transforming it into a living tank. The stats given here should be used only for unmanned Tartu.

(Large Bite, Medium Bash, {Soft Underbelly}, and Thick Shell)
(May carry 2-4 Hue Eaters within its double shell.)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]
Base Size	Huge
Melee Attack I	2D6+D10+2
Melee Attack II § □	D6+D10+4
Defense	7
Armor	-4 {-2}
Morale	8
Endurance (85)	□□□ □□□□ □□□□ □□□□ □□□□
Number Appearing	1-4
Melee Damage I	High
Melee Damage II	Low+1
Shield Bonus	+0
Maneuver †	8
Resistance †	8



9. BONE WORM

These two foot long creatures are bone-white, eyeless worms with large maws and teeth. Bone Worms feed on corpses found in graveyards, battlefields, trash piles, etc. Although unimpressive individually, Bone Worms can be dangerous if they attack in numbers.

(Medium Bite and Fleshy Hide)

Movement Rate	2"(1.5"/1"/0.5") [10cm(8/5/3)]		
Base Size	Small	Number Appearing	4-24
Melee Attack	3D6+1	Melee Damage	High+2
Defense	8	Shield Bonus	+0
Armor	-0	Maneuver †	10
Morale	10	Resistance †	10
Endurance (2)	☐ m ☐		

III - GIANT ANIMALS

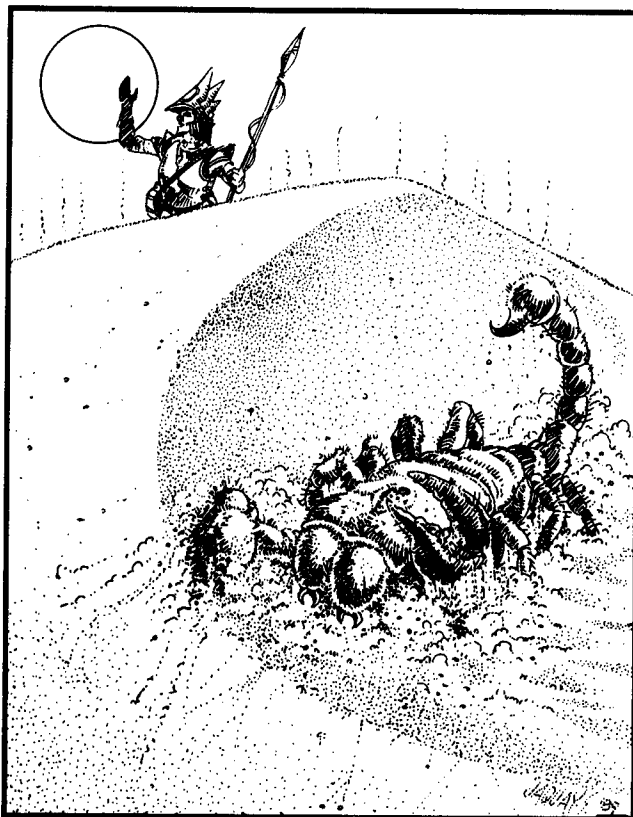
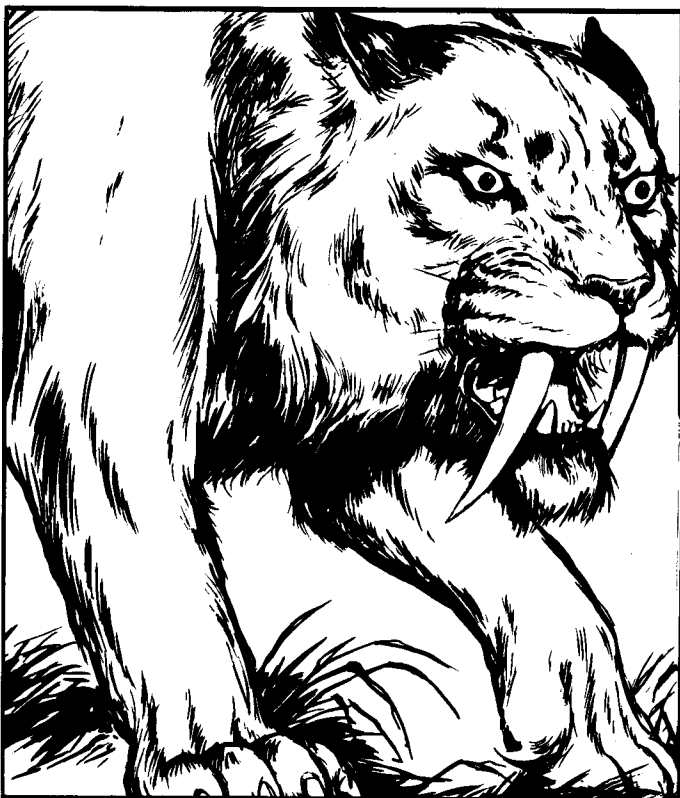
In the Bladelands, certain types of animals are much larger than the species we are normally familiar with. This larger size greatly increases such an animal's power and potential danger to the inhabitants of Foleenn.

1. SABRETOOTH TIGER

Often dwelling in rugged, open terrain, the Sabretooth Tiger usually attempts to ambush its prey. With their long, powerful claws and teeth, they can rend their prey to pieces, savoring the tasty tidbits of flesh.

(Large Claw, Large Bite, and Soft Leather Hide)

Movement Rate	12" (9"/6"/3") [30cm(23/15/8)]
Base Size	Large
Melee Attack I	3D6+6
Melee Attack II «	3D6+8
Defense	11
Armor	-1
Morale	8
Endurance (60)	
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
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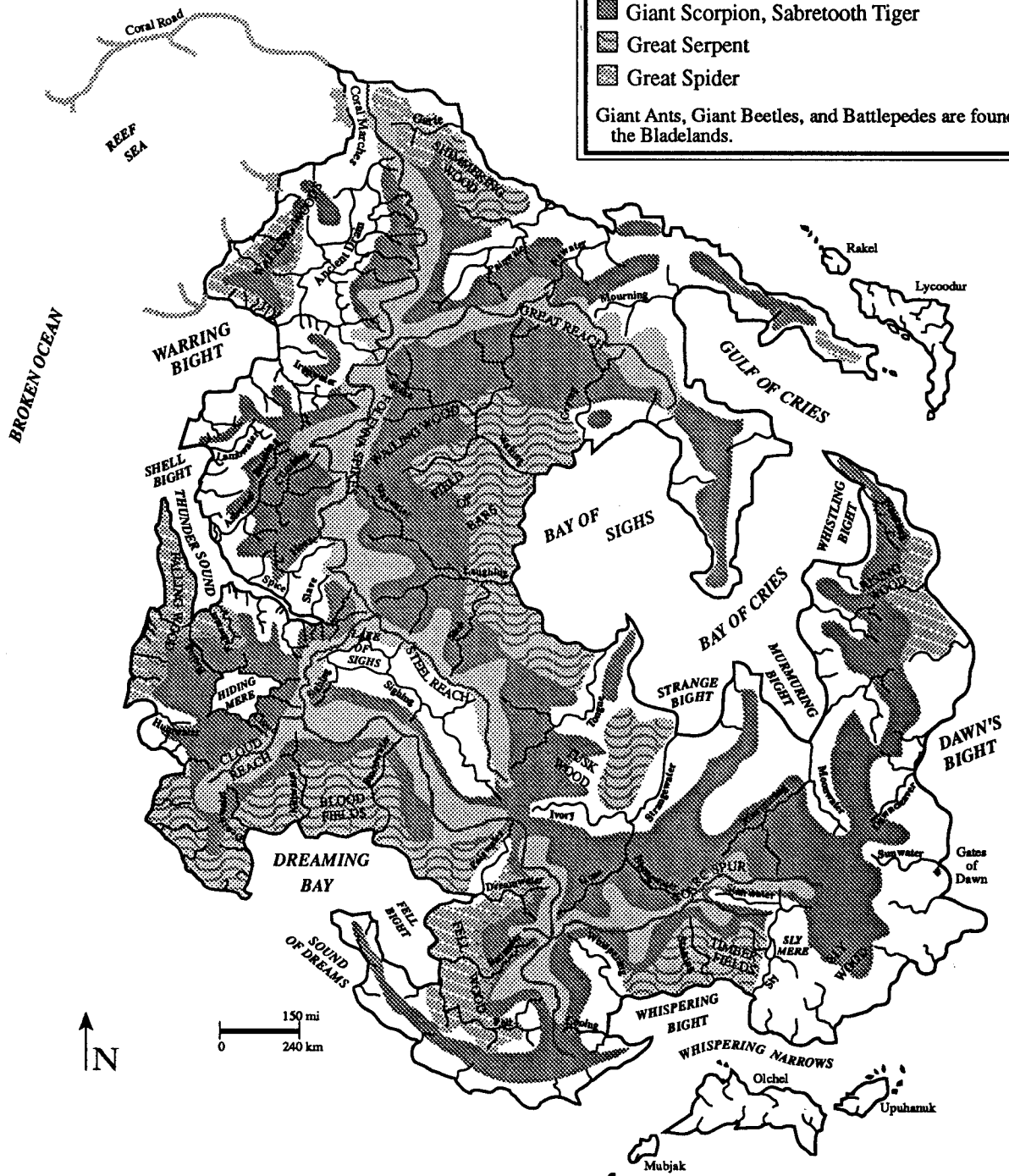
2. GIANT SCORPION

At home in rugged terrain, this fearsome arachnid moves quickly despite its bulk and strikes victims with a poisonous stinger. This poisonous sting is treated as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49) and is applied in addition to normal damage. After poisoning a victim, this beast pulls its food apart with strong pincers. Often the scorpion lurks patiently in rocky grottos (appearing as a Random Encounter). However, Conjurers or Shamans allied with the Unlife are often able to summon Giant Scorpions in the Mountains of the Bladelands.

(Large Pincer, Large Stinger, and Rigid Leather Hide)

Movement Rate	8" (6"/4"/2") [20cm(15/10/5)]
Base Size	Medium
Melee Attack I	2D6+D10+3
Melee Attack II ¥	3D6+1 *
Defense	11
Armor	-2
Morale	8
Endurance (25)	
	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

GIANT ANIMAL RANGES





3. GREAT EAGLE

Rulers of the sky, these noble birds have built eyries in lofty mountain peaks. In ancient times, Great Eagles were allies with the Lord of the Winds, acting as messengers and spies. Although their wing span has dwindled since then, it is still an impressive 30-60 feet. They retain a fierce spirit, remaining enemies of Evil. Eagles aid only those of pure heart and the "Good" cause and are subservient to none.

Great Eagles swayed the course of several battles against the Unlife, their sworn enemies. Their favorite tactics include grappling claw attacks followed by dropping foes from great heights. They always improve the morale (by -1) of any army which they aid. Their Power Hue is Gold which gives them a +1 modifier to all rolls.

(Huge Claw and Soft Leather Skin)

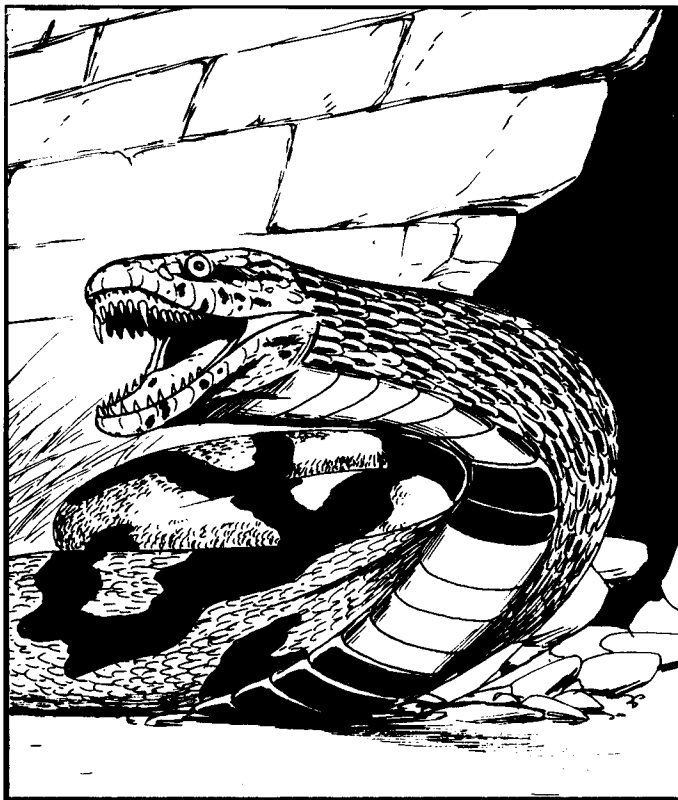
Movement Rate	18"(13.5"/9"/4.5") [46cm(35/23/12)]
Base Size	Large Number Appearing 1-2
Melee Attack	5D6+5 Melee Damage High
Defense	12 Shield Bonus +0
Armor	-1 Maneuver † 4
Morale	5 Resistance † 5
Endurance (120)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ m □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

4. GREAT SERPENT

Normally dwelling in grassy plains, the Great Serpent is camouflaged by its yellow-brown coloration. Both livestock and Men can fall prey to its spitting attack, which can immobilize even the largest of opponents. Treat both the spitting attack and poisonous bite as the first level Essence spell, *Paralyze Legs* (BSt Rulesbook p. 49), that applied in addition to normal damage. Once enmeshed in the Serpent's coils, a victim is slowly swallowed whole.

(Medium Poisonous Bite, Poison Spittle, and Soft Leather Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Large Number Appearing 1-5
Melee Attack	3D6+6 * Melee Damage High+2 *
Missile Attack (poison spittle)	2D6+6 *
Missile Damage	poison * Range Mod -2 per 1" [2.5cm]
Defense	11 Shield Bonus +0
Armor	-1 Maneuver † 7
Morale	8 Resistance † 9
Endurance (30)	□□□□□ □□□□□ □□□□□ m□□□□□ □□□□□ □□□□□



5. GREAT SPIDER

Giant spiders spin complex web traps amongst trees or rocky grottos to ensnare the unwary. They lurk high above, sensing subtle changes in pressure on the ground (100' range) or within their 200-300' webs. Once a victim is surrounded by webs, a Great Spider closes in to inject a muscle poison, rendering prey helpless. Treat the poisonous pincer attack as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), applied in addition to normal damage. Bound in a silk cocoon, the victim is suspended until mealtime. A reduction poison breaks down the prey's entrails allowing its fluids to be sucked out. Spiders augment their hunting skills with subtle Essence magic use (BSt Rulesbook p. 44). Their Power Hue is Grey, which improves their Defense by +2.

(Poisonous Huge Pincer and Rigid Leather Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	Large
Melee Attack	4D6+7 *
Defense	15 Δ
Armor	-2
Morale	5
Known Spells	5E1
Elemental Spell Bonus	+2
Endurance (140)	

Number Appearing	1
Melee Damage	High+1 *
Shield Bonus	+0
Maneuver †	5
Resistance †	6
Power Points	20

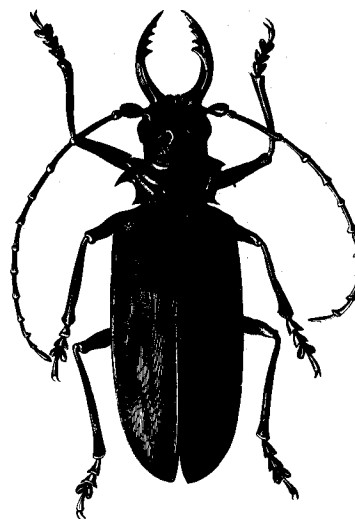


6. GIANT ANT AND BEETLE

Huge ants and beetles are common throughout the varied terrain of the Bladelands. Both are well-armored, with horny exoskeletons and grasping jaws or pincers. Travellers usually encounter a solitary beetle, which can attempt to eat virtually everything — including them. Both beasts employ a poisonous bite treated as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), applied in addition to normal damage. Giant Ants are most feared when travelling in armies, stripping away all living material in their path.

(Medium Pincers and Plate Skin)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Medium
Melee Attack	D6+D10+4 *
Defense	9
Armor	x1/2
Morale	9
Endurance (23)	
Number Appearing	1-5
Melee Damage	High-1 *
Shield Bonus	+0
Maneuver †	9
Resistance †	10



7. BATTLEPEDE

These magical giant centipedes are found throughout the Bladelands, usually guarding the treasures of powerful spell-users. Their mandibles inject a poison treated as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), applied in addition to normal damage. Battlepedes also possess a magical attack. These fire bolts which spring from their eyes are treated as the first level Essence spell *Elemental Bolt I* (BSt Rulesbook p. 49).

(Poisonous Medium Pincer, Fire Bolt I, and Plate Skin)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Large
Melee Attack	D6+D10+3 *
Elemental Attack (fire bolt)	D6+D10+7
Elemental Damage	Highx2-1
Defense	11
Armor	x1/2
Morale	8
Endurance (76)	
Number Appearing	1
Melee Damage	High-1 *
Range	20" [51cm]
Shield Bonus	+0
Maneuver †	6
Resistance †	8

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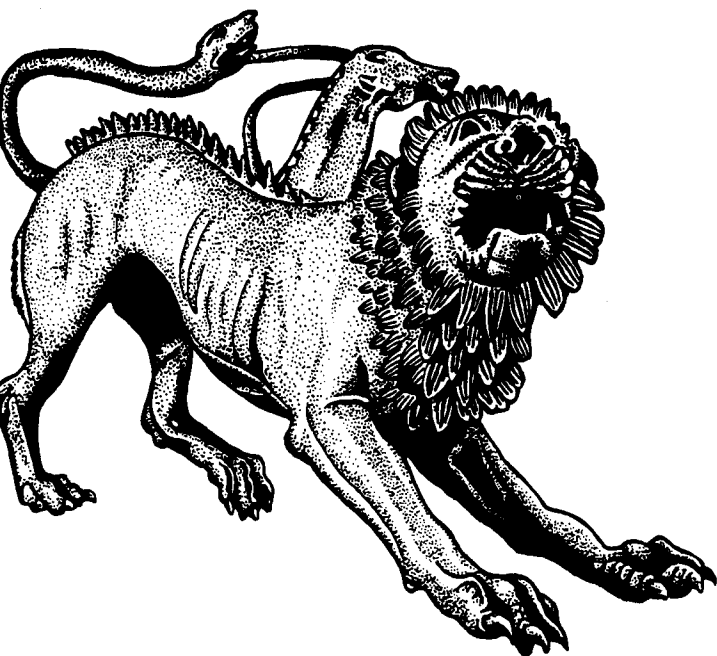
IV – LAND-BASED CREATURES

1. CHIMERA

Before the Wars of Dominion, Soulslayers molded a creation of destruction. Grafted to the Chimera's lion's body are a goat's and serpent's head. The latter is in the form of a tail which can spew fire bolts, treat as 2nd level Essence spells *Elemental Bolt II* (BSt Rulesbook p. 49). Chimeras roam freely over the Bladelands ever searching for new prey, which makes them useful allies for the Unlife. When employed in combat, the Chimera charge into battle; their primary targets are powerful knights, mages, or commanders. These creatures are most potent under skies of yellow or orange, when the Damage they deliver is increased by +3.

(Large Claw, Large Bite, Fiery Breath, and Rigid Leather Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	Large
Melee Attack I	3D6+6
Melee Attack II †	3D6+5
Elemental Attack (fire bolt)	1D6+1D10+4
Elemental Damage	High+1
Defense	11
Armor	-2
Morale	8
Endurance (50)	□□□□□ □□□□□ □□□□□ □□□□□
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2. MANTICORE

Coarse evil beasts that roam in packs, Manticores spread carnage wherever they appear. Generally they haunt the ruins of Folenn serving the Unlife. Their lion's bodies are perverted by an uncouth Mannish head and a spike-throwing tail. These spikes are treated as light crossbow bolts smeared with a poison; treat this poison as the 1st level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), applied in addition to normal damage. Their Power Hue is Yellow, which modifies their spike's range from -2 per 18"[46cm] to -2 per 36"[92cm].

(Large Claw, Poisonous Spiked Tail, and Rigid Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Large
Melee Attack	3D6+7
Missile Attack (spikes)	2D6+3 *
Missile Damage	Lowx2+1 *
Defense	12
Armor	-2
Morale	8
Endurance (48)	□□□□ □□□□ □□□□ □□□□ □□□□
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LAND-BASED CREATURE RANGES

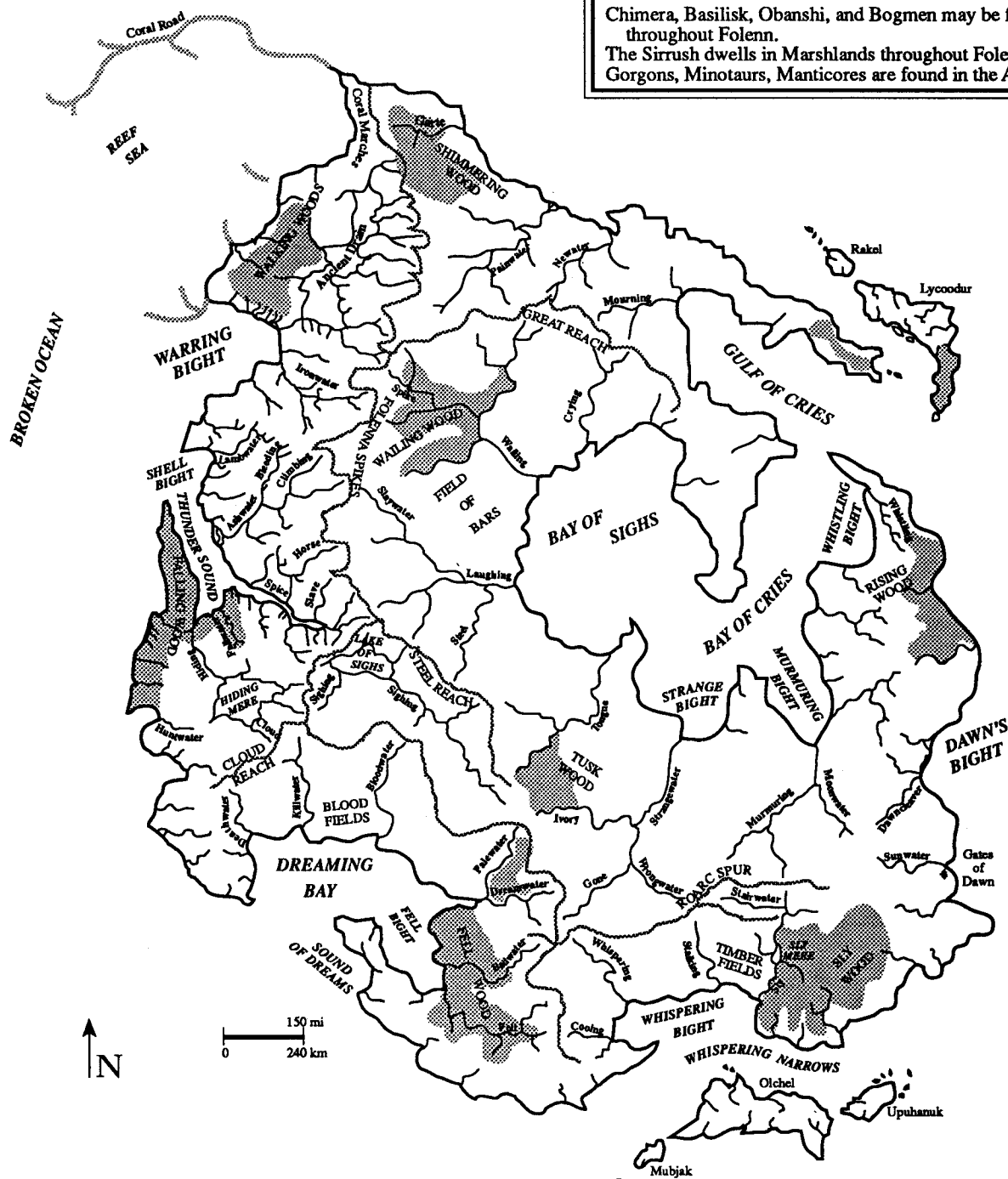
LEGEND

■ Unicorns, Tree Fiends, Black Unicorns

Chimera, Basilisk, Obanshi, and Bogmen may be found throughout Foleenn.

The SIRRUSH dwells in Marshlands throughout FOLENN.

Gorgons, Minotaurs, Manticores are found in the Ash Lairs.



3. TREE FIEND

Awakened and warped by the Unlife, these gnarled trees are malicious and spiteful. When aroused, the creatures can rend stone and earth with iron-hard roots, making Tree Fiends especially effective against fortified positions. Groves of Tree Fiends are not limited to forested regions, but will march into open lands. Their primary weakness is fire, natural or magical, from which Tree Fiends will flee. Fire-based attacks on them do 1D6 extra points of damage. Exceptional Tree Fiends possess spells (14 Power Points, optional rule O-12.1 does not apply): 1C1 (*Darkness*), 1E1 (*Nightvision*), 1E2 (*Powder Stone/Wood*). The power of Tree Fiends is greatest when the sky is brown or grey, modifying their attack and damage rolls by +2.

(Many Huge Bashes, Huge Crush, and Wooden Flesh)

Movement Rate	6" (4.5"/3"/1.5")	[15cm(12/8/4)]
Base Size	Large	Number Appearing 1-10
Melee Attack I	4D6+10	Melee Damage I High+2
Melee Attack II ✓	6D6+3	Melee Damage II Mediumx3
Defense	14	Shield Bonus +0
Armor	-4	Maneuver † 6
Morale	6	Resistance † 6 (10 vs Fire)
Endurance (200)	[100 squares]	



4. BASILISK

Rarely seen, but broadly distributed throughout the Bladelands, Basilisks seem drawn to battles either by curiosity or blood lust. In appearance they resemble serpents with feathered wings, legs, and head. Although winged, Basilisks are clumsy flyers and so spend most of the time on the ground. A Basilisk's beaks and claws, although cruelly sharp, are not its main weapons. In combat, they use a wailing hiss to inspire terror; treat as the 4th level Channeling spell *Mass Rout* (BSt Rulesbook p. 48). The gaze of a Basilisk turns the viewer to stone. Treat this as a 5th level attack against one combatant per round; if the target fails its RR, it is eliminated. Intentional or not, these creatures spread chaos, so are prized allies of the Unlife. Their Power Hue is Violet which allows them to move twice as fast as normal.

(Large Beak, Large Claws, and Scaly Skin)

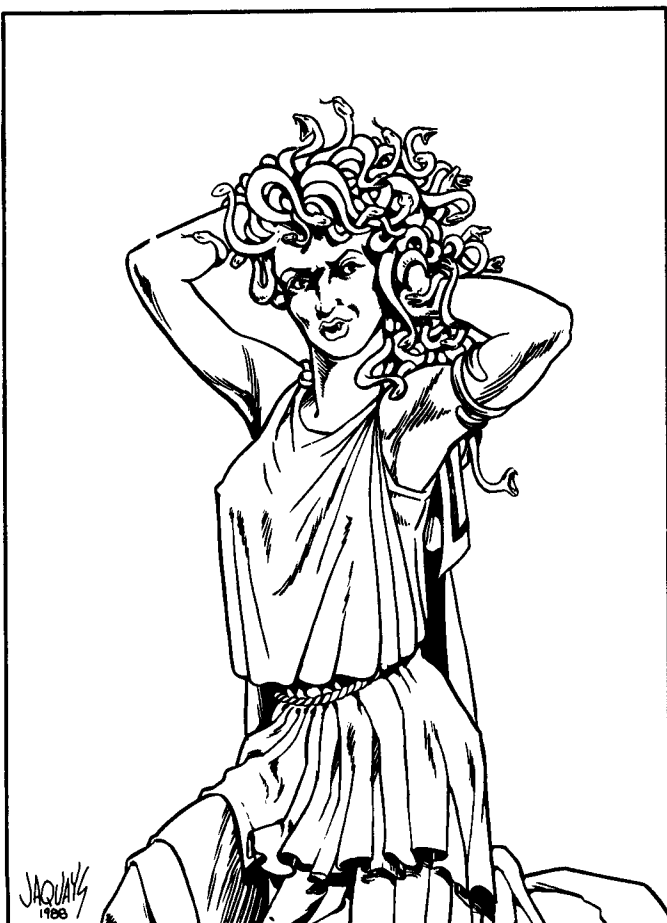
Movement Rate	8" (6"/4"/2")	[20cm(15/10/5)]
Base Size	Large	Number Appearing 1
Melee Attack I	2D6+D10+1	Melee Damage I High
Melee Attack II §	3D6+2	Melee Damage II High
Spell Attack, Damage, & Range (gaze and hiss)	Special	
Defense	11	Shield Bonus +0
Armor	-4	Maneuver † 8
Morale	8	Resistance † 8
Endurance (37)	[50 squares]	

5. BLACK UNICORN

These former Unicorns are occasionally used as demonic steeds. Evilly warped by Demons of rare cunning and cruelty, Black Unicorns often prey upon mortals for sport. Black Unicorns frolic amidst the carnage, reveling in the gore. Their immense egos usually preclude their use as mounts by any but the most powerful servants of the Unlife. Ebony hide and luminous green eyes are the only clues to the Black Unicorn's true nature. Magic hides their demonic temperament fooling unwary mortals. Black Unicorns' powers are exalted when the sky is black, grey, or whorled — only at these times may they use their 3rd, 4th, and 5th level spells.

(*Large Horn, Medium Trample, and Soft Leather Hide*)

Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]	
Base Size	Large	Number Appearing 1
Melee Attack I	2D6+D10+8	Melee Damage I High+1
Melee Attack II □ «	4D6+4	Melee Damage II Lowx2
Defense	12 Δ	Shield Bonus +0
Armor	-1	Maneuver † 5
Morale	8	Resistance † 9
Known Spells	2E1 (Landing, Leaving); 2E2 (Invisibility, Long Door); 1E3 (Mass Leaving); 1E4 (Mass Invisibility); 1E5 (Mass Long Door).	
Power Points	20	Elemental Attack Bonus —
Endurance (34)	□□ □□□□ □□□□ □□□□ m□□ □□□□ □□□□ □□□□	



6. GORGON

Original inhabitants of Foleenn, their numbers are now depleted by the ever-present warfare of the Bladelands. Long ago these hags were beauties warped by the touch of the Soulslayers. Now their snaky hair and stoning glance drive away all eligible suitors. The gaze of a Gorgon turns the viewer to stone. Treat this as a 5th level attack against one unit or 1-10 combatants per round (in view of her gaze); if the target fails its RR, it is eliminated. Existing Gorgons kill out of sheer spite. Gorgons may either appear as an ally of the Unlife, as a Random Encounter, or as a Guardian of her lair. A Gorgon's visage is fatal when viewed, so in daylight her effect is awesome. Her stoning gaze is lessened by worsening visibility. Highly reflective surfaces such as polished shields or mirrors are one of the few defenses against the being. Gorgons never follow routing forces, preferring to guard their lairs.

(*Dagger, Poisonous Snake Hair, and No Armor*)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]	
Base Size	Medium	Number Appearing 1
Melee Attack I	2D6+2	Melee Damage I Lowx2-1
Melee Attack II ¥	2D6-1 *	Melee Damage II Low-1 *
Spell Attack, Damage, & Range (gaze)	Special	
Defense	10	Shield Bonus +0
Armor	-0	Maneuver † 7
Morale	8	Resistance † 7
Endurance (18)	□□□□ □□□□m□□□□ □□□□	

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(Battle Axe, Medium Horn, and Tough Leather Hide)

Endurance (55) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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(Large Claw, Large Grapple, Huge Bite, and Scaly Hide)

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10. OBANSHI

Intensely hostile and ravenous, these massive four-armed lizards walk upright on trunk-like legs. Although originally native to Thuul, long ago Soulslayers brought Obanshi to the Bladelands to tip the balance of power in their favor. The behemoths resolutely refused training and in one disastrous battle slew several Soulslayer contingents. Since then, the Obanshi wander desolate countryside laying waste to all in their path. The tough skin of the Obanshi is a mottled brown color; their gaping jaws are large enough to swallow a man whole. Although they are awesome beasts of battle, Obanshi are rather stupid and easily confused. (See ICE's *Shadow World* module, *Kingdom of the Desert Jewel*, for more information.)

(Huge Bash and Thick Leather Hide)

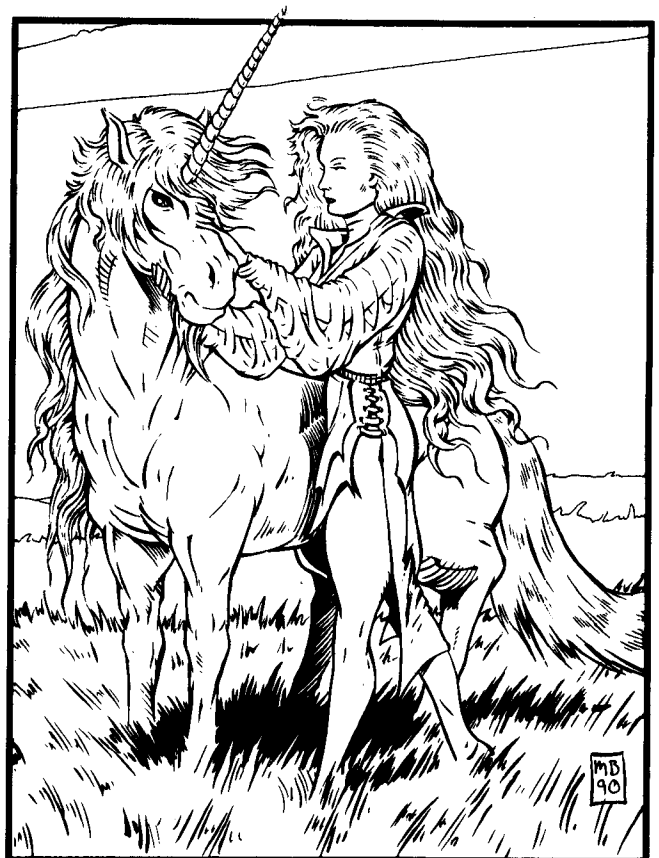
Movement Rate	3"(2.5"/1.5"/1") [8cm(6/4/2)]	
Base Size	Huge	Number Appearing 1-3
Melee Attack	4D6+8	Melee Damage High
Defense	12	Shield Bonus +0
Armor	-3	Maneuver † 6
Morale	7	Resistance † 7
Endurance (150)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

9. UNICORN

Beautiful, graceful, and free, unicorns roam the whole of the Bladelands seeking to aid righteous folk. A shimmering, opalescent horn surmounts its equine head, with which it dispatches the forces of Darkness. Magically, it can avoid danger by simply being elsewhere. Truly free spirits, Unicorns eschew battle unless allied to the forces of good in conflict with the Unlife. Unicorns may only be ridden by maidens of pure heart (an admittedly scarce commodity on Folenn). Usually they can serve as a shock force to drive an enemy from the field of battle. The power of the unicorn is greatest in white, silver, or whorled hues. Under these skies, Unicorns are blessed with more powerful Magic — only at these times may they use their 3rd, 4th, and 5th level spells

(Large Horn, Medium Trample, and Soft Leather Hide)

Movement Rate	16"(12"/8"/4") [41cm(31/21/11)]	
Base Size	Large	Number Appearing 1
Melee Attack I	4D6+D10	Melee Damage I High+2
Melee Attack II □ ◀	4D6+2	Melee Damage II Lowx2
Defense	13 Δ	Shield Bonus +0
Armor	-1	Maneuver † 4
Morale	7	Resistance † 8
Known Spells	4E1 (Deflections, Landing, Leaving, Resist Elements); 3E2 (Bladeturn, Fly, Long Door); 2E3 (Mass Deflections, Mass Leaving); 2E4 (Mass Bladeturn, Mass Resist Elements); 1E5 (Mass Long Door).	
Power Points	33	Elemental Attack Bonus —
Endurance (36)	□□□ □□□□ □□□□ □□□□ m□□□ □□□□ □□□□ □□□□	



11. BOGMAN

Through an unlikely combination of lightning, fire, water and earth, a man who sank in swampy ground later was reborn as the champion of nature, Bogman. Although of limited intellect, Bogman knows enough to detest the constant warfare on Foleenn. He stops the fighting in the only way he can — killing everyone in sight with his massive, pummeling fists. Only with the battle field cleared can the Peace of Humus once again prevail. Bogman is 8' tall and is composed entirely of animated plant-matter. If Bogman suffers severe damage or dismemberment, he withdraws from battle to regenerate lost limbs. Only magic, heat, acid, and cold damage him permanently. Those who can speak with plants and who are of good heart may seek his aid in defeating despoilers of nature. Otherwise, Bogman destroys all mutilators of the land. Bogman's Power Hue is Green. Under Green skies he gains a +2 modifier to attack and damage rolls.

(Large Bash and Fibrous Skin)

Movement Rate	6" (4.5"/3"/1.5")	[15cm(12/8/4)]
Base Size	Large	Number Appearing1 (unique)
Melee Attack	3D6+9	Melee DamageMedium
Defense	13	Shield Bonus+0
Armor	-4	Maneuver †6
Morale	6	Resistance †6
Endurance (56)	□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□ □□□□□ □□□□□ □□□□□	



V – ZEPHYR HOUNDS

Summoned from elemental realms near Kulthea, brutish Zephyr Hounds devastate the lands through which they roam with their Dragon-like breath. Appearing as the largest of curs (3' at the shoulder) with glowing eyes and mouth, these hounds may be summoned anywhere on the Bladelands by any adept conjuror. Each type of Zephyr Hound will associate only with its own kind.

1. FIRE HOUND

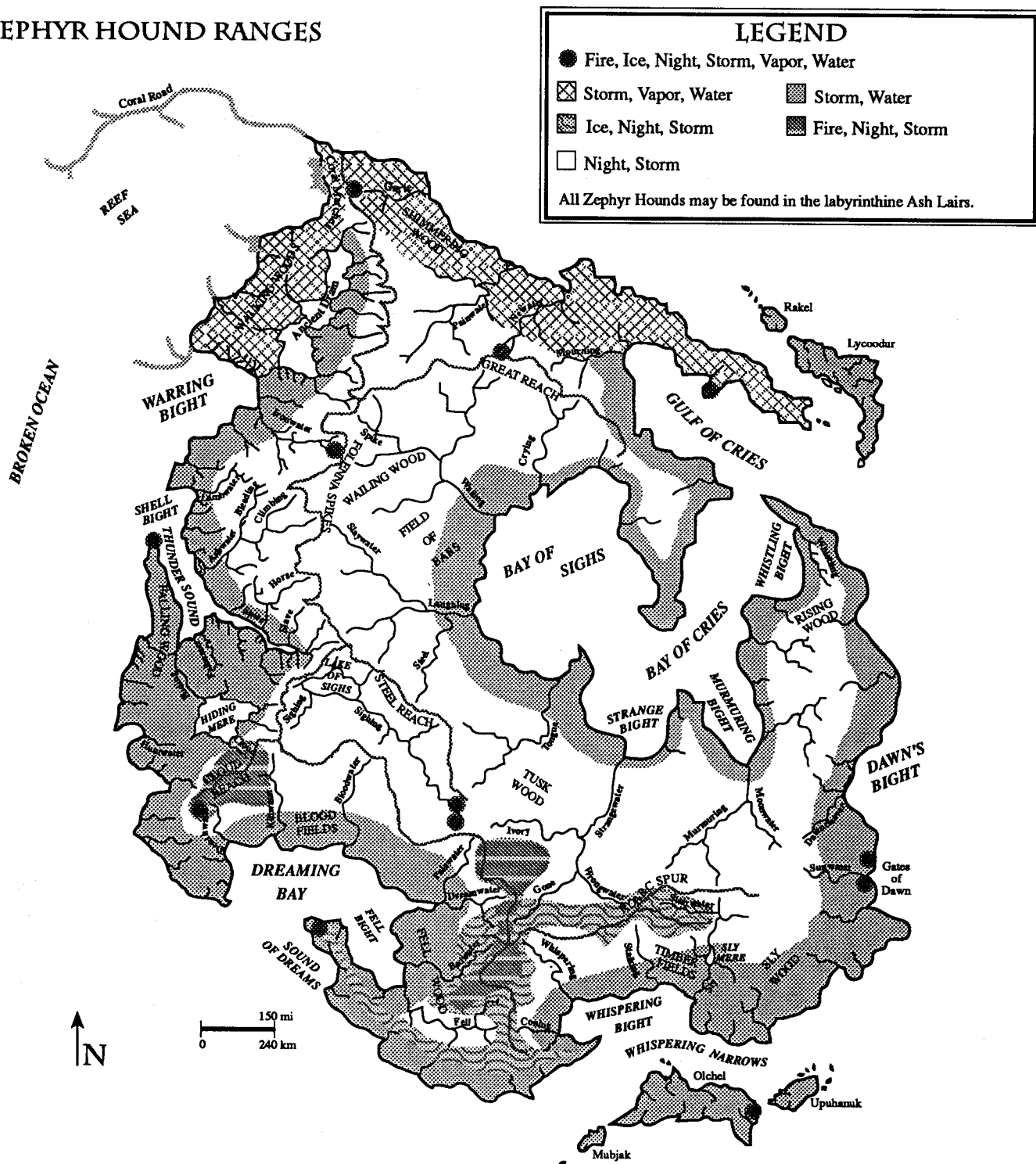
Soot dulls the coppery fur of this hound. It has glowing red eyes and a mouth that roars flames. Treat its fiery breath as the third level Essence spell *Elemental Bolt III* (BSt Rulesbook p. 51). Immune to fire, the fire hound takes double damage from cold.

(Medium Bite, Fiery Breath, and Soft Leather Hide)

Movement Rate	14" (10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing1-10
Melee Attack	3D6+4	Melee DamageHigh+2
Elemental Attack (fire bolt) β		D6+D10+5
Elemental Damage	Highx2	Range5" [13cm]
Defense	10	Shield Bonus+0
Armor	-1	Maneuver †7
Morale	8	Resistance †8
Endurance (20)	□□□□□ □□□□□m□□□□□ □□□□□	



ZEPHYR HOUND RANGES



2. ICE HOUND

Frost-tinged ground marks the passage of Ice Hounds. They have grey fur and fluorescent blue eyes. Treat its icy breath as the third level Essence spell *Elemental Bolt III* (BSt Rulesbook p. 51). They are immune to cold, but take double damage from fire. These hounds enjoy full movement on ice and snow.

(Medium Bite, Cold Breath, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	3D6+4	Melee Damage High+2
Elemental Attack (ice bolt) β		D6+D10+3
Elemental Damage	Highx2	Range 5" [13cm]
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 7
Morale	8	Resistance † 8
Endurance (18)	□□□□□ □□□□ m □□□□ □□□□□	

3. NIGHT HOUND

Nocturnal creatures, these hounds shun the daylight. They are adept at stalking their prey on the blackest nights, virtually invisible with sooty coats. Their poisonous breath is treated as the 2nd level Essence spell *Mass Paralyze Legs* (BSt Rulesbook p. 51). This breath extends 5" [13cm] in a 60° arc, affecting all within. Night Hounds are immune to "Sleep" spells and their own breath.

(Medium Bite, Poison Breath, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	3D6+3	Melee Damage High+2
Spell Attack, Damage, & Range (poison breath) β		Special
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 8
Morale	9	Resistance † 9
Endurance (16)	□□□□□ □□□□ m □□□□ □□□□□	

4. STORM HOUNDS

Their long yellow fur crackles from static, their eyes glow with phosphor. Storm Hounds employ as shock breath treated as the 2nd level Essence spell *Elemental Bolt II* (BSt Rulesbook p. 50). Immune to electricity, these hounds take double damage from water.

(Medium Bite, Shocking Breath, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	3D6+2	Melee Damage High+2
Elemental Attack (shock bolt) β		D6+D10+1
Elemental Damage	High+1	Range 10" [25.5cm]
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 7
Morale	9	Resistance † 9
Endurance (12)	□□□□□ □m□ □□□□□	

5. VAPOR HOUND

Moving silently as fog, these hounds creep along the ground to envelop victims in a cloud of green vapor. They are disguised by thick, snowy coats and have iridescent eyes. Vapor Hounds have deadly poisonous gas breath treated as the 5th level Essence spell *Mass Word of Pain* (BSt Rulesbook p. 53), with two exceptions. The attack is treated as 3rd level for RR purposes and the range is only 3" [8cm]. They are immune to poisons, including their own breath.

(Medium Bite, Deadly Poison Breath, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	3D6+3	Melee Damage High+2
Spell Attack, Damage, & Range (poison breath) β		Special
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 8
Morale	8	Resistance † 9
Endurance (15)	□□□□□ □□□□ m □□ □□□□□	

6. WATER HOUND

Blue-furred with aqua eyes, these hounds are adept swimmers and breathe water as well as air. Water Hounds possess the ability to shoot a water bolt from their mouth. Treat this as the 1st level Essence spell *Elemental Bolt I* (BSt Rulesbook p. 49). Such hounds are immune to water-based attacks but take double damage from fire.

(Medium Bite, Water Bolt, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	3D6+2	Melee Damage High+2
Elemental Attack (water bolt) β		D6+D10+1
Elemental Damage	Low+2	Range 10" [25.5cm]
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 8
Morale	9	Resistance † 9
Endurance (14)	□□□□□ □□□□ m □□ □□□□□	



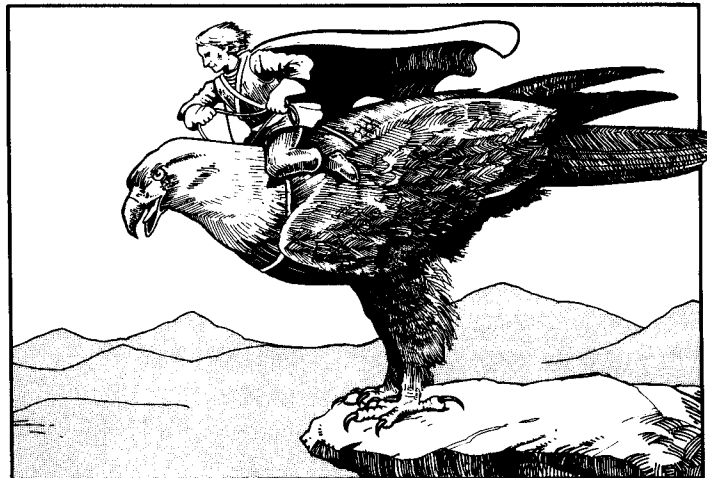
VI - FLYING BEASTS

1. FELL BEAST

Fell Beasts look much like small armless Dragons and usually nest in cliff-nooks. Although they lack breath weapons, their powerful talons and huge jaws can defeat most foes. Agile, strong, and moderately bright, they are often trained as air steeds for the Unlife. Primarily nocturnal, they can abide the loathsome touch of the Undead, so Fell Beasts are often chosen as mounts by Wraiths, Death Knights, and the like. Under Black skies, Fell Beasts have double normal movement rate.

(Huge Claw, Large Bite, and Rigid Leather Hide)

Movement Rate	32"(24"/16"/8")	[81cm(61/41/21)]
Base Size	Huge	Number Appearing 1-10
Melee Attack I	4D6+2	Melee Damage I High
Melee Attack II §	3D6+5	Melee Damage II Mediumx2
Defense	13	Shield Bonus +0
Armor	-2	Maneuver † 4
Morale	7	Resistance † 8
Endurance (96)	□ □ m □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	



2. THYFUR

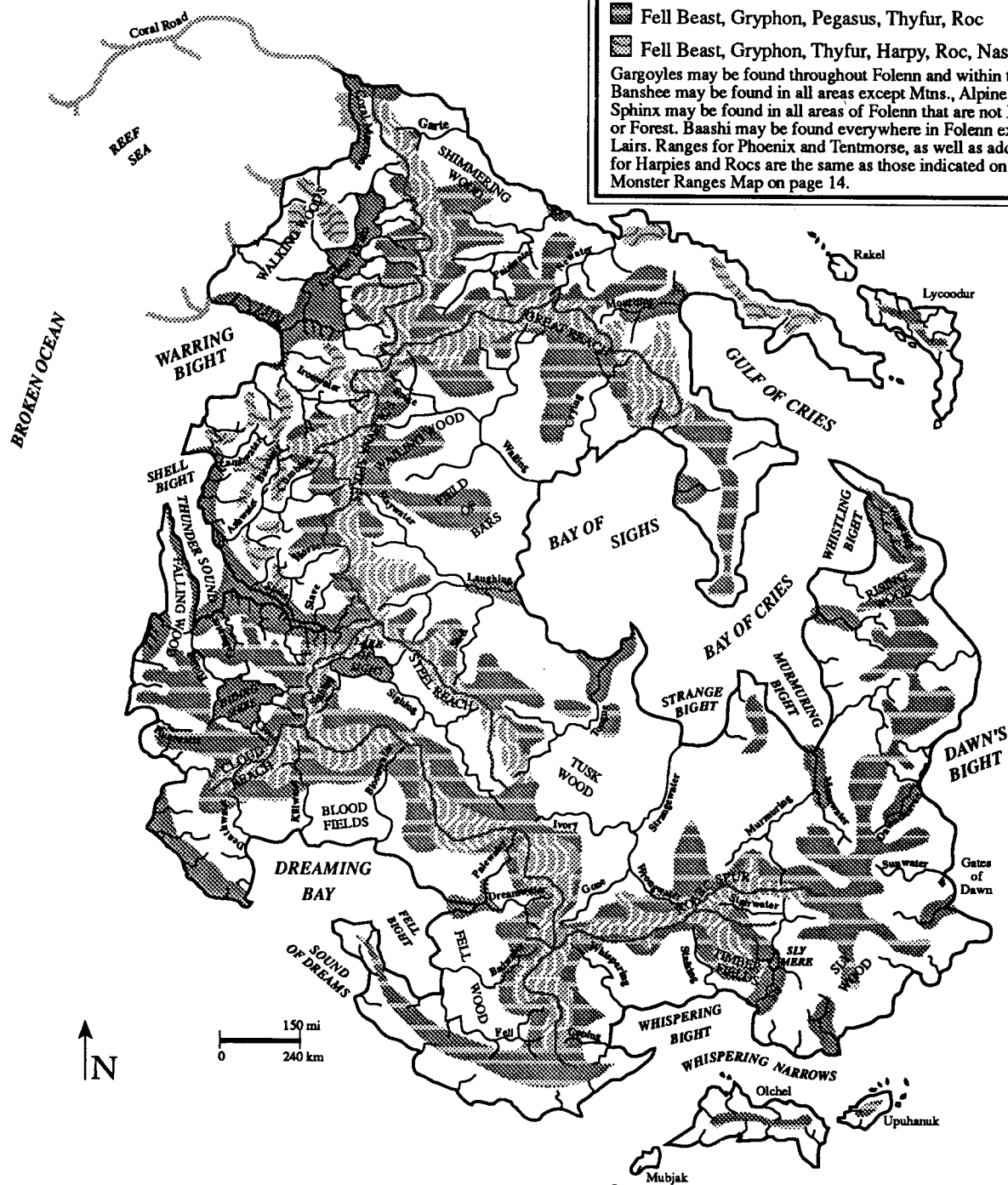
Cold mountain peaks shelter the Thyfur, huge birds resembling Great Eagles, but of lesser wingspan. Thyfur are more sociable than the Great Eagle, often forming friendships with Human, Elvish, and Hírazi riders. Grottos and mountain caves serve as an abode for bird and rider. A remnant of Hírazi people formed a strong allegiance with these great birds centuries ago. Mounted Thyfur troops make regular forays into the lowlands for food and to guard their lofty realm from enemies. Their Power Hue is Blue, when Thyfur can fly at a doubled rate.

(Huge Claw, Large Beak, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]
Base Size	Large	Number Appearing 1-2
Melee Attack I	4D6+4	Melee Damage I High
Melee Attack II § ...	2D6+D10+3	Melee Damage II High
Defense	11	Shield Bonus +0
Armor	-1	Maneuver † 4
Morale	8	Resistance † 8
Endurance (56)	□ □ m □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	



FLYING BEAST RANGES



3. PEGASUS

Remote alpine valleys secure privacy for the shy Pegasus. Ranging in hue from silver to white, a Pegasus has the form of a winged horse. Hollow-boned and lightly built, the creatures take to the sky for the joy of flight or to escape predators. The lure of excitement draws a few from their secluded abodes. Intelligent and of good nature, a Pegasus values its freedom; never does it serve forces of evil. Men sometimes steal foals to raise as steeds. Pegasus are primarily bred and used by the Erlini of Orchel and Cryan (*BSt Sourcebook* p. 62). Under White skies their Defense is 15.

(Medium Bash, Medium Trample, and Soft Leather Skin)

Movement Rate	14"(10.5"/7"/3.5")	[36cm(27/18/9)]	
Base Size	Large	Number Appearing	1-5
Melee Attack I	D6+D10+1	Melee Damage I	Low+1
Melee Attack II «	2D6+6	Melee Damage II	Lowx2
Defense	11	Shield Bonus	+0
Armor	-1	Maneuver †	5
Morale	9	Resistance †	8
Endurance (43)	□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□ □□□□ □□□□ □□□□ □□□□ □□□□		



4. GRYPHON

Endowed with an eagle's wings and head, a Gryphon's forequarters are covered with metallic plumage. Sharp talons protrude from its forelegs. A muscular lion's body provides great strength and agility. The scent of blood draws the Gryphon into battle, seeking fresh meat for its insatiable hunger. Its soaring grace and glinting body belie its deadly nature. The Titans who guard the Jewel Wells sometimes use Gryphons as spies. Their Power Hue is iridescent, when Gryphons attack at +2 modifier.

(Large Claw, Medium Beak, and Soft Leather Hide)

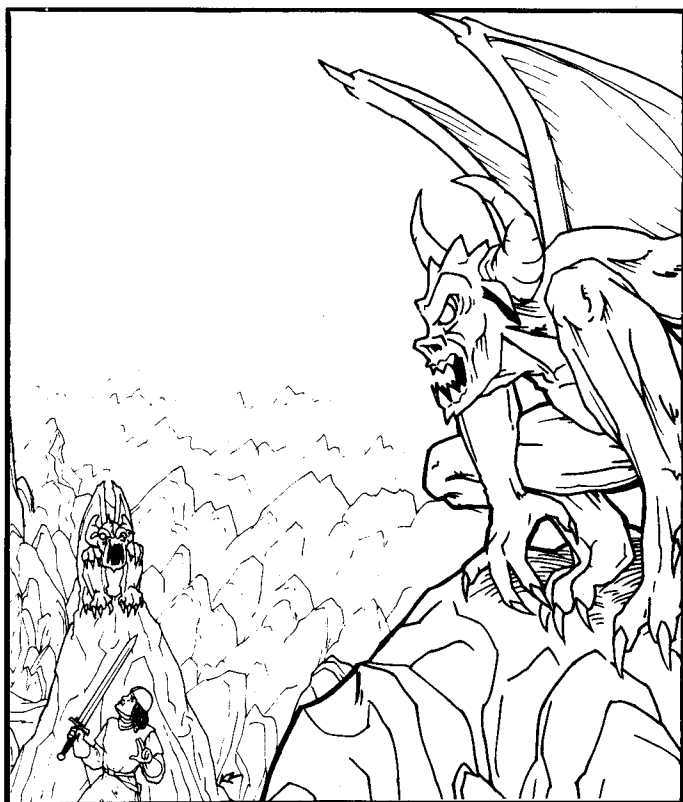
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]		
Base Size	Large	Number Appearing	1-2
Melee Attack I	3D6+6	Melee Damage I	High
Melee Attack II « ...	2D6+D10+2	Melee Damage II	High-1
Defense	12	Shield Bonus	+0
Armor	-1	Maneuver †	5
Morale	8	Resistance †	8
Endurance (55)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□m□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□		

5. GARGOYLE

Grotesque mockeries of Man and imps, Gargoyles pass the time between battles imitating statuary. They prefer to crouch, unperceived, on the eaves and gables of ruined structures. They swoop down on prey, attacking with teeth and claws. Fresh Human flesh is the Gargoyles' favorite meal; however, these creatures also hunt for sport. Though their form varies, all are winged. Rough, leathery hide and a chameleon ability aid in their subterfuge. Too small to be ridden, Gargoyles sometimes band together to drive off invaders or despoil villages.

(Large Claw, Medium Bite, and Scaly Hide)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Medium
Melee Attack I	3D6+3
Melee Attack II «	3D6+1
Defense	12
Armor	-3
Morale	9
Endurance (22)	□□□□□ □□□□□ □m□ □□□□□ □□□□□
Number Appearing	1-10
Melee Damage I	High
Melee Damage II	High+2
Shield Bonus	+0
Maneuver †	6
Resistance †	9



6. NASTI

Vicious, semi-intelligent insects with sharp, toothy mandibles and claws, Nasti dwell near civilized areas. Believed to be the product of demonic experimentation, Nasti bedevil civilized folks on Folenn. (See ICE's *C&T II* for more information.)

(Small Claws, Medium Bite, and Soft Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Small
Melee Attack I	2D6+3
Melee Attack II §	3D6+2
Defense	10
Armor	-1
Morale	10
Endurance (6)	□□□m□□□
Number Appearing	1-20
Melee Damage I	Low
Melee Damage II	High+2
Shield Bonus	+0
Maneuver †	9
Resistance †	10



8. HARPY

A woman's head and breasts surmount an eagle's body covered in shining blue plumage. The Harpy's keening cries paralyze her foes, rendering them vulnerable to her cruel talons. Treat this wail as the first level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49) with a range of 10". Harpies feast on the flesh of their victims.

(*Medium Talons and Soft Leather Hide*)

Movement Rate	9"(7"/4.5"/2.5")	[23cm(18/12/6)]
Base Size	Medium	Number Appearing 1-10
Melee Attack	2D6+4	Melee Damage High
Spell Attack, Damage, & Range (gaze)		Special
Defense	11	Shield Bonus +0
Armor	-1	Maneuver † 7
Morale	9	Resistance † 9
Endurance (10)		□□□□□ m□□□□□

7. BANSHEE

Long, wild hair veils a Banshee's flesh, while desiccated, filmy wings carry the Banshee's shriveled body. The Banshee's cry, a tortured wail, spreads panic, despair, and death. This wail affects all combatants and units within 10"[25cm] using any one of the spells listed below each turn.

(*Dagger and Soft Leathery Skin*)

Movement Rate	7"(5.5"/3.5"/2")	[18cm(14/9/5)]
Base Size	Medium	Number Appearing 1-2
Melee Attack	2D6	Melee Damage Lowx2-1
Defense	9 Δ	Shield Bonus +0
Armor	-1	Maneuver † 9
Morale	9	Resistance † 9
Known Spells	1C1 (Panic); 1C2 (Mass Panic); 1C3 (Mass Disrupt); 1C4 (Mass Rout); 1C5 (Death).	
Power Points	30	Elemental Attack Bonus —
Endurance (13)		□□□□□ □□m□ □□□□□



A 10x10 grid of squares. The central square, at row 5 and column 5 (assuming 1-indexing from top-left), is labeled with the letter 'm'. All other squares are empty.



Power Points	45	Elemental Spell Bonus	+4
Endurance (100)	m 		

11. SPHINX

With a human head and eagle wings atop a lion's body, the Sphinx is a union of animal strength and rationality. Quite intelligent, the Sphinx avoids battle unless assured of victory. The Power Hue of a Sphinx is Blue, which grants double PP's and the following additional spells: 3E1, 2E2, and 1E3 (ESB 0).

(Large Claw, Huge Bash, and Tough Leather Hide)

Movement Rate	8" (6"/4"/2") [20cm(15/10/5)]		
Base Size	Large	Number Appearing	1
Melee Attack I	4D6+6	Melee Damage I	High
Melee Attack II §	4D6+4	Melee Damage II	High-1
Defense	14 Δ	Shield Bonus	+0
Armor	-2	Maneuver †	6
Morale	7	Resistance †	7
Known Spells	4C1; 3C2; 2C3; 1C4		
Power Points	25	Elemental Spell Bonus	+0
Endurance (70)			



12. BAASHI

Baashi are carnivorous flying monkeys that often work as the agents of evil spell-casters. Baashi are intelligent enough to respond to complex verbal commands. (See ICE's *RMC I* for more information.)

(Medium Bash, Small Bite, and Soft Leather Hide)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]		
Base Size	Small	Number Appearing	1-10
Melee Attack I	D6+D10+3	Melee Damage I	Low+1
Melee Attack II «	2D6+4	Melee Damage II	High+1
Defense	11	Shield Bonus	+0
Armor	-1	Maneuver †	5
Morale	9	Resistance †	9
Endurance (13)	□□□□ □m□□□□□		



13. TENTMORSE

Tentmorses have green round bodies with a large red mouth, two white eyes, and ten poisonous radiating appendages. Maneuvering through tree limbs on smooth sinuous tentacles, Tentmorses never touch ground if they can help it. Grappling with poisoned tentacles, Tentmorses immobilize their surprised prey. This poisonous Grapple also inflicts the first level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49), applied in addition to normal damage. (See ICE's *C&T II* for more information.)

(Myriad Poisonous Medium Grapples, Medium Bite, and Soft Leather Hide)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]	
Base Size Medium	Number Appearing	1-10
Melee Attack I 3D6+3 *	Melee Damage I	High-2 *
Melee Attack II √ 3D6+1	Melee Damage II	High+2
Defense 9	Shield Bonus	+0
Armor -1	Maneuver †	8
Morale 9	Resistance †	9
Endurance (16)	□□□□ □□m□□ □□□□	

14. HORRIBAR

A hairy black ball with a toothy mouth agape, the wingless Horribar flies by means of a magical gland. Hook-tipped tentacles grab prey drawing it towards vicious fangs. Mindless carnivores, Horribars feed constantly. (See ICE's *C&T II* for more information.)

(Medium Hooks, Large Bite, and Soft Leather Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size Small	Number Appearing	4-16
Melee Attack I 2D6+D10	Melee Damage I	Low
Melee Attack II √ 3D6+5	Melee Damage II	Mediumx2
Defense 12	Shield Bonus	+0
Armor -1	Maneuver †	8
Morale 9	Resistance †	9
Endurance (12)	□□□□ □m□□□□□	

VII - DRAGONS

This section presents three types of Dragons: the Great Drakes, the Lesser Drakes, and three Minor Drakes.



GREAT DRAKES

Great Drakes reside in many remote or devastated locales throughout the Bladelands, but all prefer to live in cavernous lairs. Features common to all Dragon-kind include: fiery, captivating eyes; well-muscled but slender bodies; two legs, two arms, and two variably developed "wings;" great talons, a long neck and tail; one to four horns; caustic blood and foul secretions; and scaly body armor. Dragons are generally intelligent and enjoy battles of logic and wit. They are independent and solitary, seldom allying themselves in the petty wars between Mortals.

Dragons' huge claws, whip-like tails, and massive multi-rowed teeth enable them to physically overpower most any beast. The beat of their wings can stir the air with a fierce whirlwind, doubling the spreading speed of a fire and making maneuvers difficult. Great Drakes can use spells like the best Mages when not in melee. In addition, their enchanted senses and intuition give them the inherent ability to discern illusions and invisible beasts. Immune to the elements, (fire, ice, light, air, darkness, and water) and highly resistant to spells, they are rarely bothered by magic.

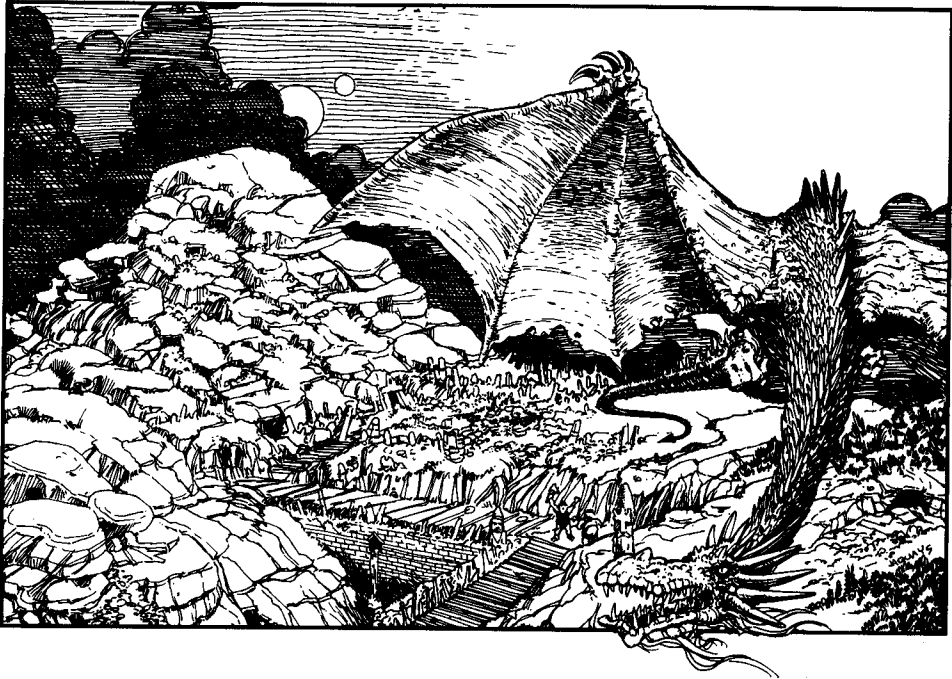
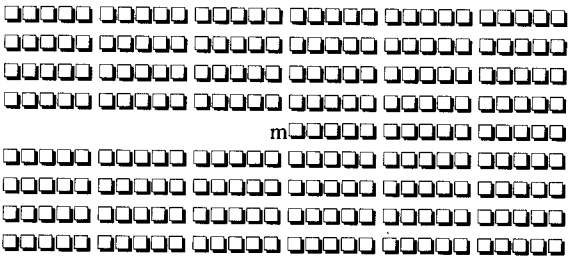
1. LIGHT DRAKE (BLUE)

The lairs of the Light Drake are always in the Mountains since they favor thunderous electrical storms. Generally blue or blue-black, Light Drakes are nocturnal predators. Their breath acts as

lightning (Bolt: 300', Cone: 200') usable once per turn, 25 times a day. A Light Drake is most powerful when the sky is Blue or in the presence of electrical storms; this adds +3 to attack and defense.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Lightning Ball Breath, Lightning Bolt Breath, and Plate-like Hide)

Movement Rate	22" (16.5"/11"/5.5") [56cm(42/28/14)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	3D6+7	Melee Damage I High-1
Melee Attack II §	...3D6+D10+6	Melee Damage II High+1
Melee Attack III §	4D6+5	Melee Damage III High
Melee Attack IV §	..2D6+D10+4	Melee Damage IV . Mediumx2+2
Elemental Attack I (lightning cone) B	5D6+D10+2	
Elemental Damage I	Lowx2+2	Range I 33"[84cm], 30° arc
Elemental Attack II (lightning bolt) B	5D6+D10+2	
Elemental Damage II	Highx2	Range II 50"[127cm]
Defense	15 Δ	Shield Bonus +0
Armor	x1/2	Maneuver † 3
Morale	2	Resistance † 2
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.	
Power Points	60	Elemental Spell Bonus +14
Endurance (270)		



2. COLD DRAKE (WHITE)

Frequently grey or white, Cold Drakes live on high mountain peaks or in frigid climes. Relatively few (15%) have wings. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. Their breath weapons are a cone of cold and an ice bolt (maximum of one breath attack per turn). Their Power Hues are Grey and White, when attack and defense are at +3.

*(Huge Bash, Huge Horn, Huge Claw, Huge Bite,
Cold Ball Breath, Ice Bolt Breath, and Plate-like Hide)*

[illegible]

3. GAS DRAKE (GREEN)

Usually Gas Drakes inhabit marshes, although they are well-known in the wild heath of remote moors. Grey, green, black, or brown they blend into forested swamps. These flighted Drakes surround themselves with sickening odors and fetid mists, creating a sense of impending death. They attack with a poisonous gaseous breath (usable once per turn, forty times a day). They are most powerful when the sky is Yellow or Green, giving them +2 to attack and defense.

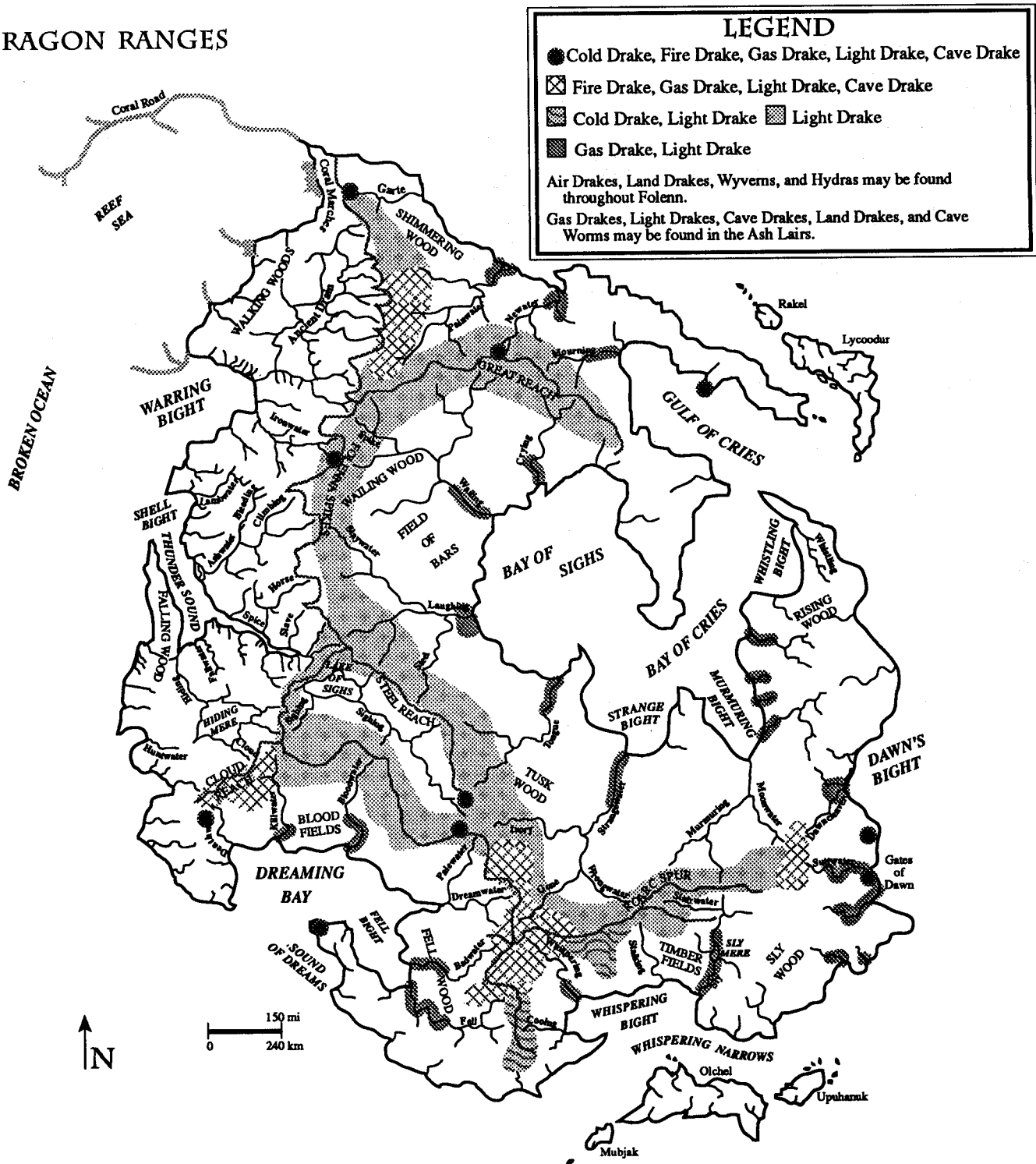
(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Poisonous Gas Breath, and Plate-like Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	Huge
Melee Attack I	4D6+6
Melee Attack II § ...	3D6+D10+4
Melee Attack III §	4D6+6
Melee Attack IV § ..	3D6+D10+2
Spell Attack (gas breath)	**
Defense	12 Δ
Armor	x1/2
Morale	4
Known Spells	2C1 (Pain I, Panic); 3C2 (Fog Call, Mass Panic, Pain II); 2C3 (Mass Disrupt, Pain III); 2C4 (Mass Pain, Mass Rout); 2C5 (Death, Mass Pain True); 4E1 (Confusion, Disrupt, Paralyze Legs, Weaken); 3E2 (Fear, Mass Paralyze Legs, Mass Weaken); 2E3 (Mass Confusion, Mass Fear); 1E4 (Word of Pain); 1E5 (Mass Word of Pain).
Number Appearing	1
Melee Damage I	High-1
Melee Damage II	High+1
Melee Damage III	High
Melee Damage IV ..	Mediumx2+2
Range ..	20"[50cm] (max. radius)
Shield Bonus	+0
Maneuver †	3
Resistance †	4

[illegible]

**** —** The effects of this breath can be the same as any spell listed for the drake. β

DRAGON RANGES





LESSER DRAGONS

Resembling Great Drakes in structure and habits, Lesser Drakes lack their overall size and enchanted breath. Lesser Drakes are quicker and more agile. Less egotistical and insular than the Great Drakes, they sometimes serve other parties.

5. AIR DRAKE (GREY)

Air Drakes nest in cliff-nooks or giant trees throughout the Bladelands. Silver or grey in color, their Power Hues are Silver and Grey, giving Air Drakes +2 to attack and defense. Although these beasts are usually independent, they occasionally ally themselves with other flighted beings (such as the Hirazi). Of course enticement is necessary, either treasure or food. Even then allied Dragons can never be fully trusted.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, and Scaly Hide)

Movement Rate	24"(18"/12"/6") [61cm(46/31/16)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	4D6+1	Melee Damage I High-1
Melee Attack II §	3D6+D10+3	Melee Damage II High+1
Melee Attack III §	4D6+6	Melee Damage III High
Melee Attack IV §	2D6+D10+3	Melee Damage IV . Mediumx2+2
Defense	14	Shield Bonus +0
Armor	-3	Maneuver † 4
Morale	5	Resistance † 5
Endurance (180)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	



6. LAND DRAKE (BROWN)

Agile climbers, Land Drakes nest in breaks and glens throughout Folenn. Dark grey or brown the flightless Land Drake is most powerful under Brown skies, giving them +2 to attack and defense. Enraged by continued Mannish encroachment, these creatures may join forces with one another or evil armies to decimate villages and fields. They can be swayed by promises of magical treasure.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Plate-like Hide)

Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	4D6+6	Melee Damage I High-1
Melee Attack II §	3D6+D10+4	Melee Damage II High+1
Melee Attack III §	4D6+5	Melee Damage III High
Melee Attack IV §	2D6+D10+6	Melee Damage IV . Mediumx2+2
Defense	15	Shield Bonus +0
Armor	x1/2	Maneuver † 4
Morale	4	Resistance † 4
Endurance (270)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	





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9. HYDRA

Hydras are flightless, dull-witted, multi-headed creatures related to Dragons. They possess the body of a fat serpent, a long tail, two strong legs, and 3-9 heads (most have 9). In battle, their fanged heads attack independently, these attacks are marked with an “#” below. A severed head will split and regenerate as two new heads. One head serves as the “original”, it will not be regenerated if severed and its loss slays the hydra. Each head can breathe a fire cone 25' long once a turn. Occasionally, forces of the Unlife employ Hydras as mobile flamethrowers. Under Whorled skies a Hydra has 66 power points and its known spells are “2E1, 2E2, 2E3” with an ESB of +3.

(Huge Bash, Large Bites (as many as there are heads), Fiery Breaths (as many as there are heads), and Plate-like Hide)

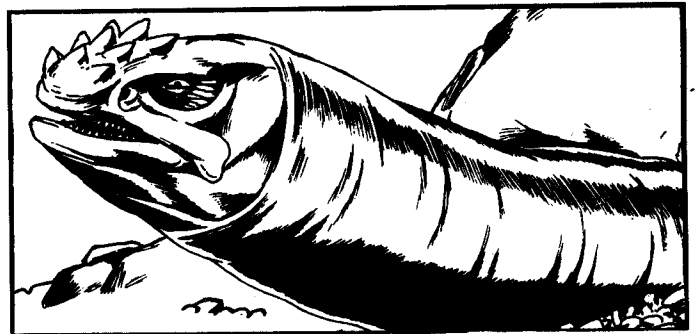
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	4D6+9	Melee Damage I High-1
Melee Attack II § #	3D6+5	Melee Damage II Mediumx2
Elemental Attack (fire cone) B #	3D6+D10+2	
Elemental Damage	Highx2	Range 4" [10cm], 30° arc
Defense	14	Shield Bonus +0
Armor	x1/2	Maneuver † 5
Morale	6	Resistance † 6
Endurance (230)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

10. CAVE WORM

Exclusively subterranean, the blind cave worm is a legless drake-like beast with horns on its head. As it moves through earth and stone it exudes an acidic slime. This foul excretion will soften all but the hardest material. This acid does “Mediumx2” damage in addition to normal damage. Their uncanny senses guide them directly towards prey. Omnivorous, Cave Worms will eat anything but prefer bone. These colorless worms operate at only one quarter effectiveness in daylight. A Random Encounter in the Ash Lairs, Cave Worms rarely serve in organized forces.

(Huge Acidic Grapple, Huge Horns, Large Acidic Bite, and Rigid Leather Hide Hide)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	2D6+D10+3	Melee Damage I Medium (+ Mediumx2 Acid damage)
Melee Attack II § ...	3D6+D10+6	Melee Damage II High+1
Melee Attack III √	3D6+8	Melee Damage III Mediumx2 (+ Mediumx2 Acid Damage)
Defense	11	Shield Bonus +0
Armor	-2	Maneuver † 8
Morale	8	Resistance † 8
Endurance (70)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	



VIII - UNNATURAL & ARTIFICIAL BEINGS

These beings are either summoned from neutral alternate planes of existence (elementals) or they have been created by enchantments in years gone by.

1. KÆDEN

Hideous aberrations constructed at the end of the First Era by Evil Lords of Essence, Kæden combine insect-like appearance with a considerable intelligence. Some sort of unholy fusion, Kæden have an exoskeleton, faceted eyes, antennae, and a long prehensile tongue. Kæden are carnivorous and use their tongues as needles through which poison is injected, and life's blood is sucked up. They inhabit the mountains of Foleenn.

Kæden take double damage from fire and try to avoid direct sunlight. They can make a web attack that can entangle foes; treat as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), applied in addition to normal damage. Their Stinger-like tongue injects a poison which is treated similarly (their "Melee Attack II"). Shrill piping and queer titters (their radar) herald their presence. (See ICE's *Shadow World Atlas Addendum* in *Emer* for more information.)

KÆDEN WARRIOR

(Medium Pincers, Large Poisonous Stinger, Large Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	Medium
Melee Attack I	D6+D10+3
Melee Attack II ♯	3D6+1 *
Missile Attack (web attack) *	3D6+1
Missile Damage	High-2 *
Defense	11
Armor	-3
Morale	8
Endurance (23)	□□□□ □□□□ □□m□ □□□□ □□□□
Number Appearing	1-5
Melee Damage I	High-1
Melee Damage II	Low+1 *
Range Mod	-2 per 5" [13cm]
Shield Bonus	+0
Maneuver †	5
Resistance †	8

KÆDEN LEADER

(Large Pincers, Large Poisonous Stinger, Large Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base Size	Large
Melee Attack I	2D6+D10+4
Melee Attack II ♯	3D6+4 *
Missile Attack (web attack) *	3D6+3
Missile Damage *	High-2
Defense	16
Armor	-3
Morale	7
Endurance (48)	□□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□
Number Appearing	1
Melee Damage I	High
Melee Damage II	Low+1 *
Range Mod	-2 per 5" [13cm]
Shield Bonus	+0
Maneuver †	4
Resistance †	7

KÆDEN QUEEN

(Huge Pincers, Huge Poisonous Stinger, Huge Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Large
Melee Attack I	4D6+12
Melee Attack II ♯	3D6+9 *
Missile Attack (web attack) *	2D6+D10+9
Missile Damage *	Medium
Defense	20
Armor	-3
Morale	4
Endurance (168)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Number Appearing	1
Melee Damage I	High+1
Melee Damage II	Medium-1 *
Range Mod	-2 per 5" [13cm]
Shield Bonus	+0
Maneuver †	3
Resistance †	4

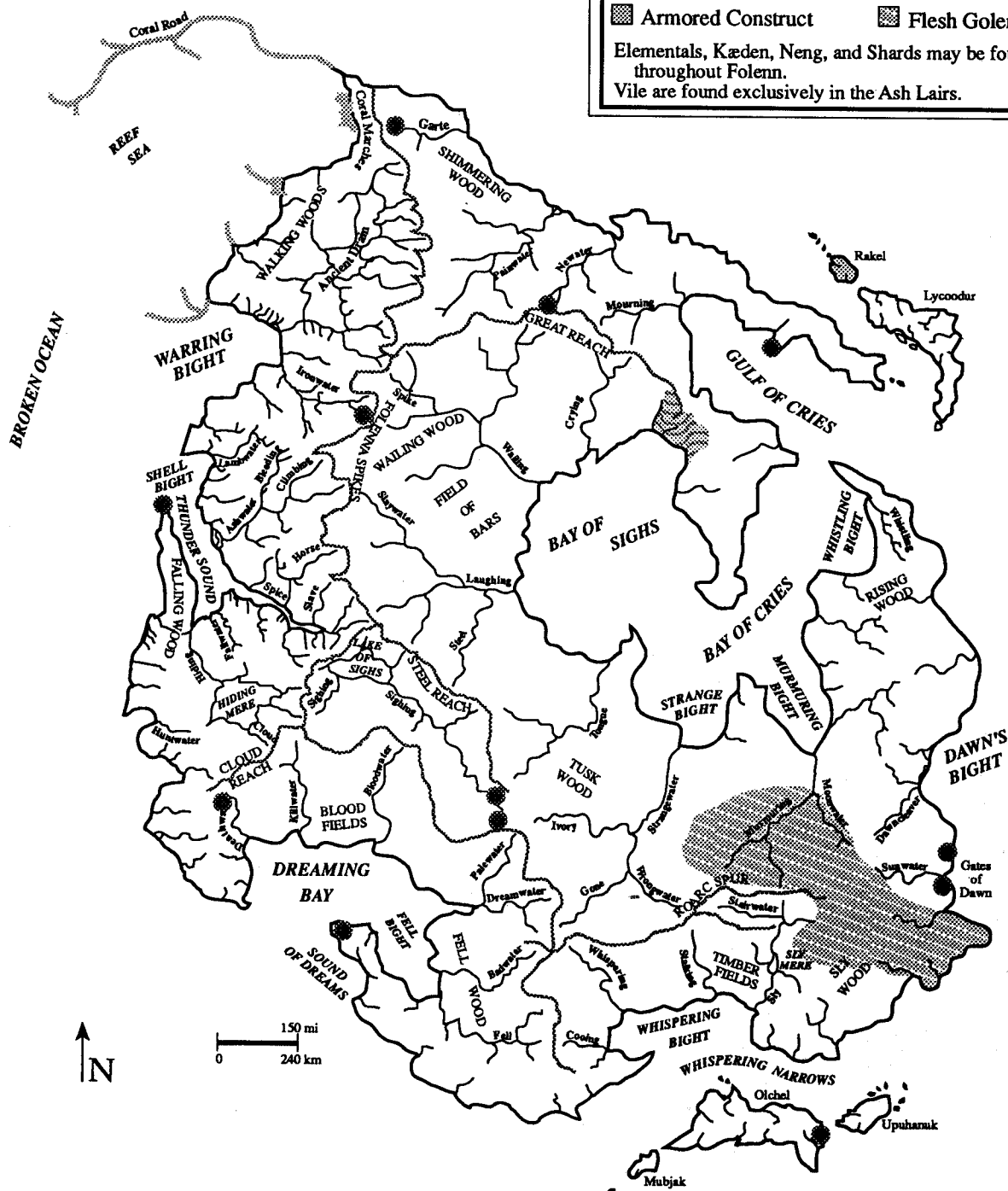


UNNATURAL AND ARTIFICIAL BEING RANGES

LEGEND

- Steel Golem
- Stone Golem
- Armored Construct
- Flesh Golem

Elementals, Kæden, Neng, and Shards may be found throughout Folenn.
Vile are found exclusively in the Ash Lairs.



2. ARMORED CONSTRUCT

Magically animated suits of Full Plate armor, Constructs have limited mobility and agility. They stand 6' tall and are usually constructed from the finest high steel alloy. Constructs enjoy a modest intelligence and specialized appendages of war; two wrist-mounted dart throwers, blade-tipped fingers, and spike-tipped knees & elbows. Created by Kuperni (the Mad Elf) to defend his realm of Morn (*BSt Sourcebook* p. 79), Constructs relentlessly prowl searching for intruders to disembowel. When Kuperni forgets the passwords, even his life is endangered. No wonder he lives alone. (See the *BSt Sourcebook* illustration, p. 62.)

Although they operate individually, they can mentally contact other Constructs within 1000' (300m). Usually they will gather additional Constructs before attacking a large force (20+). Generally they attack frontally, firing darts at forces they cannot approach. When the situation warrants, Constructs have been known to apply basic tactical principles.

(Broadsword, Blade-fingers, Spiked Elbows & Knees, Dart-throwers, and Plate Armor)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Medium
Melee Attack I	4D6+8
Melee Attack II §	3D6+5
Melee Attack III §	3D6+8
Missile Attack (darts)	2D6+5
Missile Damage	Lowx2+1
Defense	11
Armor	x1/2
Morale	6
Endurance (160)	
	Number Appearing
	Melee Damage I
	Melee Damage II
	Melee Damage III
	Range Mod
	Shield Bonus
	Maneuver †
	Resistance †



3. ELEMENTALS

Each elemental is conjured from one of the basic elements (Air, Cold, Darkness, Earth, Fire, Light, & Water), Elementals must be summoned — summoning range is 20" [50cm] from an essential source (e.g., a campfire for a Fire Elemental). Elementals are vulnerable only to magical attacks and attacks involving their opposite nature (i.e., Air/Earth/Water; Fire/Cold; Light/Darkness).

Elementals have vague ever-shifting forms, shaping arms, legs, or head at need. Only Earth and Water Elementals have the substance to carry things; the others may not. They have no free will but merely follow the orders of their summoners. Mindlessly destructive, these creatures employ elemental attacks. Since they are from another world, Elementals have no Power Hues. The duration of their existence on this plane is normally limited to the duration of a battle.

AIR ELEMENTAL

(Large Bash and Large Elemental Grapple)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size	Large
Melee Attack I	3D6-1
Melee Attack II ¥	3D6+2
Defense	15
Armor	-0
Morale	6
Endurance (75)	
	Number Appearing
	Melee Damage I
	Melee Damage II
	Shield Bonus
	Maneuver †
	Resistance †

COLD ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Large
Melee Attack I	D6+D10
Melee Attack II ¥	D6+D10+4
Defense	14
Armor	-0
Morale	6
Endurance (75)	
	Number Appearing
	Melee Damage I
	Melee Damage II
	Shield Bonus
	Maneuver †
	Resistance †

EARTH ELEMENTAL

(Huge Bash, Huge Elemental Grapple, and Stony Skin)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]
Base Size	Large
Melee Attack I	4D6+6
Melee Attack II ¥	2D6+D10
Defense	10
Armor	-3
Morale	6
Endurance (75)	
	Number Appearing
	Melee Damage I
	Melee Damage II
	Shield Bonus
	Maneuver †
	Resistance †



WATER ELEMENTAL

(Huge Bash, Huge Elemental Grapple, and Tough Skin)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]	
Base Size	Large	Number Appearing 1
Melee Attack I	4D6+4	Melee Damage I High-1
Melee Attack II ♣ ...	2D6+D10+1	Melee Damage II Med (+ Highx2 Impact damage)
Defense	11	Shield Bonus +0
Armor	-1	Maneuver † 6
Morale	6	Resistance † 6
Endurance (75)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□ □□□□ □□□□ □□□□ □□□□	

DARK ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

Movement Rate	15"(11.5"/7.5"/4") [38cm(29/19/10)]	
Base Size	Large	Number Appearing 1
Melee Attack I	D6+D10	Melee Damage I Lowx3+2
Melee Attack II ♣	D6+D10+3	Melee Damage II Low (+ Highx2 Cold damage)
Defense	12	Shield Bonus +0
Armor	-0	Maneuver † 6
Morale	6	Resistance † 6
Endurance (75)	□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□ □□□□ □□□□ □□□□ □□□□	

FIRE ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

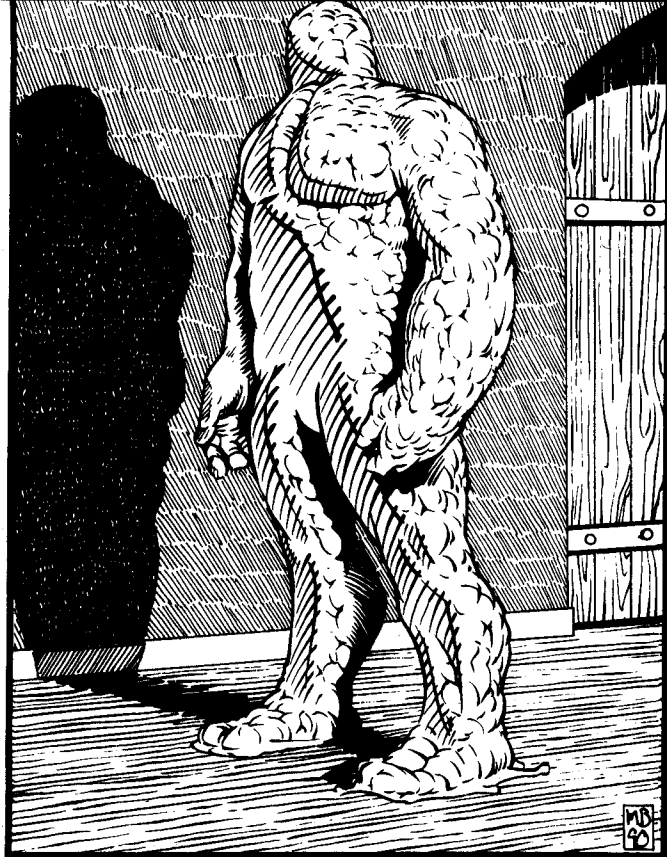
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size	Large	Number Appearing 1
Melee Attack I	D6+D10+1	Melee Damage I Lowx2+2
Melee Attack II ♣	D6+D10+5	Melee Damage II Low (+ Highx2 Fire damage)
Defense	13	Shield Bonus +0
Armor	-0	Maneuver † 5
Morale	6	Resistance † 6
Endurance (75)	□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□ □□□□ □□□□ □□□□ □□□□	

LIGHT ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

Movement Rate	18"(13.5"/9"/4.5") [46cm(35/23/12)]	
Base Size	Large	Number Appearing 1
Melee Attack I	D6+D10-1	Melee Damage I Lowx4+2
Melee Attack II ♣	D6+D10+4	Melee Damage II Low (+ Highx2 Elect. damage)
Defense	15	Shield Bonus +0
Armor	-0	Maneuver † 4
Morale	6	Resistance † 6
Endurance (75)	□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□ □□□□ □□□□ □□□□ □□□□	





4. GOLEMS

Golems are composed of a particular substance which has been magically animated. Mannish in appearance, their features are only as defined as their maker's sculpting skills allows. They are solid substances imbued with a spirit. Unable to take any initiative, they respond only to simple instructions from their maker. Should their creator perish they will carry out his last instructions or if uninstructed, they will become uncontrollable.

FLESH GOLEMS

Loathsome composites of Human parts, these creatures are capable of wearing armor and using weapons. Their origins lie in Meir on the eastern coast of Foleenn (*BSt Sourcebook* p. 79). The creator of the first Flesh Golem died, leaving instructions to continue his work. His Golem servant, Rochien, proceeded to create a small army of Flesh Golems. Rochien, now the creator and overlord of this force, attacks Mannish outposts searching for spare parts to enlarge his army.

Endowed with exceptional intelligence, this Golem captain is driven to carry on with his master's great purpose: creating artificial life. His conquests have only one goal, the acquisition of bodies, the wherewithal of his great work. Non-human races have little to fear from his marauders.

(Small Bash, Medium Grapple, and Small Shield)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]		
Base Size	Medium	Number Appearing	1-5
Melee Attack I	2D6+5	Melee Damage I	Low
Melee Attack II «	D6+D10+1	Melee Damage II	Low
Defense	11	Shield Bonus	+3
Armor	-0	Maneuver †	7
Morale	9	Resistance †	9
Endurance (35)			

ROCHIEN — FLESH GOLEM COMMANDER

(Broadsword, Small Bash, Medium Grapple, Small Shield, and Plate Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]		
Base Size	Medium	Number Appearing	1 (unique)
Melee Attack I	3D6+5	Melee Damage I	High+2
Melee Attack II ¥	2D6+7	Melee Damage II	Low
Melee Attack III «	D6+D10+3	Melee Damage III	Low
Defense	13	Shield Bonus	+3
Armor	x1/2	Maneuver †	6
Morale	7	Resistance †	7
Endurance (70)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□		

STONE GOLEMS

Marble statues of exceptional antiquity, the Guardians of Oloponox keep mute watch around the ruins of a crumbled edifice. In times of need, the high shaman of Oloponox (*BSt Sourcebook* p. 69) imbues the statues with summoned warrior-spirits, giving them the semblance of life. Once they were so awakened to defend the land from sea-raiders. Now warfare is impinging on all sides, and the Guardians must again rise to aid the Olopono.

Twenty massive beings hewn of stone and standing 8' tall, the Golems move with a lumbering, purposeful gait. Their massive hands crush and rend invaders; their great strength can pull down walls and towers. Guardians obey only the will of the high shaman, fighting as she commands and falling dormant when the crisis has passed.

(Large Bash, Large Grapple, and Stony Skin)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]		
Base Size	Medium	Number Appearing	1-5
Melee Attack I	4D6+3	Melee Damage I	Medium
Melee Attack II «	3D6+2	Melee Damage II	High
Defense	11	Shield Bonus	+0
Armor	-3	Maneuver †	8
Morale	8	Resistance †	8
Endurance (68)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□		

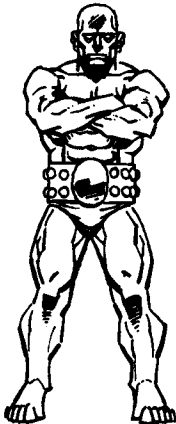


STEEL GOLEMS

Single sentinels of major Essence Portals throughout the Bladelands, 10' tall Steel Golems may be grotesque artifacts of the legendary Lords of Essence. Those who unwarily approach these nexus points risk destruction at the hands of these colossi. They will never be lured away from their task of denying the use of these Portals to all those unable to tell them to "Stand aside!" in Iruaric.

(Large Bash, Large Grapple, and Plate Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Medium
Melee Attack I	4D6+8
Melee Attack II «	3D6+3
Defense	14
Armor	x1/2
Morale	6
Endurance (150)	6"(4.5"/3"/1.5") [15cm(12/8/4)]
	Number Appearing 1
	Melee Damage I Medium+3
	Melee Damage II High
	Shield Bonus +0
	Maneuver † 6
	Resistance † 6



5. SHARDS

In appearance Shards resemble tall featureless men whose bodies are covered with a thick greenish hide. Nocturnal, arboreal predators, Shards normally live in groups of six nesting in the trees of rain forests. They are omnivores, but retain a fondness for fresh brains. They race about with blinding speed, leaping great distances between trees. In motion, Shards are extremely difficult to hit. When attacking, Shards must remain relatively motionless; at this time, they are most vulnerable. Their attack consists of bony discs which are flung forward with deadly accuracy. Their missiles are coated with a lethal poison composed of diluted blood. Treat this poison as the first level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49), applied in addition to normal damage.

An experiment by the Soulslayers seeking the ultimate assassin, Shards escaped into the wilds of Folenn. Unable to reproduce, Shards' numbers are perforce small, but their awesome qualities ensure survival.

Shards move at such a fantastically high rate of speed that they cannot be moved as ordinary combatants. Their Movement Rate is so great that they can conceivably move to any point on the battlefield each turn. To reflect this, when a Shard moves, it is removed from the playing surface, and a new location is chosen by its player. A Shard may move and then make a missile attack during its Movement-Missile Phase. Shards may ignore the normal restrictions for moving within 2" of a unit (see *BSt Rulesbook* S-11.6, p. 29).

LESSER SHARD

(Thrown Poisonous Bony Discs and Tough Leathery Hide)

Movement Rate	Special (see above)
Base Size	Medium
Melee Attack	None
Missile Attack (thrown discs, 2 per turn)	2D6+8 *
Missile Damage	Lowx2+2 *
Defense	13
Armor	-2
Morale	7
Endurance (60)	6"(4.5"/3"/1.5") [15cm(12/8/4)]
	Number Appearing 1-5
	Melee Damage None
	Range Mod -2 per 6" [15cm]
	Shield Bonus +0
	Maneuver † 3
	Resistance † 7

GREATER SHARD

(Thrown Poisonous Bony Discs, Lightning Bolt, and Tough Leathery Hide)

Movement Rate	Special (see above)
Base Size	Medium
Melee Attack	None
Missile Attack (thrown discs, 2 per turn)	2D6+10 *
Missile Damage	Lowx2+5 *
Elemental Attack (lightning bolt)	3D6+D10+4
Elemental Damage	Highx2
Defense	14
Armor	-2
Morale	5
Endurance (90)	6"(4.5"/3"/1.5") [15cm(12/8/4)]
	Number Appearing 1
	Melee Damage None
	Range Mod -2 per 6" [15cm]
	Shield Bonus +0
	Maneuver † 2
	Resistance † 5



6. NENG

Greater Demons summon Neng to the Bladelands to serve as assassins. Demonic creations whose saliva is highly acidic, Neng have hollow tongues which spit acid with startling accuracy to 40'. This power, coupled with an exceptional intelligence, makes them formidable foes. Additionally, Neng have the ability to make themselves and small objects invisible.

These creatures are tall (7'), bipedal, bestial in appearance with grey-green skin, and blazing blue eyes. Neng are patchwork monsters created from bits and pieces of lost souls. They wield two magical Kynaks (elongated daggers) that are "Of Slaying" for their intended target.

(Magical Long Dagger, Acidic Spittle, and Rigid Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Medium
Melee Attack	2D6+8
Missile Attack (acid spitting attack)	D6+D10+8
Missile Damage	Highx2
Defense	9 Δ
Armor	-2
Morale	7
Known Spells	1E2 (Invisibility)
Power Points	5
Endurance (34)	□□ □□□□ □□□□ □□□□ □□□□
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7. VILE

Unable to withstand even the light of stars, Vile are only found in the Ash Lairs, where they ceaselessly prowl for victims. Either jet black or chalky white, Vile are artificial humanoids with long hair growing from the backs of their heads. Having no facial features save a large toothy mouth, Vile are still incredibly fast and perceptive. (See ICE's C&T II for more information.)

(Huge Claws, Large Bite, and Soft Leathery Skin)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base Size	Medium
Melee Attack I	5D6+9
Melee Attack II «	5D6+4
Defense	20
Armor	-1
Morale	8
Endurance (80)	□□□□ □□□□ □□□□ □□□□ □□□□
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IX - UNDEAD

Undead are the primary minions and forces of the Unlife. Having already transcended death, Undead are the most difficult beings to permanently destroy. Corporeal manifestations must be dismembered and burned, while non-corporeal spirits must be dispelled by magical attacks or weaponry.

Undead are unaffected by the normal Morale rules — they never need to make Morale rolls. Each Undead radiates an aura of *Fear* (as the 2nd level Essence spell except that the level for RRs is only 1st level, *BSt Rulesbook* p. 49) which extends 3" [8cm] around it. Many Undead also drain life energy, this is reflected by additional Cold Damage inflicted by their melee attacks. Under Red or Black Skies, all Undead *Attack* and *Defense* stats get a +1 bonus unless otherwise specified. (See ICE's *C&T I*, *C&T II*, and the *Shadow World Master Atlas* for more information.)

1. ZOMBIE

The rotted, shambling remains of dead men, Zombies are nearly mindless monstrosities. Animated corpses who serve powerful Undead masters, Zombies crudely batter their foes.

(Medium Bash)

Movement Rate	3"(2.5"/1.5"/1") [8cm(6/4/2)]	Number Appearing	1-20
Base Size	Medium	Melee Damage	Low
Melee Attack	D6+D10-1	Shield Bonus	+0
Defense	10	Maneuver †	10
Armor	-0	Resistance †	10
Morale	10		
Endurance (13)			□□□□ □□m□ □□□□



2. APPARITION

Disembodied spirits of evil men, Apparitions rely upon curses and disease to scatter enemy forces. They are sometimes used by the Unlife to spread pestilence and defeatism. Ghostly in shape, Apparitions manifest themselves as a black form, insubstantial to the touch yet icy cold.

(Medium Cold Bash)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]	Number Appearing	1
Base Size	Medium	Melee Damage	Low+1 (+ High+1 Cold Damage)
Melee Attack	D6+D10+1	Shield Bonus	+0
Defense	13 Δ	Maneuver †	7
Armor	-0	Resistance †	9
Morale	9		
Known Spells	4C1 (Cancel Magic, Pain I, Panic, Sprain Leg); 4C2 (Mass Cancel Magic, Mass Panic, Mass Sprain Leg, Pain II); 2C3 (Mass Disrupt, Pain III); 2C4 (Mass Pain, Mass Rout); 2C5 (Death, Mass Pain True).		
Power Points	45	Elemental Spell Bonus	+0
Endurance (28)			□□□□ □□□□ □□□□ m□□□□ □□□□ □□□□

UNDEAD RANGES

LEGEND

Barrow Wight, Skeleton Lord, Mummy, Wraith, Knight of Death

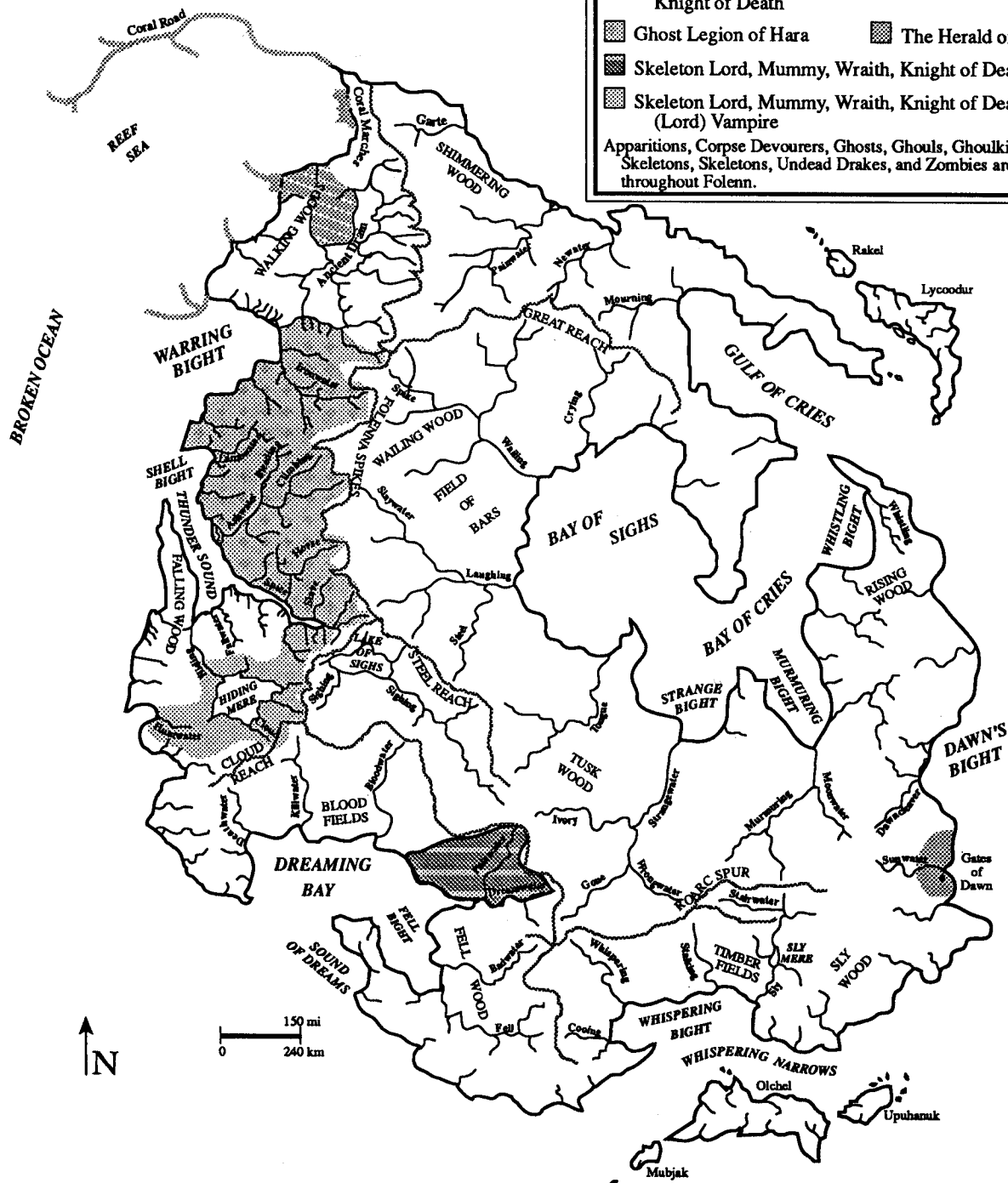
Ghost Legion of Hara

Skeleton Lord, Mummy, Wraith, Knight of Death, Lich

Skeleton Lord, Mummy, Wraith, Knight of Death, (Lord) Vampire

The Herald of Night

Apparitions, Corpse Devourers, Ghosts, Ghouls, Ghoulkings, Giant Skeletons, Skeletons, Undead Drakes, and Zombies are found throughout Folenn.



3. BARROW WIGHT

Dark, cold, shadowy forms rise from broken tombs to menace those who venture too near. The Inwa clan buried their most exalted leaders in the Barrow Marches of Kroel which have been subsequently profaned by priests of the Unlife (*BSt Sourcebook* p. 64). These unquiet spirits now battle all opposing forces within their rather limited field of operations. Most Barrow-wights cannot campaign further than one mile from their tombs. The presence of the barrows deters all but the boldest invaders. Yet the great wealth rumored to be within the barrows often draws treasure hunters. Minions of the Unlife will seek battle within the operational radius of nearby Barrow-wights to receive additional reinforcements.

Barrow-wights retain the arms and prowess of the noble who died. Most carry the Irgaak, a ceremonial two-handed sword of great destructive power, and wear plate armor of superb quality. The full shields from their tombs provide additional defense. Fully bedecked in royal finery, Barrow-wights present a chilling and malevolent countenance.

(Two-handed Cold Sword and Large Cold Bash)

Movement Rate	5" (4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Medium
Melee Attack I	2D6+D10+7
Melee Attack II §	3D6+4
Defense	18 Δ
Armor	0, -3, or x1/2
Morale	7
Known Spells	1E1 (Paralyze Legs); 2E2 (Hold, Mass Paralyze Legs); 1E3 (Mass Fear); 1E4 (Mass Hold).
Power Points	20
Endurance (58)	
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4. CORPSE DEVOURER (LIVING GHOUL)

Disturbed humans who feed upon corpse flesh eventually come under the influence of the Unlife. Corpse Devourers border on the edge of Unlife, retaining a corporeal form but without human emotions or needs. They often follow large forces of troops feeding on the carrion left behind. A combatant injured by a Corpse Devourer will become a Corpse Devourer within 24 hours, unless he makes a RR against a 1st level spell or unless he is magically cured.

(Medium Bash and Small Bite)

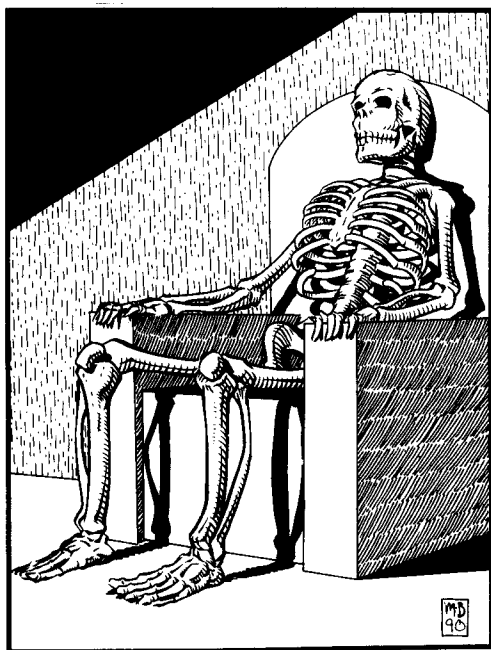
Movement Rate	5" (4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Medium
Melee Attack I	D6+D10+1
Melee Attack II ✓	2D6+2
Defense	8
Armor	-0
Morale	9
Endurance (14)	
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Number Appearing	1-30
Melee Damage I	Low+1
Melee Damage II	High+1
Shield Bonus	+0
Maneuver †	9
Resistance †	9

5. SKELETON

The most common Undead, Skeletons are all that remain of Ghouls and Zombies that have lost their flesh. Retaining their expertise at wielding weapons, a Skeleton's broken and shattered bones will rejoin after a battle. Normally, each group of Skeletons is usually led by a Greater Skeleton that has double the normal Endurance and an extra 1D6 on all attacks.

(Short Sword and Medium Bash)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size Medium	Number Appearing 1-10
Melee Attack I 3D6	Melee Damage I High
Melee Attack II § D6+D10+1	Melee Damage II Low+1
Defense 9	Shield Bonus +0
Armor -0	Maneuver † 9
Morale 9	Resistance † 10
Endurance (19)	□□□□□ □□□□□m□□□□□



6. GIANT SKELETON

A Giant Skeleton is the Undead remains of a giant which once roamed the Bladelands (BSt Sourcebook p. 84).

(Huge Bash and Giant Club)

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]		
Base Size	Large	Number Appearing	1-2
Melee Attack I	4D6+6	Melee Damage I	High-1
Melee Attack II §	2D6+6	Melee Damage II	Highx3
Defense	13	Shield Bonus	+0
Armor	-0	Maneuver †	7
Morale	7	Resistance †	7
Endurance (120)	□□□□□ □□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□□□		

7. SKELETON LORD

Often found as sub-commanders of Skeleton armies, Skeleton Lords are used by the Unlife. Glowing yellow eyes hint at the sorcerous skills possessed by this being. Skeleton Lords dominate lesser skeletons.

(Broadsword and Large Cold Bash)

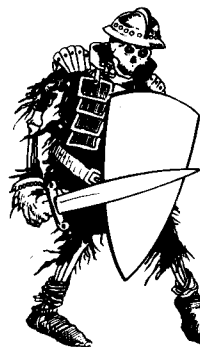
Movement Rate	9"/(7"/4.5"/2.5") [23cm(18/12/6)]	
Base Size Medium	Number Appearing	1
Melee Attack I 3D6+5	Melee Damage I	High+2
Melee Attack II § 3D6+2	Melee Damage II	Med (+ Highx2 Cold damage)
Defense 15 Δ	Shield Bonus	+0
Armor -0	Maneuver †	7
Morale 8	Resistance †	7
Known Spells	4E1, 4E2, 4E3, 4E4, 4E5.	
Power Points 80	Elemental Spell Bonus	+5
Endurance (45)	□□□□□□□□□□□□□□□□ m□□□□□□□□□□□□□□□□	

8. KNIGHT OF DEATH

A powerful animated skeleton, this being is created through dark and evil rituals (see the BSt Sourcebook p. 59). The Knight of Death usually appears in battle as a sub-commander for Undead forces. A chilling, paralyzing gaze is augmented by skill at arms. Treat this gaze as the first level Essence spell *Paralyze Legs* (BSt Rulesbook p. 49), one combatant may be targeted each round. Those slain by a Knight of Death will immediately raise up as lesser Undead. This being clothes its skeletal form in armor and royal finery. It bears powerful arms, often magical in nature.

(Two-handed Cold Sword, Large Cold Bash, and Plate Armor)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]	
Base Size Medium	Number Appearing	1
Melee Attack I 3D6+D10+5	Melee Damage I ... High+Low+2	
	(+ Highx2 Cold damage)	
Melee Attack II § 3D6+6	Melee Damage II	Med
	(+ Highx2 Cold damage)	
Defense 20	Shield Bonus	+0
Armor x1/2	Maneuver †	7
Morale 7	Resistance †	7
Endurance (77)	□□□□□ □□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□□□	





10. GHOULKING

A Ghoulking leads a large group of Ghouls. All those within 3"[8cm] of a Ghoulking at the end of a turn must make a RR vs. a third level spell, or receive 2D6 hits of Cold damage.

(Large Bash, Medium Claw, Magic Short Sword, Leathery Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Base Size	Medium	Number Appearing 1
Melee Attack I	3D6+6	Melee Damage I Medium
Melee Attack II §	3D6+6	Melee Damage II High
Melee Attack III §	4D6+3	Melee Damage III High+1
Defense	14	Shield Bonus +0
Armor	-1	Maneuver † 7
Morale	7	Resistance † 7
Endurance (60)		

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9. GHOUL

Transformed putrescent corpses with fang-like teeth and clawed hands, Ghouls are commonly encountered in armies of Undead. Stupidity clouds their minds, preventing independent action. They inspire terror by their very presence. Their claws cause infections which often fell the greatest warriors. Commanded by more powerful Undead, Ghouls are often used to weaken the enemy ranks in preparation for further assaults.

(Medium Bash, Small Claw, and Leathery Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Base Size	Medium	Number Appearing 1-10
Melee Attack I	D6+D10	Melee Damage I Low+1
Melee Attack II §	2D6+3	Melee Damage II Low
Defense	10	Shield Bonus +0
Armor	-1	Maneuver † 7
Morale	9	Resistance † 9
Endurance (20)		

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11. GHOST

Frequently the most subtle of the Undead, Ghosts masquerade as the living, often unaware of the true nature of their own existence. Lesser ghosts reveal their deceit by a slight haziness that blurs their image, while the Greater Ghosts bestow no clues. A Ghost is usually tied to the earth by its focus (a person, a weapon, a treasure, a place) and can only truly be destroyed by the destruction of its focus. They drain energy from the living, often unknowingly, through mere proximity — a combatant will take one hit each turn that it ends within 2" of a Ghost.

(Large Bash)

Movement Rate	13"(10"/6.5"/3.5")	[33cm(25/17/9)]
Base Size	Medium	Number Appearing 1
Melee Attack	3D6+6	Melee Damage Medium
Defense	14	Shield Bonus +0
Armor	-0	Maneuver † 4
Morale	7	Resistance † 7
Endurance (40)	□□□□□ □□□□□ □□□□□ □□□□□ m□□□□□ □□□□□ □□□□□ □□□□□	



12. THE GHOST LEGION OF HARA

The Ghostly Legion of Hara (*BSt Sourcebook* p. 64) still lingers in mortal lands, fed by the souls of the living. Non-corporeal spirits manifesting themselves as blood-stained warriors, they are tied to the physical plane by their weapons, which act as foci. Once an army of men so enamored of their arms that they could not bear to leave them, the ghosts battle all those who live. They drain energy from the living through mere proximity. Their ghostly visages cause fear in all who who sight them; their touch is cold and relentless.

GHOST LEGION OF HARA (13)					
Move. Rate: 12"(9"/6"/3") [30cm(23/15/8)]		Morale: 6			
Defense: ... 13		Shield Bonus: +4		Chain Armor: -3	
Endurance: 40		Maneuver† 5		Resistance† 5	
Weapon	Attack	Damage	Range		
Scimitar	3D6+6	High+2	None		
Light Crossbow	2D6+5	Lowx2+1	-2 per 18" [46cm]		
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Formation (Unit Ma)	Melee Att Def		Missile Att Def		Morale Roll Mod
General Order (7)	+0 +0		+1 +0		+1
Battle Order (8)	+2 +2		+0 -1		+2
Disbanded (9) Unit Ma is used only for reforming the unit.					



14. VAMPIRE LORD (VALSATHOLIS)

The devastatingly handsome Valsatholis haunts a ruined castle in the mountains south of the Warring Holds. Piercing grey eyes, black hair and prominent features distinguish the Vampire Lord. Over time he has accumulated many lost souls about him who linger as Vampires (see above). Vulnerable to the same things as lesser Vampires, Valsatholis has surrounded his keep with all sorts of traps, both magical and physical. Capable of using powerful magic, Valsatholis is a truly terrifying foe. Under Red skies, the Vampire Lord may function normally, even in daylight.

(Magical Cold Broadsword and Medium Life-draining Bite)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size	Medium	Number Appearing 1 (unique)
Melee Attack I	4D6+7	Melee Damage I High (+ Highx2 Cold damage)
Melee Attack II √	4D6+4	Melee Damage II High+2 (+ Highx2 Life Drain)
Defense	18 Δ	Shield Bonus +0
Armor	-0	Maneuver † 5
Morale	6	Resistance † 6
Known Spells	2C1 (Panic, Pain I); 2C2 (Mass Panic, Pain II); 2C3 (Mass Disrupt, Pain III); 2C4 (Mass Pain, Mass Rout); 4E1 (Confusion, Disrupt, Paralyze Legs, Weaken); 4E2 (Fear, Hatred, Mass Paralyze Legs, Mass Weaken); 3E3 (Mass Confusion, Mass Fear, Mass Hatred); 1E4 (Word of Pain); 1E5 (Mass Word of Pain).	

Power Points 50 Elemental Spell Bonus +0

Endurance (84)

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13. VAMPIRE

Extraordinarily beautiful men and women under the control of Valsatholis (see below, IX-14), the Vampire Lord, these Undead have the ability to change shape into bats, wolves, or clouds of vapor. Although Mannish in appearance, Vampires have pale skin, elongated canine teeth, and feel cold to the touch. Active only at night, these Undead must reside in tombs by day. Vampires fear sunlight and running water, since both can destroy them. A stake through the heart, silver weapons, or magical attacks also will dispel these Undead. Vampires use magic.

(Magical Cold Short Sword and Medium Life-draining Bite)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base Size	Medium	Number Appearing 1-3
Melee Attack I	3D6+6	Melee Damage I High (+ High+2 Cold damage)
Melee Attack II √	3D6+4	Melee Damage II High+2 (+ Highx2 Life Drain)
Defense	18 Δ	Shield Bonus +0
Armor	-0	Maneuver † 5
Morale	8	Resistance † 8
Known Spells	1C1 (Panic); 1C2 (Mass Panic); 1C3 (Mass Disrupt); 2E1 (Confusion, Disrupt); 2E2 (Fear, Hatred); 3E3 (Mass Confusion, Mass Fear, Mass Hatred).	
Power Points	25	Elemental Spell Bonus +0
Endurance (37)	□□□□ □□□□ □□□□ □□□□ m□□□ □□□□ □□□□ □□□□	



15. MUMMY

Embalmed human remains secured by layers of wrappings, mummies work in consort with Belasar, the Demon who created them (*BSt Sourcebook* p. 59). Physically powerful, but nearly mindless, they strictly follow all commands. These beings are limited to the sense of hearing, which is exceptional. Mummies walk with a stiff, unnatural gait but are always purposeful in their movements. These Undead use their fists and arms to pummel foes senseless. Should their commander be destroyed, Mummies would lose all purpose and disband. Mummies are particularly susceptible to fire — they take double damage from fire-based attacks.

(Large Bash and Tough Leathery Skin)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Medium
Melee Attack	3D6+6
Defense	13
Armor	-2
Morale	8
Endurance (60)	
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16. LICH (LORD ALTHOL)

A Supreme Commander of the forces of the Undead, Lord Althol forfeited his mortality to gain great power and eternal Unlife (*BSt Sourcebook* p. 72). His presence causes unusual “Fear” (see the beginning of this section, but his radius is 6"[15cm] and the Fear level is 3rd for RRs). In great battles Althol appears personally to oversee his Undead troops. Wearing a tarnished silver crown beset with jewels, the Lich hides his skeletal form beneath tattered robes. He sometimes employs Shapechangers of the Wolf-folk. His Power Hues are Grey and Black, when Althol +2 to attack and defense rolls.

(Magical Cold Two-handed Sword and Plate Armor)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]
Base Size	Medium
Melee Attack	2D6+D10+6
Defense	17 Δ
Armor	x1/2
Morale	6
Known Spells	7E1; 6E2; 5E3; 4E4; 3E5.
Power Points	100
Endurance (66)	
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17. WRAITH

Armor housing empty air heralds the approach of the Wraith. The form of the Wraith straddles both the realms of the living and the dead. Its weapons, known as “Slay-knives”, also exist in both worlds. When used, fragments break off in the wound and work inward, eventually slaying the victim. At death, these fragments cause a new Wraith to be created. Wraiths surround themselves with an aura of fear. Additionally, their presence is deadly chilling and life-draining — each combatant within 6" [15cm] at the end of a round takes 2 hits of damage.



(Slay-knife and Large Cold Bash)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Medium Number Appearing 1
Melee Attack I	2D6+6 Melee Damage I Lowx2 (+ Highx2 Slaying damage)
Melee Attack II §	3D6+4 Melee Damage II Med (+ High+2 Cold damage)
Defense	14 Shield Bonus +0
Armor	-0 Maneuver † 5
Morale	7 Resistance † 7
Endurance (66)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

18. THE HERALD OF NIGHT

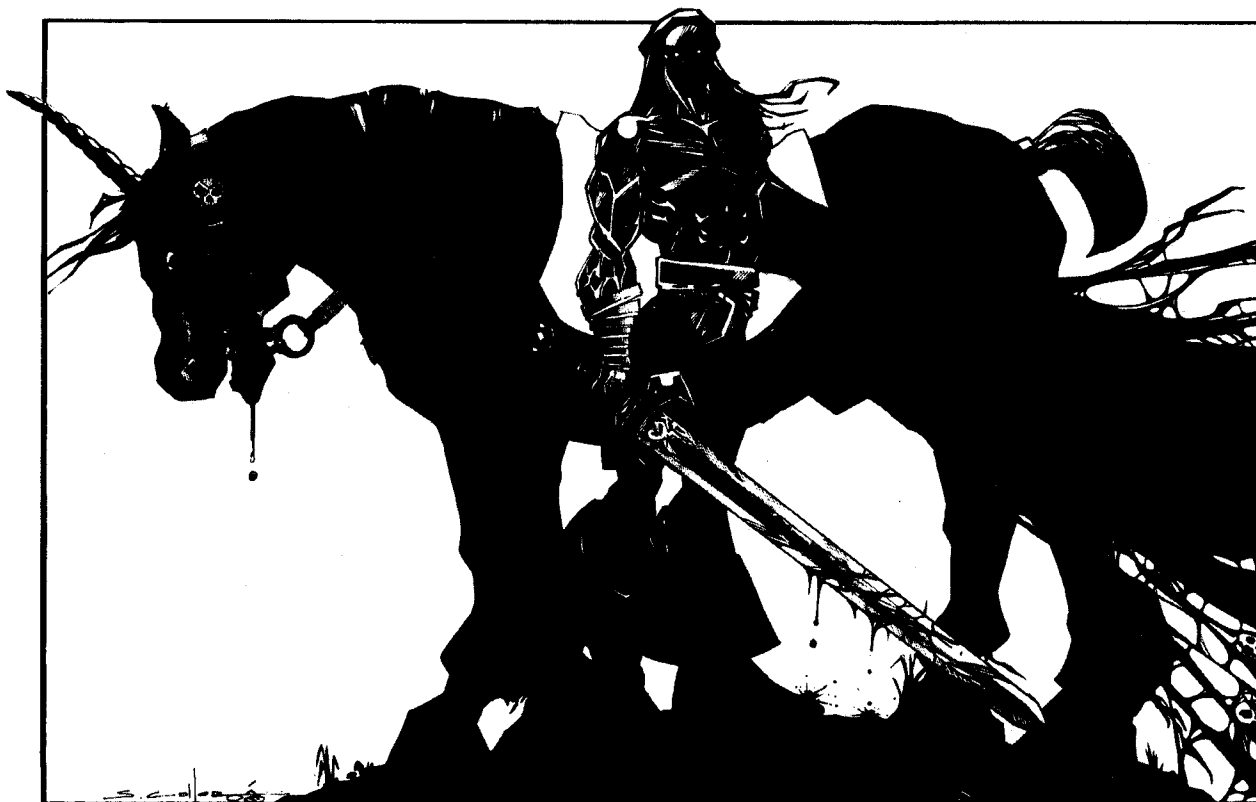
Wearing black armor, studded black thigh-boots, and bracers, the Herald of Night ushers in the Darkness. This being was a Man, perverted by the Unlife and now possessing superhuman qualities. The Herald has exceptional strength and is gifted with the invulnerability of Undead. He has pale skin and black hair. He bears an evil, obsidian sword which is very magical and rides a Black Unicorn.

The Herald announces the onset of Darkness, at which time his powers are greatest. He commands an army of Wraiths, whose sole task is to guard the Gates of Dawn. This large, multi-dimensional portal is of strategic importance to any being wishing to travel throughout Kulthea or to other worlds. It stands on the far eastern coast of Folenn, illuminated by the sun's first rays. The Herald and his army allow only minions of Unlife to use the portal during hours of darkness. At night and under Black skies, the Herald may operate freely. During the day when his strength is diminished (-3 to all rolls and no spells above 3rd level) and his army is inactive, so the Herald must yield the portal to other powers.

(Two-handed Sword, Large Shield, and Plate Armor)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size	Medium Number Appearing 1 (unique)
Melee Attack	4D6+D10+9 Melee Damage High+Low+6 (+ High+2 Cold damage)
Defense	20 Δ Shield Bonus
Armor	x1/2 Maneuver †
Morale	5 Resistance †
Known Spells	4C1; 4C2; 4C3; 4C4; 4C5.
Power Points	80 Elemental Spell Bonus
Endurance (80)	

Note — His Defense is 23 and his Endurance is 114 if he is mounted on his Black Unicorn.



These Dragons cling to the world even after their death. Shorn of scales and acidic blood, they are nothing but gigantic skeletons now. Undead Drakes fly on magical skeletal wings and still cast spells.

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size	Huge Number Appearing 1
Melee Attack I	4D6+9 Melee Damage I High-1 (+ Highx2 Life Drain)
Melee Attack II § ...	3D6+D10+4 Melee Damage II High+1 (+ Highx2 Life Drain)
Melee Attack III §	4D6+7 Melee Damage III High (+ Highx2 Life Drain)
Melee Attack IV § ..	2D6+D10+7 Melee Damage IV Medx2+2 (+ Highx2 Life Drain)

Elemental Attack I (cold cone) 8	4D6+D10+1
Elemental Damage ILowx2+2	Range I50"[127cm], 30° arc
Elemental Attack II (cold bolt) 8	4D6+D10+3
Elemental Damage IIHighx2	Range II85" [216cm], max.
Defense15 Δ	Shield Bonus+0
Armor-0	Maneuver †3
Morale4	Resistance †4
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.
Power Points75	Elemental Spell Bonus+13
Endurance (240)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

X - SHAPECHANGERS

1. WERE-TIGER

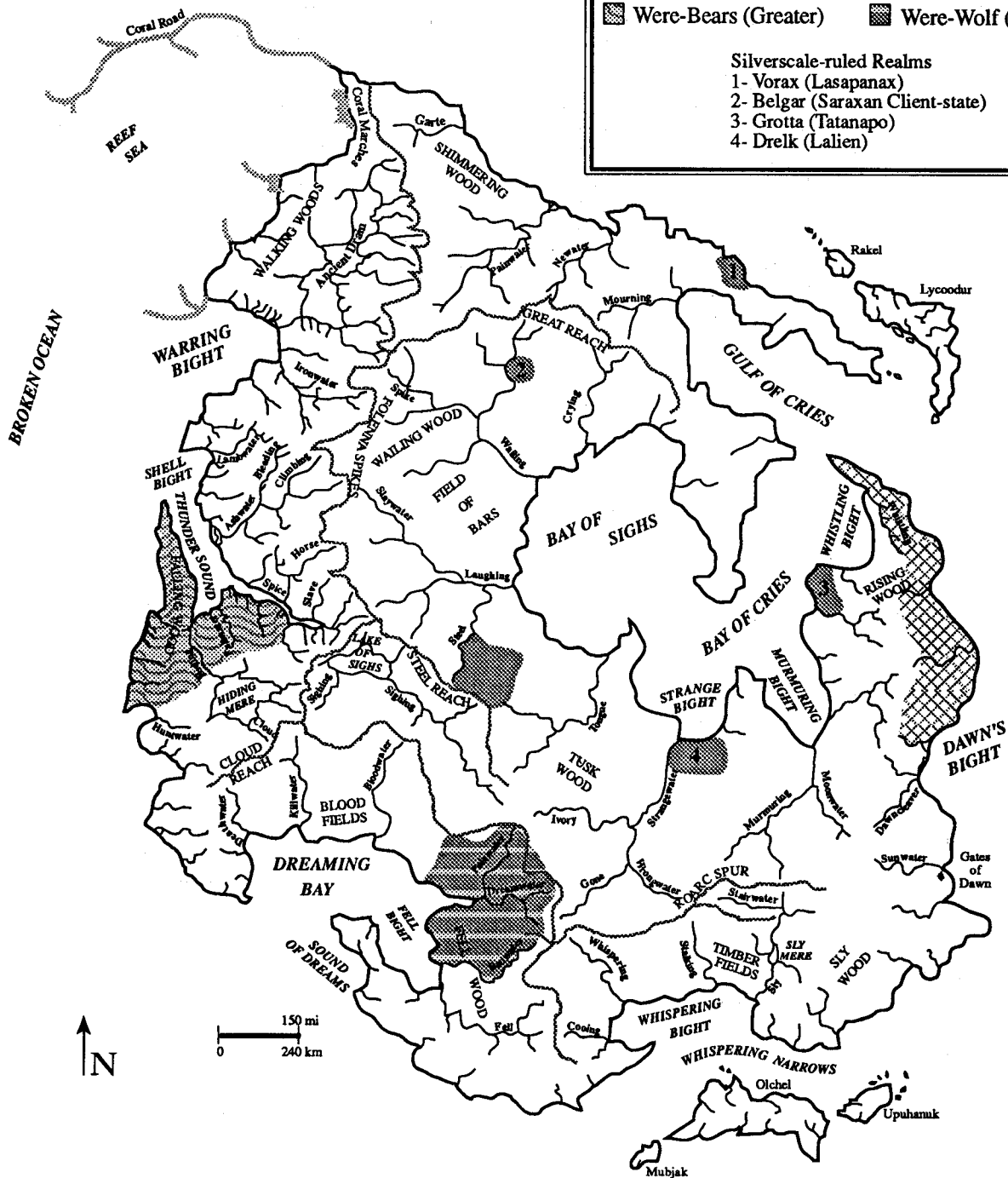
LESSER WERE-TIGER

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size	Large
Melee Attack I ♀	3D6+6
Melee Attack II ♀	D6+D10+6
Melee Attack III √	3D6+9
Defense	11
Armor	-1
Morale	8
Endurance (43)	☐ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ m ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Number Appearing	1
Melee Damage I	High
Melee Damage II	Low+1
Melee Damage III	Mediumx2
Shield Bonus	+0
Maneuver †	4
Resistance †	8

Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size	Large Number Appearing 1
Melee Attack I ¥.....	4D6+6 Melee Damage I High
Melee Attack II ¥.....	4D6+6 Melee Damage II Medium
Melee Attack III √.....	4D6+9 Melee Damage III Mediumx2
Defense	14 Shield Bonus +0
Armor	-1 Maneuver † 3
Morale	4 Resistance † 4
Endurance (100)	□□□□ □□□□ □□□□ □□□□
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SHAPECHANGER RANGES





LESSER WERE-BEAR

GREATER WERE-BEAR

3. WERE-WOLF

The Wolf-folk of Urnull highly regard their berserk brethren (*BSr Sourcebook* p. 59). Seen as the fiercest of warriors, were-wolves are the first to battle and last to retreat. Clan leaders possess superior abilities and restraint.

(*Small Claw, Medium Bite, and Soft Leather Hide*)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]	
Base Size	Medium	Number Appearing 1-5
Melee Attack I	2D6+4	Melee Damage I Low
Melee Attack II ¥	3D6+4	Melee Damage II High+2
Defense	12	Shield Bonus +0
Armor	-1	Maneuver † 5
Morale	8	Resistance † 9
Endurance (27)	□□□□ □□□□ □□□□ m□□□ □□□□ □□□□	

GREATER WERE-WOLF

(*Large Claw, Large Bite, and Soft Leather Hide*)

Movement Rate	16"(12"/8"/4") [41cm(31/21/11)]	
Base Size	Large	Number Appearing 1-4
Melee Attack I	3D6+4	Melee Damage I High
Melee Attack II ¥	4D6+4	Melee Damage II Mediumx2
Defense	15	Shield Bonus +0
Armor	-1	Maneuver † 4
Morale	6	Resistance † 6
Endurance (90)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	



4. SILVERSCALE (WERE-DRAKE)

The rulers of certain human realms are not what they appear to be. Great magical prowess and the ability to assume draconian countenance are the gifts granted these Kings and Queens in bygone days. Although long-lived, few Silverscales still exist on Foleenn, owing to cataclysmic wars and an inability to procreate.

(*Huge Bash, Huge Claw, Huge Bite, Electrified Breath, and Scaly Hide*)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base Size	Huge	Number Appearing 1
Melee Attack I	5D6+6	Melee Damage I High-1
Melee Attack II §	4D6+4	Melee Damage II High
Melee Attack III §	2D6+D10+6	Melee Damage III Mediumx2+2
Elemental Attack (fire bolt) β	2D6+D10+10	
Elemental Damage	Highx2	Range 20" [51cm]
Defense	14 Δ	Shield Bonus +0
Armor	-3	Maneuver † 4
Morale	6	Resistance † 6
Known Spells	3E1; 2E2; 1E3.	
Power Points	20	Elemental Spell Bonus +10
Endurance (270)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

XI – DEMONS

Although of seemingly infinite variety, all Demons fall into one of two general categories. Most are Demons of the Essence, who owe their existence to imperfections in the Flows of Creation. The others are Demons of the Void, created before or outside that which exists.



Existing outside the normal scheme of Kulthea, Outsiders are the most commonly summoned Demons. Being strangers to earthly existence they are easier to dismiss and normally only remain 1D6 turns for each PP that the summoner expends.

Denizens of the Ash Lairs, the rare Agathu are huge dragon-like creatures of demonic origin. They live in catacombs beneath Foleenn, venturing out only at night or beneath red skies (their Power Hue). Smaller Agathu travel in groups of 2-5, although they often fight amongst themselves. Large Agathu hunt alone. All are astute creatures who employ terror and utilize surrogates to dominate their foes.

Agathu implant their eggs in living creatures. Three inch long insect-like larva of these magical beasts hatch in about three days and feed on their host before finding other prey. They then ensnare a new host in a cocoon. Dividing in half, larvae enter the cocoon and lay another set of eggs which covers the host. These second stage eggs nourish themselves by gradually consuming the second host, who is kept living as long as possible. Agathu favor Humans or Elves as recipients of this honor.

Agathu are inherently hot creatures capable of living in molten rock. They are insulated by a layer of vile liquid stored in pockets beneath the outer plates of their armored hide. When this fluid is secreted, it cools the beast and melts virtually anything it touches. An Agathu can squirt the liquid through its mouth creating a steaming spray, or it can discharge the material through its pores.

The spray makes a formidable weapon, but Agathu tend to fight with their strong claws and huge, retractable jaws. A full grown Agathu can reach a length of fifty feet, and its brute strength is usually more than a match for any foe.

(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spit, and Tough Leather Hide)

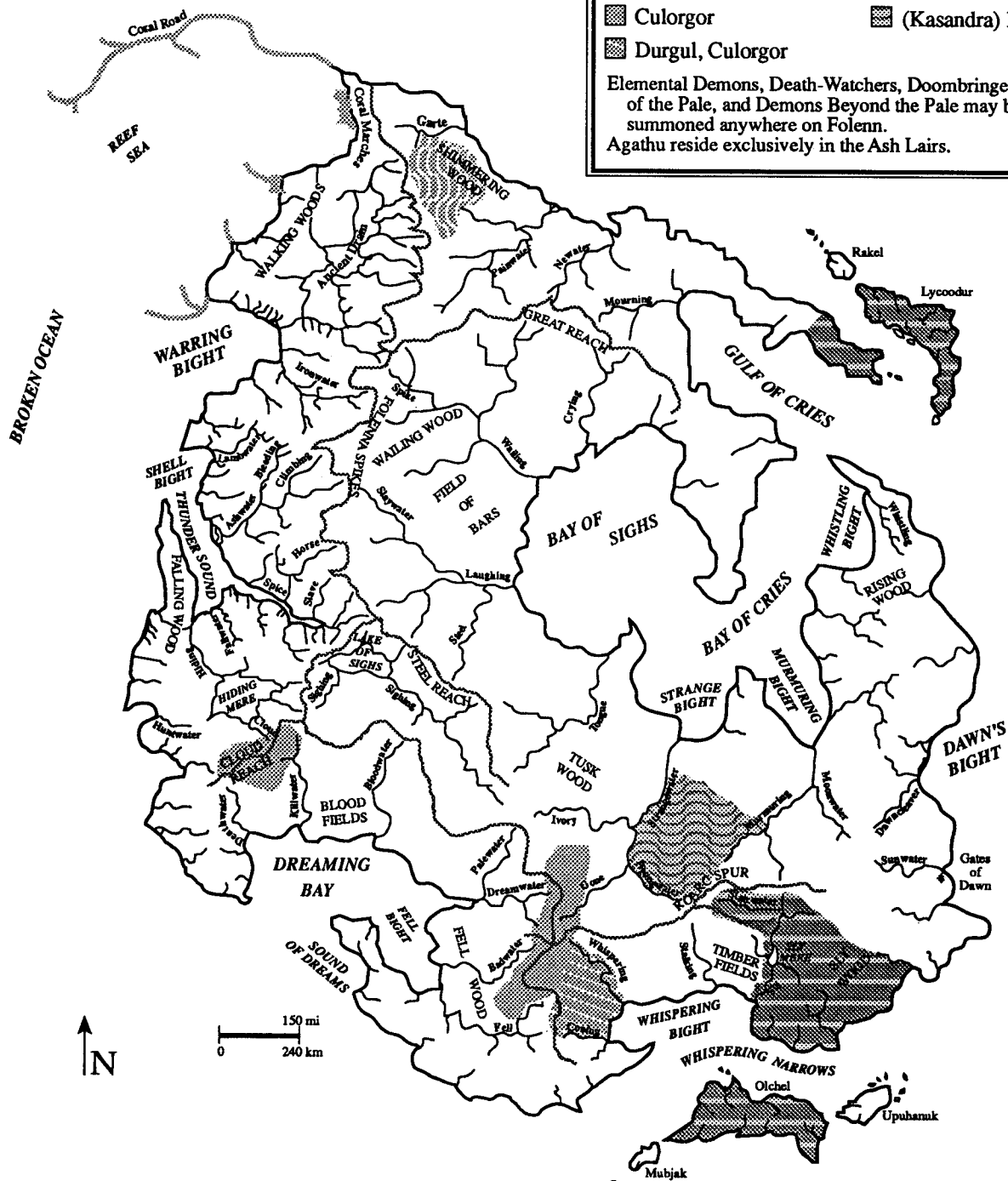
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(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spit, and Tough Leather Hide)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base Size	Huge Number Appearing 1
Melee Attack I	5D6+5 Melee Damage I High (+ Highx2 Acid damage)
Melee Attack II ♀	5D6+2 Melee Damage II Medx2 (+ Highx2 Acid damage)
Missile Attack (spray attack) β	2D6+D10+5
Missile Damage	Highx2 Range Mod -2 per 1" [3cm]
Defense	15 Shield Bonus +0
Armor	-2 Maneuver † 4
Morale	4 Resistance † 5
Endurance (90)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□



DEMON RANGES



2. DEMONS OF THE PALE

The Pale consists of six Realms of utterly horrible Near-void where life and death have no meaning. Demons of the Pale are categorized according to their original plane of existence. Demons beyond the Pale are powerful beasts defying classification (see below, XI-9).

FIRST PALE DEMON

(Medium Claw and Club — 7' tall grey-skinned social beasts. A tuft of hair protrudes from their otherwise bald pates.)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]	
Base Size	Medium	Number Appearing 1
Melee Attack I	2D6+3	Melee Damage I High
Melee Attack II ♣	2D6	Melee Damage II Highx2
Defense	9	Shield Bonus +0
Armor	-0	Maneuver † 9
Morale	10	Resistance † 10
Endurance (10)	□□□□m□□□□□	

SECOND PALE DEMON

(Medium Claw, Broadsword, Leathery Hide — 8' tall dark-grey amphibians, more intelligent than First Pale Demons.)

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]	
Base Size	Medium	Number Appearing 1
Melee Attack I	2D6+4	Melee Damage I High
Melee Attack II ♣	3D6+2	Melee Damage II Highx2+4
Defense	11	Shield Bonus +0
Armor	-1	Maneuver † 8
Morale	9	Resistance † 9
Endurance (20)	□□□□□ □□□□m□□□□□ □□□□□	

THIRD PALE DEMON

(Medium Claw, Two-handed Sword, Leathery Hide — 9' tall winged fiends that are nearly blind; they rely on their large, sensitive ears and noses to locate prey.)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]	
Base Size	Large	Number Appearing 1
Melee Attack I	2D6+5	Melee Damage I High
Melee Attack II ♣ ...	2D6+D10+3	Melee Damage II .. High+Low+2
Defense	13	Shield Bonus +0
Armor	-1	Maneuver † 6
Morale	8	Resistance † 8
Endurance (30)	□□□□□ □□□□□ □□□□□ m□□□□□ □□□□□ □□□□□	

FOURTH PALE DEMON

(Large Bash, Whip-like Tail, Morning Star, Leathery Hide — 10' tall, light blue in color, four horns, large eyes, small ears, a prehensile tail. They usually throw things or cast spells.)

Movement Rate	16"(12"/8"/4") [41cm(31/21/11)]	
Base Size	Large	Number Appearing 1
Melee Attack I	3D6+2	Melee Damage I Medium
Melee Attack II ♣	2D6+6	Melee Damage II Lowx2+2
Melee Attack III ♣ ..	2D6+D10+3	Melee Damage III High+2
Defense	15 Δ	Shield Bonus +0
Armor	-1	Maneuver † 4
Morale	7	Resistance † 7
Known Spells	3C1; 2C2; 1C3.	
Power Points	9	Elemental Spell Bonus +0
Endurance (48)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

FIFTH PALE DEMON

(Huge Bash, Battle Axe, Tough Leathery Hide — Strong, 11' tall and given to using complex mechanical weapons, these Demons enjoy superb senses. Dark blue and powerful of build, they are also quite bright with skills of spell-casting and organized war-craft. Such Demons possess a long, prehensile tongue covered with a mucilaginous slime. They employ this disgusting member in unspeakable ways. Highly independent, they seek to dominate others, including their summoners.)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size	Large	Number Appearing 1
Melee Attack I	4D6+9	Melee Damage I High-1
Melee Attack II ♣ ...	2D6+D10+7	Melee D. II Highx2+Lowx2+2
Defense	14 Δ	Shield Bonus +0
Armor	-2	Maneuver † 4
Morale	6	Resistance † 6
Known Spells	4C1; 3C2; 2C3; 1C4.	
Power Points	18	Elemental Spell Bonus +0
Endurance (120)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

SIXTH PALE DEMON

(Large Claw, Large Bash, Medium Bite, Thick Leathery Hide — They look similar to first pale Demons, but they are intelligent, agile, vicious murderers. The most feared of common pale Demons, they are completely resistant to Elemental attacks (as the spell).)

Movement Rate	15"(11.5"/7.5"/4") [38cm(29/19/10)]	
Base Size	Medium	Number Appearing 1
Melee Attack I	5D6+6	Melee Damage I High
Melee Attack II ♣	3D6+8	Melee Damage II Medium
Melee Attack III «	4D6+2	Melee Damage III High+2
Defense	15	Shield Bonus +0
Armor	-3	Maneuver † 1
Morale	4	Resistance † 4
Endurance (100)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	

THAROGOR (False Elven Councillors)

Seemingly Elvish, these Demons are immensely dangerous—due to this fair seeming. The only blemish upon these mockeries is their silvery skin and pitch black hair. They cast magics which warp both mind and body. Tharogor delight in destroying the moral fiber of opponents, turning friends against each other and promoting betrayal. These beings subvert Elvish settlements under the guise of war counsel. A few make their realms in the mountains, using Lugrôki as slaves. But these realms are constantly beset with attacks by other Lugrôki tribes, so they have no real hope of making the assault on the Jewel Wells. Culorgor often serve these Demons.

(*Flail and Magical Chain Armor*)

Movement Rate	6" (4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Medium Number Appearing 1
Melee Attack	4D6+5 Melee Damage Highx2-1
Defense	15 Δ Shield Bonus +0
Armor	-4 Maneuver † 6
Morale	8 Resistance † 7
Known Spells	1C1 (Pain I); 1C2 (Pain II); 1C3 (Pain III).
Power Points	13 Elemental Spell Bonus +0
Endurance (60)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□



BORORGOR (Kasandra)

Only one of the Noble Conformers is trapped on Kulthea, her name is Kasandra. She appears as an incredibly beautiful Elf standing over 8' tall. Kasandra wears black leather armor which accentuates her pale skin. Her squalid Mannish realm is located south of the Immigrant Domains. This bandit kingdom of Traf swells with the flotsam of constant warfare, primarily refugees and mercenaries (*BSt Sourcebook* p. 66). She preys on their misery, making them frantic to take "what really belongs to them." Her green eyes quickly cower any potential opponents, and her presence radiates a number of auras; lust, fear, passion, and rage. She keeps all she meets under her pointy heel.

(*Whip and Plate Armor*)

Movement Rate	8" (6"/4"/2") [20cm(15/10/5)]
Base Size	Medium Number Appearing 1 (unique)
Melee Attack	4D6+7 Melee Damage Low+1
Defense	16 Δ Shield Bonus +0
Armor	x1/2 Maneuver † 3
Morale	6 Resistance † 6
Known Spells	3C1 (Pain I, Panic, Rally); 3C2 (Mass Panic, Mass Rally, Pain II); 2C3 (Mass Disrupt, Pain III); 2C4 (Mass Pain, Mass Rout); 1C5 (Mass Pain True); 2E1 (Confusion, Disrupt); 2E2 (Fear, Hatred); 4E3 (Frenzy, Mass Confusion, Mass Fear, Mass Hatred); 2E4 (Mass Frenzy, Word of Pain); 1E5 (Mass Word of Pain).
Power Points	55 Elemental Spell Bonus +0
Endurance (80)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

4. DEMONS BEYOND THE PALE

Incarnations of tremendous Evil, these Demons are some of the most dangerous to summon. The greatest of the Demons of the Void, often their first attempted act is the slaying of their summoner and the usurping any army present. Agile, powerful, and flighted, most take gigantic winged forms to spread fear amongst their foes. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups effectively. Occasionally, they enter into uneasy alliances spawned by need or convenience. However, most of their motives remain wholly mystifying. They wield giant weapons to deal death. In battle they surround themselves with fire, cold, or electricity — 1D6 damage to all within a 2"[5cm] radius at the end of each round.

(Huge Bash, Two-handed Sword, and Plate-like Hide)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base Size	Large	Number Appearing 1
Melee Attack I ¥	7D6	Melee Damage I High-1
Melee Attack II ¥ ...	5D6+D10+3	Melee D. II Highx2+Lowx2+4
Defense	16 Δ	Shield Bonus +0
Armor	x1/2	Maneuver † 1
Morale	1	Resistance † 1
Known Spells	1C1(Panic); 1C2 (Mass Panic); 1C3 (Mass Disrupt); 1C4 (Mass Rout); 2E1 (Confusion, Disrupt); 2E2 (Fear, Hatred); 3E3 (Mass Confusion, Mass Fear, Mass Hatred).	

Power Points 27 Elemental Spell Bonus +0

Endurance (240) □□□□ □□□□ □□□□ □□□□
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DEMONS OF THE ESSENCE



5. ELEMENTAL DEMONS

Those denizens of the Infernal Realms with allegiance to other elements are not nearly so bent upon destruction. They are sometimes summoned by conjurors wishing to win battles without devastating the countryside. Elemental Demons are based on fire, cold, water, air, earth, light, and darkness.

(Magical Elemental Two-handed Sword and Plate-like Hide)

Movement Rate 9"(7"/4.5"/2.5") [23cm(18/12/6)]
 Base Size Huge Number Appearing 1
 Melee Attack 4D6+D10+4 Melee Damage High+Low+2
 (+ Highx2 Elemental damage)
 Defense 17 Δ Shield Bonus +0
 Armor x1/2 Maneuver † 3
 Morale 5 Resistance † 5
 Known Spells 4E1 (Elemental Bolt I, Fire {Element} Wall, Light {Element}, Resist Elements); 3E2 (Elemental Ball I, Elemental Bolt II, Sudden Light {Element}); 3E3 (Elemental Ball II, Elemental Bolt III, Fire {Element} Wall True); 4E4 (Elemental Ball III, Elemental Bolt I Triad, Elemental True); Bolt IV, Mass Resist Elements); 3E5 (Elemental Ball IV, Elemental Bolt II Triad, Elemental Bolt V).

Power Points 66 Elemental Spell Bonus +6
 Endurance (175)
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6. DEATH-WATCHER

Fallen servants of the Lord of Fate, Death-watchers now serve the Unlife, feeding their appetite for death and destruction. Great, leathery wings suggest a reptilian quality, while their slimy scales and horrid visage denote demonic descent. Death-watchers can clumsily fly and wield two wicked 2-handed weapons. Given to immolation, Death-watchers can enshroud themselves in either fire or ice at will (an additional 1D6 damage to melee attacks). These Demons can also "ordain" a foe, tearing the victim's soul from his body (instant death with no chance of recovery after the battle). Death-Watchers slake their perverse hungers on the bodies of unfortunates whom they slay.

(Magic Two-handed Sword and Plate-like Hide)

Movement Rate 10"(7.5"/5"/2.5") [25cm(19/13/7)]
 Base Size Huge Number Appearing 1
 Melee Attack 5D6+D10+4 Melee Dam. ... Highx2+Lowx3+4
 Defense 18 Δ Shield Bonus +0
 Armor x1/2 Maneuver † 2
 Morale 3 Resistance † 3
 Known Spells 4E1 (Elemental Bolt I, Fire Wall, Light, Resist Elements); 3E2 (Elemental Ball I, Elemental Bolt II, Sudden Light); 3E3 (Elemental Ball II, Elemental Bolt III, Fire Wall True); 4E4 (Elemental Ball III, Elemental Bolt I Triad, Elemental Bolt IV, Mass Resist Elements); 3E5 (Elemental Ball IV, Elemental Bolt II Triad, Elemental Bolt V).

Power Points 50 Elemental Spell Bonus +5
 Endurance (270)
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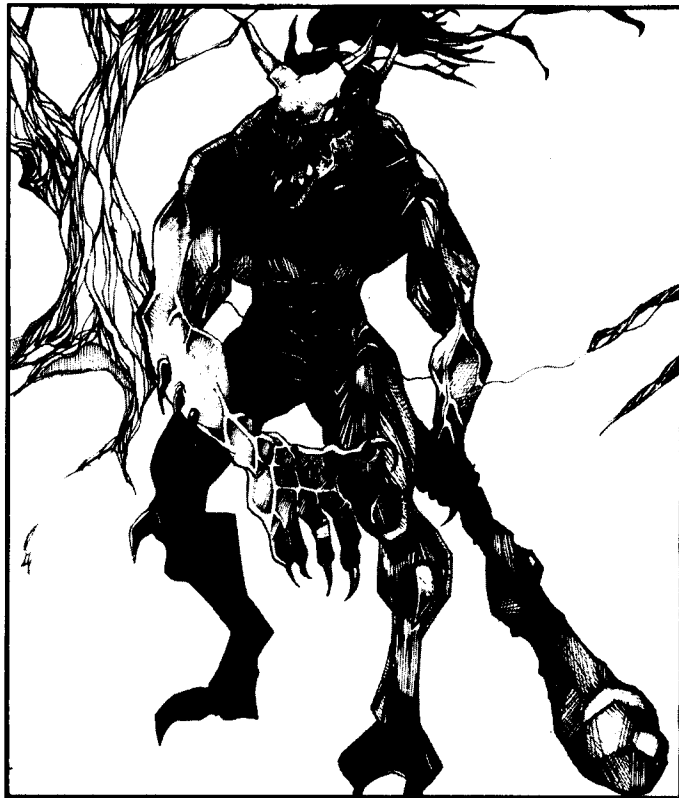


7. DOOMBRINGER

Doombringers look like 14' tall man-like creatures veiled in a thick, swirled, foul-smelling blackness. Their nauseating visage reflects the decay they hold within. The touch of a Doombringer putrefies any living matter (an additional 1D6 damage to melee attacks that penetrate a foe's armor). A shroud of electrical energy augments their undefined features. Their presence invokes a sense of doom characteristic of fallen spirits. Those who gaze on a Doombringer flee in terror. Such creatures throw lightning bolts at will.

(Magic Two-handed Sword and Tough Leathery Hide)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Huge
Melee Attack	2D6+D10+9
Defense	14 Δ
Armor	-2
Morale	6
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.
Power Points	30
Endurance (180)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □



8. DURGUL

This 10' tall, muscular man-like Demon is ugly in the extreme. His appearance promotes fear and loathing among foes. Practicing deplorable personal habits, an indescribable foulness follows Durgul like a shadow. He keeps the severed heads of his enemies in an urn filled with his own pickling spittle. In combat, Durgul flings these awful reminders of past excesses at the enemies' front rank, frightening and disgusting all. Durgul rules the realm of Oolcor (*BSt Sourcebook* p. 66).

*(Large Spiked Club, Thrown Pickled Heads,
and Tough Leathery Skin)*

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Large Number Appearing 1 (unique)
Melee Attack	4D6 Melee Damage High+2
Missile Attack (thrown pickled head)	2D6+3
Missile Damage	Low Range Mod..... -2 per 2" [5cm]
Defense	10 Δ Shield Bonus +0
Armor	-3 Maneuver † 6
Morale	7 Resistance † 7
Known Spells	1C1 (Panic); 1C2 (Mass Panic); 1C3 (Mass Disrupt); 1C4 (Mass Rout); 1E1 (Disrupt); 1E2 (Fear); 1E3 (Mass Fear).
Power Points	20 Elemental Spell Bonus +0
Endurance (120)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□



9. BELASAR

This 9' tall Demon looks like a well-endowed man with several exceptions. He has four heads and two forearms branching from each elbow. His body is a mutilated amalgam of parts taken from lesser fiends. Belasar takes perverse delight in sacrificial torture and dismemberment. Amongst his human slaves he is known as the Iron Fists from the strength of his pummelling. He constantly wars to gain control of the Jewel Wells near his mountainous realm of Emun (*BSt Sourcebook* p. 59).

(Four Serrated Scimitars and Leathery Skin)

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size	Large
Melee Attack	4D6+8
Defense	13
Armor	-2
Morale	7
Endurance (150)	
	■■■■■ ■■■■■ ■■■■■ ■■■■■ ■■■■■
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XII – INVADERS & ASSAILERS

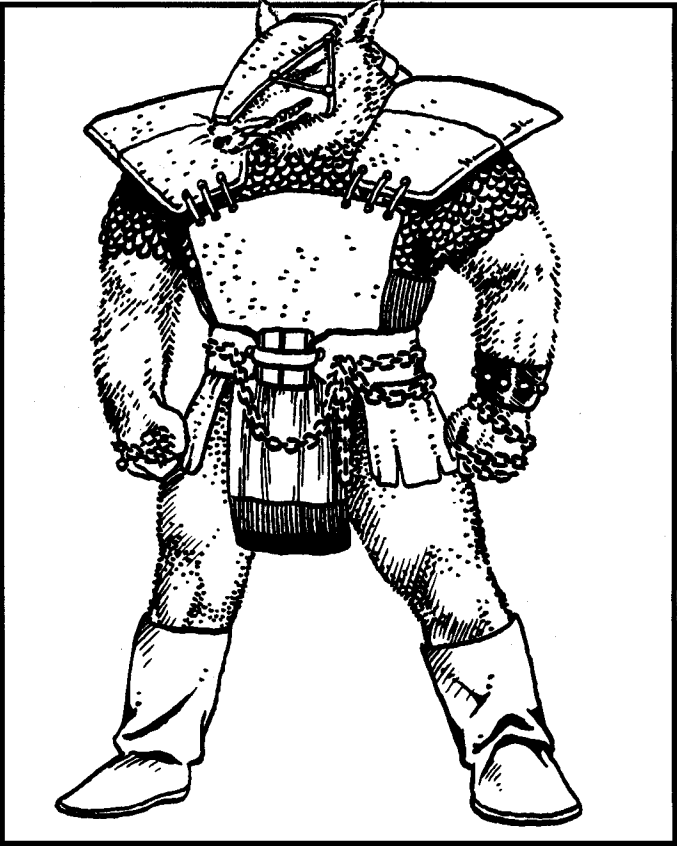
Many beings arrive from beyond Folenn; not all of them are human. Some come from the unknown continent to the east, while others hail from the seas or even outer space. A few just seem to have appeared from nowhere. These interlopers make the Bladelands all the more dangerous.

1. RATMEN

Ratmen resemble large rodents with arms instead of forelegs. Never exceeding a yard in height, they walk upright with a surprisingly agile gait. Their bodies are covered in short, grey fur. Massed colonies of Ratmen breed pestilence and spread disease. They inhabit dense forest, venturing out only at night to feed on carrion. All Ratmen use their fangs and claws in addition to tiny weaponry such as short swords, short bows, and daggers. Bites or claw damage often result in a plague-like disease. Huge swarms of Ratmen overwhelm opposition despite their small size. Each unit contains an inherent leader, having keen senses and low cunning. Ratmen come to Folenn due to over-population of their home warrens on Cunardia. Rumors of carnage have drawn large numbers to battlefields in search of food.

(Short Sword, Short Bow, and Soft Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Small
Melee Attack	3D6-2
Missile Attack (short bow)	2D6+1
Missile Damage	Lowx2
Defense	8
Armor	-1
Morale	10
Endurance (5)	
	■■■m■■
Number Appearing	5-50
Melee Damage	High
Range Mod	-2 per 12" [30cm]
Shield Bonus	+0
Maneuver †	9
Resistance †	10

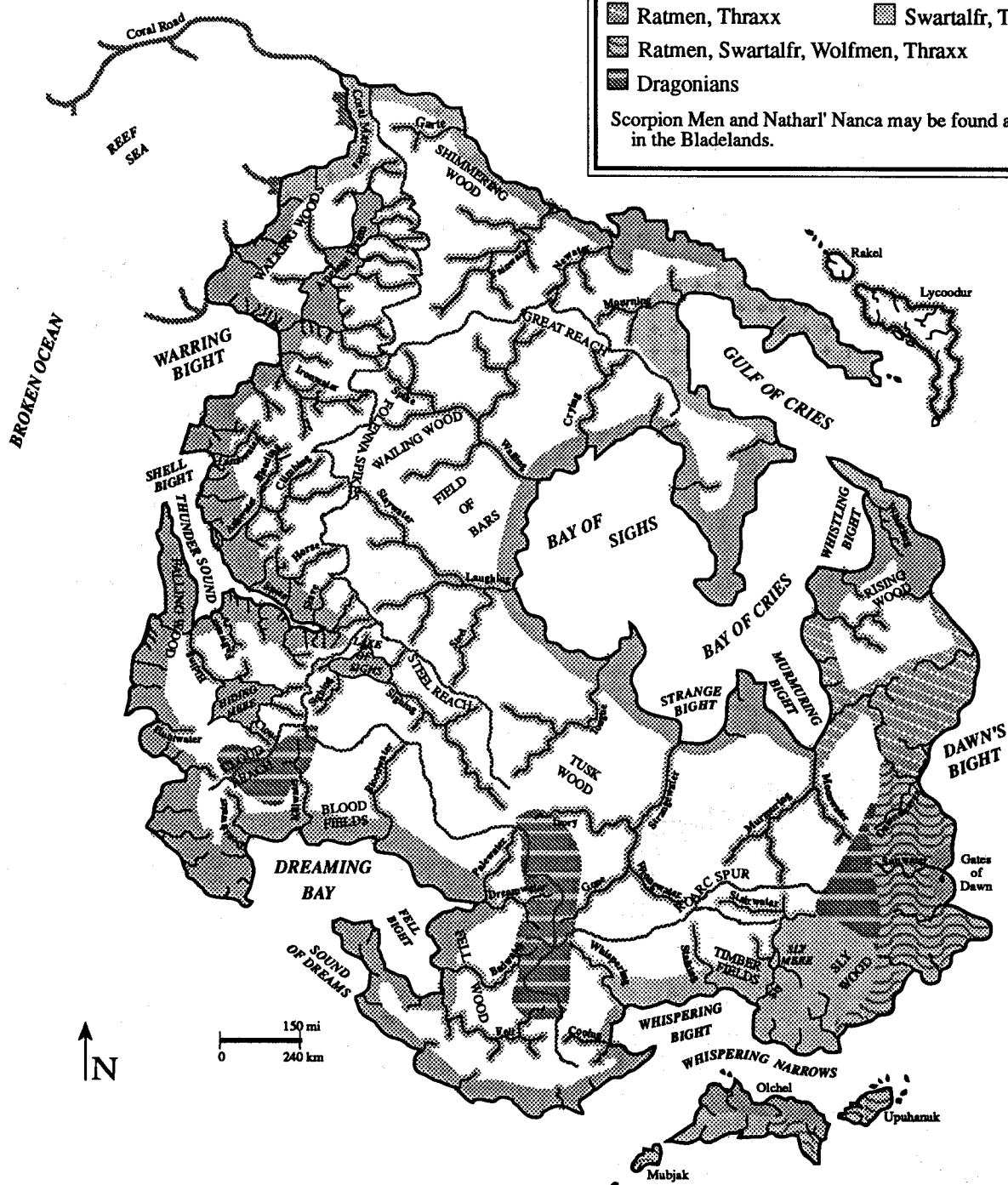


INVADER AND ASSAILER RANGES

LEGEND

	Thraxx		Serpentoid, Thraxx
	Ratmen, Thraxx		Swartalf, Thraxx
	Ratmen, Swartalf, Wolfmen, Thraxx		
	Dragonians		

Scorpion Men and Nathar' Nanca may be found anywhere in the Bladelands.



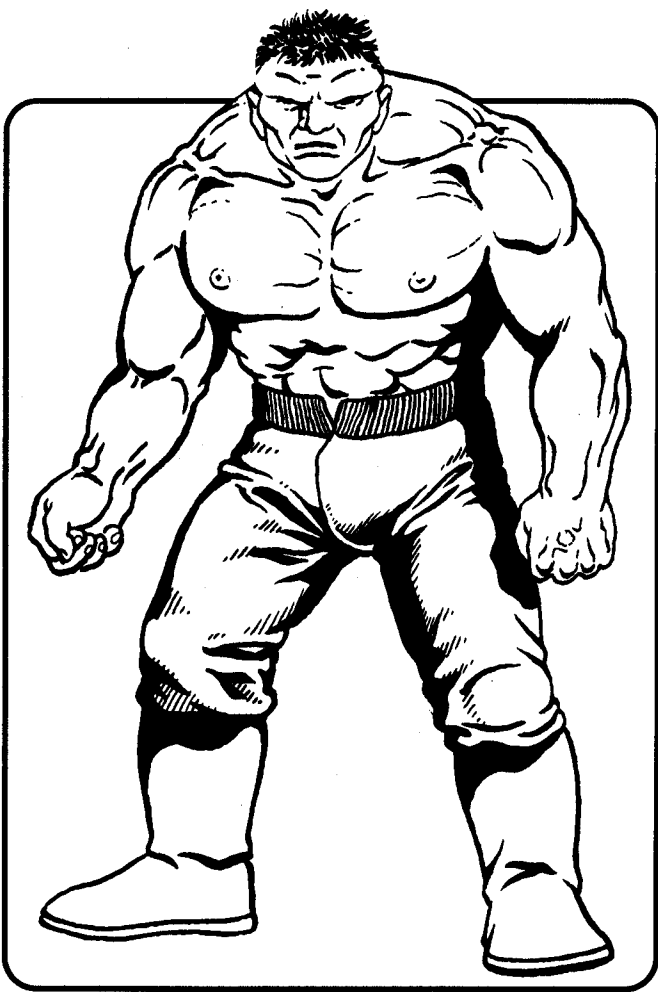
2. SERPENTOID

A sinuous serpent's body terminates in a human torso, two arms, and a snake-like head. The hairless body is covered by dark green scales and may reach 25' in length. Serpentoids' eyes are golden and have black slits, while from their mouths projects a forked snake's tongue. They sport 4" fangs that emit a poisonous venom on striking. These beings maneuver in snake-fashion aided by use of arms. Native to tropical climates, Serpentoids become lethargic in cold weather. The sun's rays must rouse them from their snake-like stupor before they can forage. For this reason, they favor exposed river banks or jungle clearings to drowse.

Serpentoids are fierce predators but are generally solitary hunters. They encircle prey with powerful coils and render them helpless with a poisonous bite. Treat this poisonous bite as the first level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49), applied in addition to normal damage. These creatures eat almost anything, including Humans. Immobilized prey are swallowed whole. Serpentoids do not posses advanced technology, but fashion crude stone tools and weapons. Recently they have sent small war-bands through an Essence Portal. Upon arrival in Foleenn the Serpentoids search for fresh game to feed their expanding numbers.

(Medium Poisonous Bite, Stone Axe, Stone-tipped Spear, and Reptilian Hide)

Movement Rate	7"(5.5"/3.5"/2")	[18cm(14/9/5)]
Base Size	Large	Number Appearing 1-20
Melee Attack I	3D6*	Melee Damage I High+2*
Melee Attack II §	3D6	Melee Damage II High+1
Missile Attack (spear)	3D6	Missile Damage Lowx2+2
Range Mod	-2 per 2.5"	[6.5cm]‡
Defense	7	Shield Bonus +0
Armor	-1	Maneuver † 8
Morale	9	Resistance † 9
Endurance (18)	□□□□ □□□□m□□□□ □□□□□	



3. SWARTALFR

Akin to Humans but shorter and stockier, these evil beings live as outcasts in dark, damp caves. They have greyish-green skin and pale eyes capable of night vision; they abhor sunlight. They live in clans of 15-20, led by a clan chief (inherent in unit). Swartalfr sometimes domesticate large wolves for use as guards or mounts. Mounted troops act as scouts and the vanguard of their force. They usually wield a polearm with a short broad blade called a spetum. An army of Swartalfr was marooned on Foleenn during raids along the coast.

(Spetum, Small Shield, and Soft Leather Armor)

Movement Rate	4"(3"/2"/1")	[10cm(8/5/3)]
Base Size	Small	# Appearing 15-20 (1D6+14)
Melee Attack	D6+D10-1	Melee Damage High+Low+1
Defense	9	Shield Bonus +2
Armor	-1	Maneuver † 8
Morale	10	Resistance † 10
Endurance (6)	□□□m□□□	

4. DRAGONIANS

Humanoid reptilians with large leathery wings, Dragonians have fiery breath. They are on good terms with all Dragon-kind, but war with all other flighted beings, including, the Hírazi. Dragonians may be found in any wild area of Foleenn, although they tend to prefer mountainous regions. Originally passing through an Essence portal into the Bladelands, Dragonians are content to plunder Foleenn and do not seek to return from whence they came. (See ICE's *C&T II* for more information.)

(*Falchion, Small Claw, Medium Bite, Short Bow, Fiery Breath, Small Shield, and Scaly Hide*)

Movement Rate	7"(5.5"/3.5"/2")	[18cm(14/9/5)]
Base Size	Medium	Number Appearing 1-10
Melee Attack I	2D6+D10	Melee Damage I High+2
Melee Attack II §	2D6+2	Melee Damage II Low
Melee Attack III «	3D6+1	Melee Damage III High+2
Missile Attack (bow)		2D6+1
Missile Damage	Lowx2	Range Mod -2 per 12" [30cm]
Elemental Attack (fiery breath)		D6+D10+3
Elemental Damage	Low+2	Range Mod -2 per 5" [13cm]
Defense	7	Shield Bonus +2
Armor	-2	Maneuver † 8
Morale	9	Resistance † 9
Endurance (19)	□□□□□ □□□□□m□□□□□ □□□□□	



5. SCORPION MEN

A gigantic red scorpion's multi-legged body and poisonous stinger accompany a mannish torso and black haired head. Treat this poisonous sting as the first level Essence spell (*BSt Rulesbook* p. 49), applied in addition to normal damage. Very competitive and contentious, Scorpion Men only cease their in-fighting when an external foe threatens. Communities of Scorpion Men can be found throughout Foleenn, descendants of the first Scorpion Men blown in on a Bladestorm. (See ICE's *C&T II* for more information.)

(*Large Pincer, Large Poisonous Sting, Polearm, Composite Bow, and Rigid Leather Hide*)

Movement Rate	6"(4.5"/3"/1.5")	[15cm(12/8/4)]
Base Size	Medium	Number Appearing 2-12
Melee Attack I	2D6+D10-1	Melee Damage I High
Melee Attack II §	3D6-1 *	Melee Damage II Low+1 *
Melee Attack III §	D6+D10	Melee Damage III .High+Low+1
Missile Attack (bow)		D6+D10
Missile Damage	Lowx2+1	Range Mod -2 per 15" [38cm]
Defense	8	Shield Bonus +0
Armor	-2	Maneuver † 8
Morale	9	Resistance † 9
Endurance (14)	□□□□□ □□m□□ □□□□□	

6. THRAXX

Amphibious humanoids with four muscular arms, long claws, six eyes, and salamander-like heads, Thraxx feed on nearly anything. At home in either fresh or saltwater, Thraxx raid the shores of Folenn. (See ICE's *C&T II* for more information.)

(Large Claws, Medium Bite, and Tough Leathery Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Large Number Appearing 1
Melee Attack I	3D6+9 Melee Damage I High
Melee Attack II «.....	3D6+5 Melee Damage II High+2
Defense	11 Shield Bonus +0
Armor	-2 Maneuver † 7
Morale	8 Resistance † 9
Endurance (44)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ m □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □



7. WOLF MEN

Powerful, wolf-headed, and grey-furred, Wolfmen are a rare breed of Humanoids. Passing through an Essence Portal from Cunardia some 95 years ago, their numbers have gradually dwindled. They can no longer sustain whole communities, remaining in small hunting groups with inherent leaders. A few groups have settled in the Myriad Realms where they are military scouts. Their bite is nearly as bad as their blade.

(Broadsword, Medium Bite, and Leathery Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size Medium	# Appearing 10-15 (1D6+9)
Melee Attack I 3D6	Melee Damage I High+2
Melee Attack II § 3D6+1	Melee Damage II High+2
Defense 8	Shield Bonus +0
Armor -1	Maneuver † 7
Morale 9	Resistance † 9
Endurance (22) □□□□ □□□□ m □□□□ □□□□	



8. NATHARL'NACNA

Foul beings from deep reaches of outer space, Natharl'nacna occasionally descend upon Foleenn for mysterious reasons of their own. Varied in shape and size, three main types are most commonly encountered — Cresh'urim, Cthugan, and Ni'hashbin Warrior. (See ICE's *C&T II* for more information.)

CRESH'URIM

Cresh'urim often command Nathar'l'nacna forces on Folemn. The greyish-blue Cresh'urim have spidery bodies, scorpion tails, humanoid torsos, clawed arms, multi-faceted eyes, and wolfish heads. Highly resistant to magic, their Defense is augmented by +8 vs Elemental Attacks. Their Bite delivers an additional 15 points of Endurance damage (just as the third level Channeling spell *Pain III*, *BSt Rulesbook* p. 48). Treat their poisonous sting as the first level Essence spell Paralyze Legs (*BSt Rulesbook* p. 49), applied in addition to normal damage.

*(Huge Poisonous Sting, Battleaxe,
Large Claws, Large Bite, and Plate-like Hide)*

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size Large	Number Appearing 1
Melee Attack I 3D6+8 *	Melee Damage I Med-1 *
Melee Attack II § ... 3D6+D10+8	Melee Damage II .. High+Low+
Melee Attack III § 5D6+4	Melee Damage III High
Melee Attack IV √ 4D6+4	Melee Damage IV Medx2 (+15 due to <i>Pain Ill</i>)
Defense	18 Δ (26 vs. Elemental Attacks)
Shield Bonus +0	
Armor x1/2	Maneuver † 2
Morale +5	Resistance † 1
Known Spells	2E1; 2E2; 2E3; 2E4.
Power Points 25	Elemental Spell Bonus +5
Endurance (180)	

Cthugans appear as humans with an octopus for a head. The touch of their tentacles immobilizes their foes (treat as the first level Essence spell *Paralyze Legs*, *BSt Rulesbook* p. 49). Their bite is treated similarly.

[illegible]

Ni’hashbin Warriors are reptilian creatures with snake-like arms and snake heads for hands. Any of their bites (head or “hands”) delivers a poison attack treated as the first level Essence spell *Paralyze Legs*, *BSt Rulesbook* p. 49. Resistant to magic, Ni’hashbin Warriors’ Defense is augmented by +4 vs Elemental attacks.

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size	Medium Number Appearing 1-20
Melee Attack I	5D6+1 * Melee Damage I Mediumx2 *
Melee Attack II § ...	2D6+D10+9 Melee D. II Highx2+Lowx2+4
Defense.....	13 (17 vs Elemental Attacks)
Shield Bonus	+0
Armor	x1/2 Maneuver † 6
Morale	7 Resistance † 4
Endurance (80)	
	
	



XIII – SCENARIOS

To help get you right into the heat of battle, the *Bladestorm Bestiary* contains ten ready-to-play scenarios. Each may be played using either *Bladestorm*'s Standard and/or Optional rules. Using these as models, you can design your own scenarios, whether set in the Bladelands or a world of your choosing.

USING THE SCENARIOS

You should photocopy the scenario copies in this book before beginning play. This will enable you to record damage and information directly on the photocopies while retaining the original pages for later use.

TIME AND SPACE

You can play each of the scenarios presented here in an afternoon (several hours) or less. The Basic scenarios can be played in under an hour. A standard 4' x 8' gaming table is more than adequate to play almost all of these scenarios, but some require a 6' by 8' playing surface, roughly. Of course, if you want to play on the floor, that's fine too.

TERRAIN

There are several ways to represent terrain depicted on the scenario maps. You can purchase commercially made miniature terrain features (trees, houses, etc.) or make them yourself out of anything handy. You could even draw the terrain right on the table top, using erasable or water-soluble markers. If you dislike the given terrain, feel free to modify or ignore it. Just be sure both players understand and approve of the changes. (Refer to the 8 page Terrain and Painting Manual that comes in the *Bladestorm* box for more ideas.)

SCENARIO STATISTICS

Each scenario has much information in common and employs the following terms:

The Tale describes events leading up to combat.

Terrain specifies salient features of the battlefield.

Victory Conditions detail the circumstances required to win a scenario. Some scenarios end when the victory conditions are fulfilled by one side or the other instead of after a certain number of turns.

Player Information details which side is Player #1 and which is Player #2. It also outlines how and where the forces set up.

Combatant/Unit Stats detail which miniatures are to be used in play and what their capabilities are in combat.

STANDARD/OPTIONAL SCENARIO STATISTICS

The scenarios include some information not included in the other scenarios:

Scenario Types — all scenarios are grouped into three types: Ambush, Assault, or Skirmish.

An *Ambush* usually indicates combat between individual combatants and units. It can also mean that one side has a hidden set-up.

An *Assault* usually indicates combat between units, whereas a *Skirmish* is a battle between combatants. These divisions may help you decide which scenarios you most want to play.

A *Skirmish* will usually take far less time to play than an *Assault*, while an *Ambush* indicates unequal forces.

Game Length refers to the number of Turns in the scenario. If the word "Varies" appears instead of a number, game length depends on the noted Victory Conditions and/or the arrival of a *Bladestorm* (*BSt Rulesbook* S-13.0 and O-13.0).

Weather give weather at the start of the scenario.

Power Hues give the dominant sky color for use with Optional rules (*BSt Rulesbook* O-18.2).

Bladestorm is the percentage chance of a *Bladestorm* occurring on any given turn (*BSt Rulesbook* S-13.0). Roll at the end of each turn. If the Optional Rules in the *BSt Rulesbook* O-13.0 are used, an active *Bladestorm* will disappear "1D6 + 2" (round up) rounds after one side is eliminated. If both players agree, the *BSt Rulesbook* A-2.0 *Bladestorm* chance can be used instead of the fixed value given in each scenario.

Random Encounter gives the percentage chance (roll 2D10: one die is tens, the other is ones) that an unexpected beast will appear on the battlefield at the start of a battle. If one appears, the players may roll on the Encounter Table (XIV-4, p. 89-91) or they may choose a beast from the *BSt Sourcebook* or they may create the stats for one using the guidelines in the *Summoning* spell (O-14.3) on page 48 of the *BSt Rulesbook* (use 3D6 or 4D6 PPs). To determine who controls such a beast, roll a D6 at the beginning of each turn: on a roll of 1-3, Player #1 controls it, while on a roll of 4-6, Player #2 controls it.

Special Rules are scenario-specific modifications to the rules. Feel free to alter or ignore them.

The special and optional in the scenarios are just that — optional. If you don't feel like using them, especially at first, don't. Again, make sure both players know of and agree with which *BSt Rulesbook* Optional Rules you're using. The *BSt Rulesbook* Appendix (A-3.0) provides a checklist for deciding and keeping track of which optional rules are being used.

Aftermath explains the potential outcome of a battle.

SPECIAL NOTATION

The scenarios include several standard notations:

* — Poisoned attack.

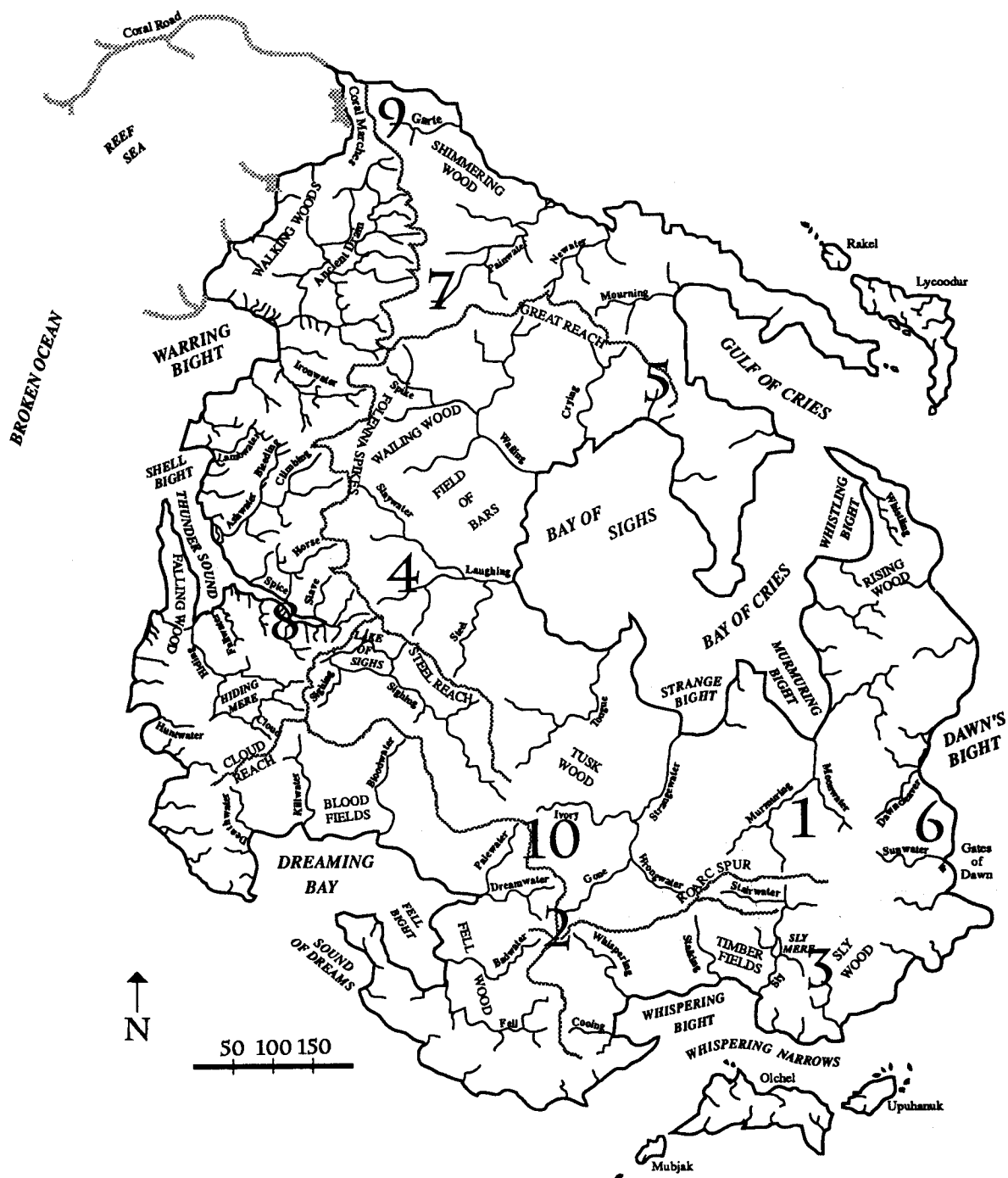
† — Used with the *BSt Rulesbook* Optional Rules.

‡ — A "thrown weapon," once the weapon has been used for a missile attack, it is no longer available for use (mark through its entry on the combatant's record sheet).

Δ — Only used with *BSt Rulesbook* Optional Rule O-12.1. The spell user's Defense may be increased by +5 each turn that 1 PP is expended.

¥, √, «, □, B, § — Multiple Creature Attack Codes; see the Introduction (Section I) on page 3 for complete descriptions.

SCENARIO LOCATIONS



SCENARIO #1



"SPARE PARTS"

Scenario Type: Skirmish.

Game Length: 10 Turns.

Setting: South of the Murmuring River, Early Summer, 6040 TE.

The Tale: In Meir, Rochien creates new Flesh Golems and repairs injured ones with seized human bodies. Flesh Golems scout for human bodies for use in Rochien's laboratory as either building materials or spare parts. In this scenario, near the border of Tralf, Flesh Golems surprise a group of Tralfan bandits. Unaware of the unsavory nature of the Flesh Golems, the bandits yell, "Stand and deliver!" Instead of relieving the monsters of their wealth, the bandits find themselves viciously attacked.

Terrain: A (Shallow Water) Lake dominates the center with Medium Woods to the west, scattered Light Woods to the south, and Brush to the north. 36" [91cm] (E-W) x 52" [132cm] (N-S).

Weather: Clear.

Power Hues: Roll Randomly.

Bladestorm: 18 (on 3D6).

Random Encounter: 19%.

Special Rules:

- 1) Due to the unexpected nature of their encounter, Bandit units have their Defense reduced by one (-1) for the First Turn.
- 2) Bandit units/combatants may not leave the playing area.
- 3) Optionally, the Tralfan leader, Aben Ser, may possess a magic item. Roll on the Item Table XIII-1 for the Magic Item held.
- 4) Optionally, treat all non-magic attacks against Flesh Golems as delivering half damage (round up).

Victory Conditions: The Flesh Golem player must eliminate 13 or more Bandit combatants to win. Otherwise, the Bandit player wins.

Aftermath: Easily mauling the surprised Bandits, the Flesh Golems head back home to Meir with more raw materials for Rochien's mad work.

FLESH GOLEMS

Player 1: Set up First anywhere in the center, at least 10" [25cm] from the edge of the playing surface. Move First.

FLESH GOLEMS (4)

Move.Rate: 6"(4.5"/3"/1.5") [15cm(12/8/4)] **Morale:** 4

Defense: ... 11 **Shield Bonus:** +3 **No Armor:** -0

Endurance: 35 **Maneuver†** 7 **Resistance†** 9

Weapon **Attack** **Damage** **Range**

Small Bash 2D6+5 Low None

Med. Grapple « ... D6+D10+1 Low None

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#2 □□□□□ □□□□□ □□□□□ □□□m

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Note: May only operate as individual combatants.

TRALFAN BANDITS

Player 2: Set up Last within 10" [25cm] of a Flesh Golem combatant. Move Last.

TRALFAN BANDITS (18)

Move.Rate: 6"(4.5"/3"/1.5") [15cm(12/8/4)] **Morale:** 9

Defense: 7 **Shield Bonus:** +2 **S. Leather Armor:** -1

Endurance: 7 **Maneuver†** 9 **Resistance†** 9

Weapon **Attack** **Damage** **Range**

Short Sword 3D6-1 High None

Dagger 2D6-2 Lowx2-1 -2 per 3"[8cm]‡

#1 □□□□m□□□: #4 □□□□m□□□: _____

#2 □□□□m□□□: #5 □□□□m□□□: _____

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#7 □□□□m□□□: #10 □□□□m□□□: _____

#8 □□□□m□□□: #11 □□□□m□□□: _____

#9 □□□□m□□□: #12 □□□□m□□□: _____

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#14 □□□□m□□□: #17 □□□□m□□□: _____

#15 □□□□m□□□: #18 □□□□m□□□: _____

Formation **Melee** **Missile** **Morale**

(Unit Ma) **Att** **Def** **Att** **Def** **Roll Mod**

General Order (9) +0 +0 +1 +0 +1

Battle Order (10) +2 +2 +0 -1 +2

Disbanded (11) *Unit Ma is used only for reforming the unit.*

Note: May operate as three 6-combatant units or a 12-combatant unit and a 6-combatant unit.

ABEN SER — Tralfan Leader

Move.Rate: 6"(4.5"/3"/1.5") [15cm(12/8/4)] **Morale:** 8

Defense: 8 **Shield Bonus:** +3 **R. Leather Armor:** -2

Endurance: 14 **Maneuver†** 9 **Resistance†** 8

Weapon **Attack** **Damage** **Range**

Broadsword 3D6 High+2 None

Dagger 2D6 Lowx2-1 -2 per 3"[8cm]‡

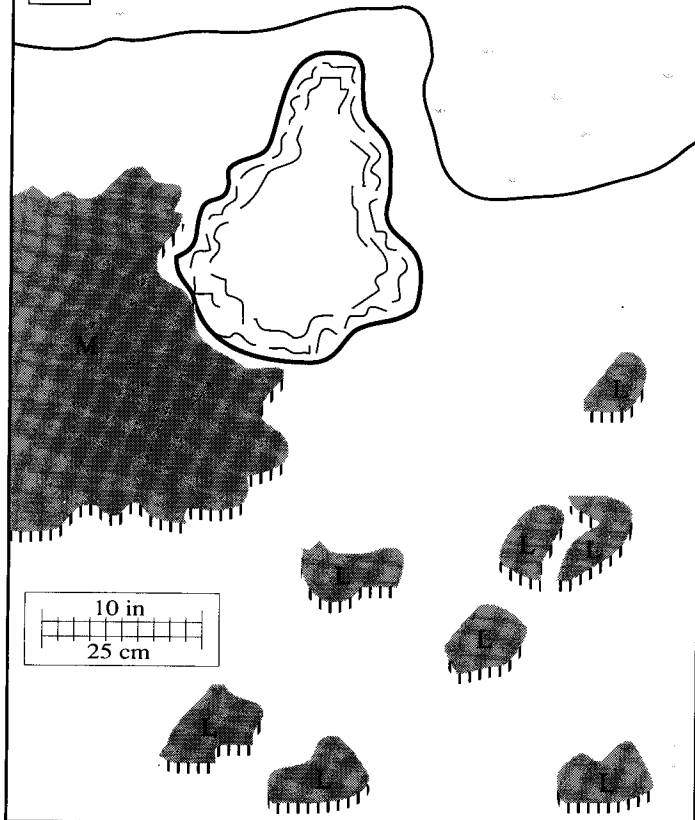
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Morale Mod: +0 **Melee Mod:** +1

Missile Mod: +0 **Defense Mod:** +1

Maneuver Mod: +1 **Influence Range:** 1" [2.5cm]

#1 "SPARE PARTS"



SCENARIO #2



"HEAT OF BATTLE"

Scenario Type: Skirmish.

Game Length: 8 Turns.

Setting: In southern Folenia Spikes, Late Spring, 6040 TE.

The Tale: A number of Fire Giants raid nearby Urnull lands, leaving death and ruin in their wake. The Urnulli elders decree retribution, in the form of Great Were-wolf champions bent on revenge. Creeping to the Fire Giant's lair amid magma pools, Urnull's finest shapeshifting warriors ferociously attack. Treacherous, unfamiliar terrain hamper Urnulli efforts more than the Fire Giants.

Terrain: Steeply Sloped region dominated by three pools of magma and surrounding lava. 60" [152cm] (E-W) x 86" [218cm] (N-S).

Weather: Smoke.

Power Hues: Changing (or Random).

Bladestorm: 17+ (on 3D6).

Random Encounter: 6%.

Special Rules:

- 1) The Were-wolves treat Magma pools as Impassible Terrain. Fire Giants consider Magma as Marsh for movement purposes (x1/4). Also, Fire Giants in Magma Pools may not be attacked or seen (remove from the board until the Fire Giant re-emerges from Magma Pool).

- 2) Heat roars from the Magma Pools. An Urnulli combatant within 2" of a Magma Pool is at -1 to Defense and Attack; is at +1 to Morale and Maneuver; and its movement is slowed to 1/4 normal.
- 3) Smoke from magma pools obscures the battlefield. Missile Attacks are modified by -1 per inch [2.5cm] away.

Victory Conditions: The Urnulli player must eliminate both Fire Giant combatants to win. The Fire Giant player must eliminate four Were-wolf combatants to win. Otherwise, a draw results.

Aftermath: Initially unbalanced by the Urnulli, the Fire Giants fall into magma vents, disappearing from view. Certain of victory, Urnulli warriors are surprised by renewed attacks. Both sides' losses in this battle are large enough to deter further aggression by either party.

URNULLI WERE-WOLF WARRIORS

Player 1: Set up Last, anywhere on the playing surface (except Magma Pools). Move First.

GREATER WERE-WOLVES (8)

Move/Rate: 16" (12"/8"/4") [41cm (31/21/11)] **Morale:** 6

Defense: ... 15 **Shield Bonus:** +0 **Natural Armor:** -1

Endurance: 90 **Maneuver†** 4 **Resistance†** 6

Weapon	Attack	Damage	Range
Large Claws ¥	 3D6+4	 High	 None
Large Bite ¥	 4D6+4	 Mediumx2	 None

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Note: May only operate as individual combatants. May use both attacks each round, but only against the same target.

FIRE GIANTS

Player 2: Set up First, anywhere more than 3" from a Magma Pool. Move Last.

FIRE GIANT #1

(Great Sword, Thrown Rock, Full Shield, R. Leather Armor)

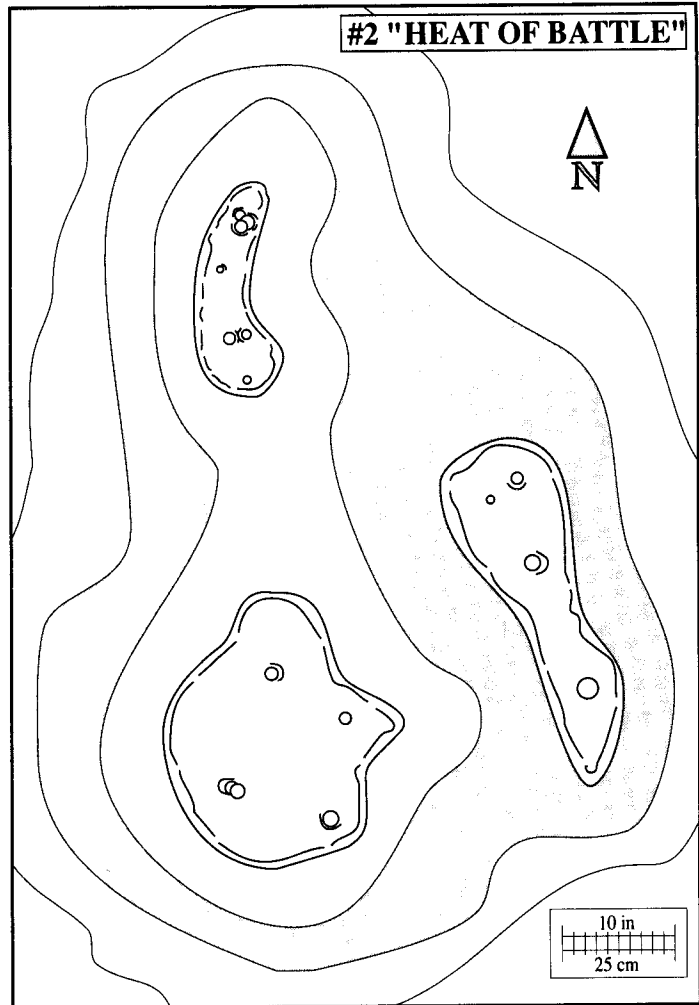
Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]		
Melee Attack	2D6+D10+4	Melee D. Highx3+Lowx3+6	
Missile Attack (Thrown Rock)		3D6+2	
Missile Damage	Medium	Range Mod.....-2 per 15" [38cm]	
Defense	11Δ	Shield Bonus	+3
Armor	-2	Maneuver	7
Morale	9	Resistance	8
Known Spells	2E1 (Elemental Bolt I, Fire Wall); 2E2 (Elemental Ball I, Elemental Bolt II).		

Power Points	6	Elemental Spell Bonus	+4	
Endurance (130)	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

FIRE GIANT #2

(Great Sword, Thrown Rock, Full Shield, R. Leather Armor)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Melee Attack	2D6+D10+5
Melee D.	Highx3+Lowx3+6
Missile Attack (Thrown Rock)	3D6+3
Missile Damage	Medium
Range Mod	-2 per 15" [38cm]
Defense	12Δ
Shield Bonus	+3
Armor	-2
Maneuver	6
Morale	8
Resistance	7
Known Spells	2E1 (Elemental Bolt I, Fire Wall); 2E2 Elemental Ball I, Elemental Bolt II).

[illegible]

SCENARIO #3



"THIS VILE EARTH"

Scenario Type: Skirmish.

Game Length: 15 Turns.

Setting: Somewhere in the Ash Lairs, Mid-winter, 6040 TE.

The Tale: Foraging for unwary prey deep beneath the earth, Trogli prowls through the labyrinthine Ash Lairs. A greater Agathu approaches unnoticed before them, its senses keen enough to warn of Trogli. In a large chamber, Agathu meets Trogli in a terrible clash of arms. Unknown to either, a Vile beast lurks in the dark corners, eager to battle both sides.

Terrain: Underground scene dominated by a large irregular chamber. The lines indicate areas of Slope. 30" [76cm] (E-W) x 43" [109cm] (N-S).

Weather: NA.

Power Hues: NA.

Bladestorm: NA.

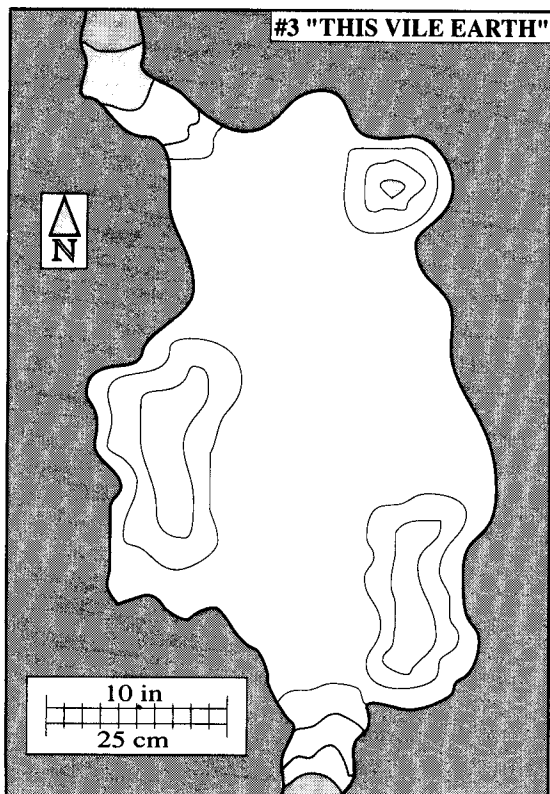
Random Encounter: 100% (SR #1).

Special Rules:

- 1) If both players agree, a third side (the Vile) may be played. Alternatively, the Vile can be treated as an automatically occurring random encounter — a 1D6 roll is made at the beginning of each round to determine who controls the Vile: 1-2, Player #1; 3-5, Player #2; 6, the Vile is inactive that round and will only attack combatants that first attack it.
- 2) No combatant can leave the playing surface for the duration of the scenario.

Victory Conditions: The Agathu player must eliminate all Trogli combatants to win. The Trogli player must eliminate the Agathu combatant to win. Otherwise, a draw results. If there is a third player, the Vile player wins if both other sides are eliminated.

Aftermath: Foolishly, the Trogli stay and fight. The contest is decided more by the Vile's actions than by Trogli numbers.



AGATHU

Player 1: Enter playing surface from the northern cave opening on Turn #1. Move First.

GREATER AGATHU

(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spittle, and Tough Leather Hide)

Movement Rate	12" (9"/6"/3") [30cm (23/15/8)]	
Melee Attack I ¥	5D6+5	Melee Damage I High (+ Highx2 Acid damage)
Melee Attack II ¥	5D6+2	Melee Damage II Medx2 (+ Highx2 Acid damage)
Missile Attack (spray attack)	2D6+D10+5	
Missile Damage	Highx2	Range Mod -2 per 1" [3cm]
Defense	15	Shield Bonus +0
Armor	-2	Maneuver 4
Morale	4	Resistance 5
Endurance (90)		□□□□ □□□□ □□□□ □□□□
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TROGLI

Player 2: Enter playing surface from the southern cave opening on Turn #1. Move Second (or Last).

TROGLI WARRIORS (12)

Move Rate: 6" (4.5"/3"/1.5") [15cm (12/8/4)]		Morale: 9	
Defense: ... 10		Shield Bonus: +0	Natural Armor: -1
Endurance: 11		Maneuver† 9	Resistance† 10
Weapon	Attack	Damage	Range
Club	2D6+4	High	None
Spear	3D6+2	Lowx2+2	-2 per 3"[8cm]‡
#1	□□□□ □m□□□□: _____	#7	□□□□ □m□□□□: _____
#2	□□□□ □m□□□□: _____	#8	□□□□ □m□□□□: _____
#3	□□□□ □m□□□□: _____	#9	□□□□ □m□□□□: _____
#4	□□□□ □m□□□□: _____	#10	□□□□ □m□□□□: _____
#5	□□□□ □m□□□□: _____	#11	□□□□ □m□□□□: _____
#6	□□□□ □m□□□□: _____	#12	□□□□ □m□□□□: _____
Note: May only operate as individual combatants.			

VILE

Player #3 (optional): Set up in one of the three depressions in the large irregular cavern. Move Last (or alternate).

VILE

(Huge Claws, Large Bite, and S. Leathery Skin)

Movement Rate	12" (9"/6"/3") [30cm (23/15/8)]	
Melee Attack I	5D6+9	Melee Damage I High
Melee Attack II «	5D6+4	Melee Damage II Mediumx2
Defense	24	Shield Bonus +0
Armor	-1	Maneuver 5
Morale	8	Resistance 8
Endurance (80)		□□□□ □□□□ □□□□ □□□□
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SCENARIO #4



“HORROR STALKS THE FOREST”

Scenario Type: Skirmish. **Game Length:** 6 Turns.

Setting: In the eastern Sly Woods, Spring, 6040 TE.

The Tale: Near the border of Erlini forests, Elven scouts stumble upon an incursion of Shards. These artificial monsters are sometimes used by Soulslayers to harass their enemies. Sensing approaching Shards, the Elves decide to split up and warn others. Shards are fast enough to catch anything, unfortunately.

Terrain: Light Woods predominate, with a (Shallow Water) Stream running N-S. 50"[127cm] (N-S) x 72"[183cm] (E-W).

Weather: Light Rain.

Power Hues: Roll Randomly.

Bladestorm: 18 (on 3D6).

Random Encounter: 9%.

Special Rules:

- 1) There is very little undergrowth in these Light Woods, so a missile attack is only blocked if it passes through more than 5" of Light Woods (*BSt Rulesbook* Optional Rule O-9.5).
- 2) Light Rains confer an additional -1 to all Missile Attacks.
- 3) Elven combatants may freely leave the playing surface at any time.

Victory Conditions: To win, the Shard player must eliminate three of the Elven combatants. Otherwise, the Erlini player wins.

SHARDS

Player 1: Set up Last anywhere. Move First (see special Shard movement rules, Section VIII-5, p. 41).

LESSER SHARDS (2)

Move Rate: **Special** **Morale:** 7

Defense: ... 13 **Shield Bonus:** +0 **Natural Armor:** -2

Endurance: 60 **Maneuver†** 3 **Resistance†** 7

Weapon	Attack	Damage	Range
Thr. Disc	2D6+8*	Lowx2+1*	-2 per 6" [15cm]
Thr. Disc	2D6+8*	Lowx2+1*	-2 per 6" [15cm]

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#2 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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* — Poison attack, see Section VIII-5, p. 41.

Note: May only operate as individual combatants.

ERLINI SCOUTS

Player 2: Set up First within the central circle shown on the map. Move Last.

FASTAMIR

(Long Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack	3D6+1
Melee Damage	High+2
Missile Attack (Long Bow)	D6+D10+1
Missile Damage	Lowx2+2
Range Mod	-2 per 20" [51cm]
Defense	9
Shield Bonus	+0
Armor	-1
Maneuver	7
Morale	9
Resistance	10
Endurance (9)	☐ ☐ ☐ ☐ ☐ m ☐ ☐ ☐ ☐ ☐

HALIEN

(Broad Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack	3D6+1
Melee Damage	High+2
Missile Attack (Long Bow)	D6+D10+1
Missile Damage	Lowx2+2
Range Mod	-2 per 24" [61cm]
Defense	9
Shield Bonus	+0
Armor	-1
Maneuver	7
Morale	9
Resistance	10
Endurance (10)	☐ ☐ ☐ ☐ ☐ m ☐ ☐ ☐ ☐ ☐

FINAR

(Short Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack	3D6+1
Melee Damage	High
Missile Attack (Long Bow)	D6+D10+2
Missile Damage	Lowx2+2
Range Mod	-2 per 24" [61cm]
Defense	9
Shield Bonus	+0
Armor	-1
Maneuver	7
Morale	9
Resistance	10
Endurance (12)	☐ ☐ ☐ ☐ ☐ m ☐ ☐ ☐ ☐ ☐

VALLACH

(Short Sword, Long Bow, and S. Leather Armor)

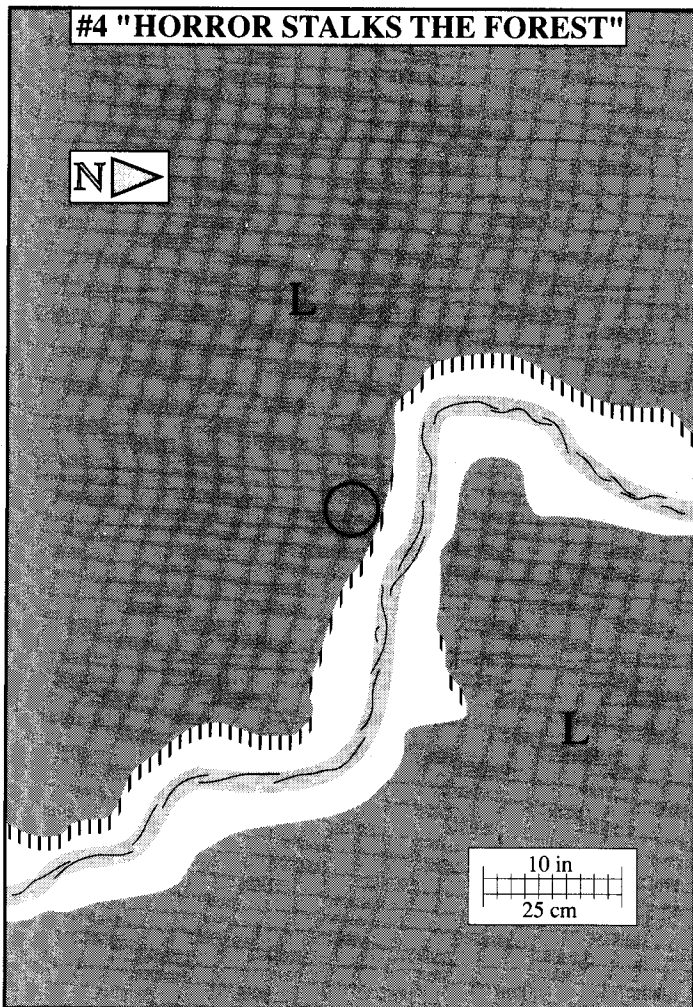
Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack	3D6+2
Melee Damage	High
Missile Attack (Long Bow)	D6+D10+2
Missile Damage	Lowx2+2
Range Mod	-2 per 24" [61cm]
Defense	10Δ
Shield Bonus	+0
Armor	-1
Maneuver	6
Morale	8
Resistance	9
Known Spells	1E1; 1E2.
Power Points	5
Elemental Spell Bonus	+2
Endurance (15)	☐ ☐ ☐ ☐ ☐ m ☐ ☐ ☐ ☐ ☐

GLORIEN

(Broad Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]		
Melee Attack	3D6+4	Melee Damage	High+2
Missile Attack (Long Bow)		Missile Damage	D6+D10+3
Missile Damage	Lowx2+2	Range Mod	-2 per 24" [61cm]
Defense	10	Shield Bonus	+0
Armor	-1	Maneuver	6
Morale	8	Resistance	9
Endurance (18)	□□□□□ □□□□m□□□□ □□□□□		

#4 "HORROR STALKS THE FOREST"



SCENARIO #5



"SENTINELS OF DOOM"

Scenario Type: Assault.

Game Length: 30 Turns.

Setting: Western Oloponox, Late Summer, 6040 TE.

The Tale: Great Father, Saraxan Emperor and Thrall of the Soulslayers, unleashes his finest Sarkuta army against their peaceful neighbors, Oloponox. His Imperial dreams of global domination goad him into risking his seldom-defeated army. Unknown to Great Father and his Centurians, the Oloponox High Shaman has a secret weapon. In each of their cities, encircling ancient ruins, there stand six Stone Golems. These may be animated in time of need by Orellana, High Shaman of Oloponox, to aid in their defense. Despite supernatural opposition, the foremost Centurian, Rork, attacks the town of Prana.

Terrain: Clustered Buildings, two-thirds surrounded by a (Shallow Water) stream, with scattered Buildings and Light Woods to the north, west, and southwest. Dotted lines represent trails. 83" [211cm] (E-W) x 120" [305cm] (N-S).

Weather: Fair.

Power Hues: Green (or Roll Randomly).

Bladestorm: 15+ (on 3D6).

Random Encounter: 3%.

Special Rules:

- 1) Both Saraxan and Oloponox players' units have inherent Leaders. They may "self-rally."
- 2) Orellana, the High Shaman must have a Line of Sight to a Stone Golem, in order for it to move (it may fight normally). Line of Sight exists when a hypothetical missile attack (from Orellana to Stone Golem) would not be prohibited.
- 3) Optionally, both sides may use a 300 point spell caster.
- 4) Optionally, both sides forces may be doubled (except leaders).
- 5) Damage inflicted on Stone Golems is halved.

Victory Conditions: To win, within Prana, the Saraxan player's combatants must outnumber Oloponox combatants at the end of the scenario. Otherwise, the Oloponox player wins. Note, Stone Golems count as one combatant each.

Aftermath: Heavy losses are expected in house-to-house fighting. Amid the rising slaughter a din roars into showering blades of Death as the Bladestorm strikes!

SARAXAN IMPERIAL ARMY

Player 1: Enter the playing surface from the West edge on Turn #1. Move First.

SARAXAN AUXILIARIES (20)

Move Rate: 6"(4.5"/3"/1.5") [15cm(12/8/4)] **Morale:** 9

Defense: 8 **Shield Bonus:** +0 **S. Leather Armor:** -1

Endurance: 10 **Maneuver†** 8 **Resistance†** 9

Weapon	Attack	Damage	Range
Composite Bow	D6+D10	Lowx2+1	-2 per 15"[38cm]
Dagger	2D6	Lowx2-1	-2 per 3"[8cm]‡
#1	□□□□□m□□□□□:	#6	□□□□□m□□□□□:
#2	□□□□□m□□□□□:	#7	□□□□□m□□□□□:
#3	□□□□□m□□□□□:	#8	□□□□□m□□□□□:
#4	□□□□□m□□□□□:	#9	□□□□□m□□□□□:
#5	□□□□□m□□□□□:	#10	□□□□□m□□□□□:
#11	□□□□□m□□□□□:	#16	□□□□□m□□□□□:
#12	□□□□□m□□□□□:	#17	□□□□□m□□□□□:
#13	□□□□□m□□□□□:	#18	□□□□□m□□□□□:
#14	□□□□□m□□□□□:	#19	□□□□□m□□□□□:
#15	□□□□□m□□□□□:	#20	□□□□□m□□□□□:

Formation (Unit Ma)	Melee Att	Def	Missile Att	Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	<i>Unit Ma is used only for reforming the unit.</i>				

Note: Operates as two ten-combatant units.

SARAXAN IMPERIAL SARKUTA (30)

Move Rate: 7"(5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7

Defense: ... 10 **Shield Bonus:** +3 **Chain Armor:** -3

Endurance: 15 **Maneuver†** 7 **Resistance†** 7

Weapon	Attack	Damage	Range
Sarelin (s.sword)	3D6+6	High+1	None
Saurta (spear)	3D6+3	Lowx2+2	-2 per 4"[10cm]‡
#1	□□□□□□□□m□□□□□□:		
#2	□□□□□□□□m□□□□□□:		
#3	□□□□□□□□m□□□□□□:		
#4	□□□□□□□□m□□□□□□:		
#5	□□□□□□□□m□□□□□□:		
#6	□□□□□□□□m□□□□□□:		
#7	□□□□□□□□m□□□□□□:		
#8	□□□□□□□□m□□□□□□:		
#9	□□□□□□□□m□□□□□□:		
#10	□□□□□□□□m□□□□□□:		
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#16	□□□□□□□□m□□□□□□:		
#17	□□□□□□□□m□□□□□□:		
#18	□□□□□□□□m□□□□□□:		
#19	□□□□□□□□m□□□□□□:		
#20	□□□□□□□□m□□□□□□:		
#21	□□□□□□□□m□□□□□□:		
#22	□□□□□□□□m□□□□□□:		
#23	□□□□□□□□m□□□□□□:		
#24	□□□□□□□□m□□□□□□:		
#25	□□□□□□□□m□□□□□□:		
#26	□□□□□□□□m□□□□□□:		
#27	□□□□□□□□m□□□□□□:		
#28	□□□□□□□□m□□□□□□:		
#29	□□□□□□□□m□□□□□□:		
#30	□□□□□□□□m□□□□□□:		

Formation (Unit Ma)	Melee Att	Def	Missile Att	Def	Morale Roll Mod
General Order (6)	+0	+0	+1	+0	+1
Battle Order (6)	+2	+2	+0	-1	+2
Column (6) †	+1	-1	-2	-2	+1
Line (7) †	+2	+2	+0	+0	-1
Square (7) †	+1	+2	+0	-3	+2
Hedgehog (8) †	+1	+3	+0	-3	+2
Shield Wall (8) †					
Front,	+0	+4	-1	+5	+2
Flank, Rear	+0	+2	-1	-2	+2

Disbanded (8) *Unit Ma is used only for reforming the unit.*

Note: May operate as three 10-combatant units or as a 10-combatant unit and a 20-combatant unit.

CENTURION RORK — Saraxan Commander

Move Rate: 8"(6"/4"/2") [20cm(15/10/5)] **Morale:** 5

Defense: ... 12 **Shield Bonus:** +5 **Chain Armor:** -3

Endurance: 25 **Maneuver†** 6 **Resistance†** 6

Weapon	Attack	Damage	Range
Sarelin (s.sword)	4D6+6	High+2	None
Saurta (spear)	3D6+6	Lowx2+3	-2 per 5"[13cm]‡
□□□□□□□□□□□□□□m□□□□□□□□□□□□:			

Morale Mod: +2 **Melee Mod:** +1

Missile Mod: +1 **Defense Mod:** +0

Maneuver Mod: +2 **Influence Range:** 12" [30cm]

OLOPONOX DEFENDERS

Player 2: Set up anywhere First. (except, Stone Golem combatants, which must set up on the black ring shown in Prana). Move Last.

OLOPONOX REGULARS (25)

Move.Rate:5"(4"/2.5"/1.5") [13cm(10/7/4)] **Morale:**9

Defense:8 **Shield Bonus:**+4 **R. Leather Armor:**-2

Endurance:9 **Maneuver†**8 **Resistance†**9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Shri (thr. star)	2D6+4	Lowx2	-2 per 3"[8cm]
#1	□□□□m□□□□:	#4	□□□□m□□□□:
#2	□□□□m□□□□:	#5	□□□□m□□□□:
#3	□□□□m□□□□:		
#6	□□□□m□□□□:	#9	□□□□m□□□□:
#7	□□□□m□□□□:	#10	□□□□m□□□□:
#8	□□□□m□□□□:		
#11	□□□□m□□□□:	#14	□□□□m□□□□:
#12	□□□□m□□□□:	#15	□□□□m□□□□:
#13	□□□□m□□□□:		
#16	□□□□m□□□□:	#19	□□□□m□□□□:
#17	□□□□m□□□□:	#20	□□□□m□□□□:
#18	□□□□m□□□□:		
#21	□□□□m□□□□:	#24	□□□□m□□□□:
#22	□□□□m□□□□:	#25	□□□□m□□□□:
#23	□□□□m□□□□:		

Formation (Unit Ma)	Melee		Missile		Morale Roll Mod
	Att	Def	Att	Def	
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (10) <i>Unit Ma is used only for reforming the unit.</i>					

Note: Operates as five five-combatant units.

ORELLANA — High Shaman of Oloponox

Move.Rate:9"(7"/4.5"/2.5") [23cm(18/12/6)] **Morale:**5

Defense: 13Δ **Shield Bonus:**+0 **Chain Armor:**-3

Endurance:22 **Maneuver†**5 **Resistance†**5

Weapon	Attack	Damage	Range
Short Sword	3D6+4	High	None
Shri (thr. star)	2D6+5	Lowx2	-2 per 4"[10cm]
□□□□□ □□□□□ □m□ □□□□□ □□□□□:			

Known Spells:7C1 (Call Bladestorm I, Darkness, Healing, Light, Pain I, Panic, Rally); 6C2 (Fog Call, Mass Healing, Mass Panic, Mass Rally, Pain II, Sudden Light); 3C3 (Mass Disrupt, Pain III, Summoning); 2C4 (Mass Pain, Mass Rout).

Power Points:36 **Elemental Spell Bonus:**+0

Morale Mod:+2 **Melee Mod:**+0

Missile Mod:+1 **Defense Mod:**+2

Maneuver Mod:+1 **Influence Range:**10" [25cm]

STONE GOLEMS (6)

Move.Rate:4"(3"/2"/1") [10cm(8/5/3)] **Morale:**8

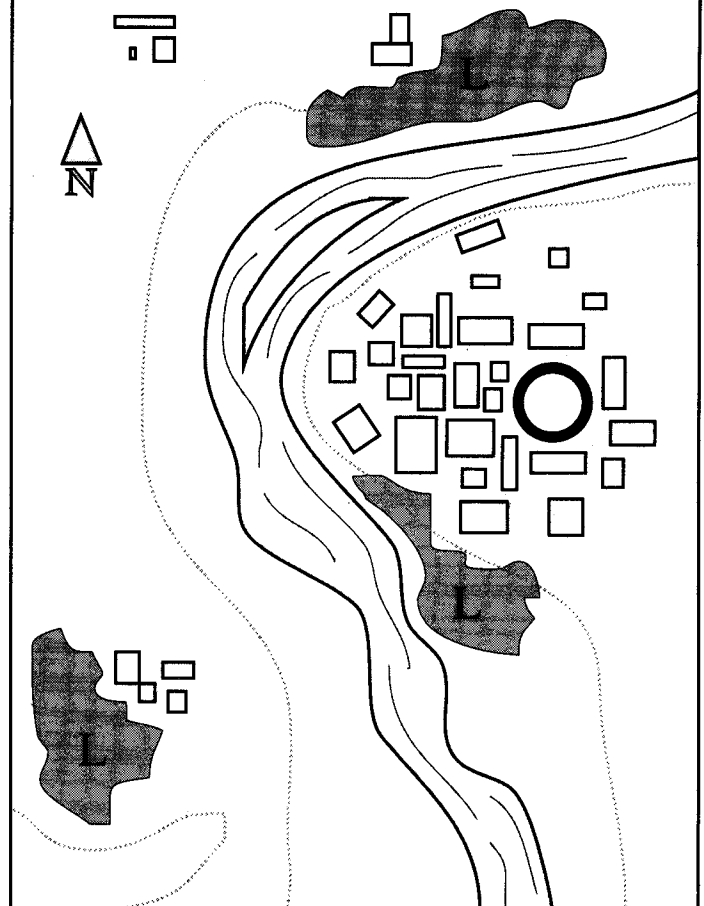
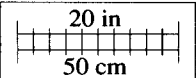
Defense: ...11 **Shield Bonus:**+0 **Natural Armor:**-3

Endurance:68 **Maneuver†**8 **Resistance†**8

Weapon	Attack	Damage	Range
Large Bash	4D6+3	Medium	None
Large Grapple «	3D6+2	High	None
#1	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
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#2	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
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#3	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
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	□□□□□ □□□□□ □□□□□:		
#4	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
	□□□□□ □□□□m□□□□□ □□□□□ □□□□□ □□□□□		
	□□□□□ □□□□□ □□□□□:		
#5	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
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#6	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□		
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Note: May only operate as individual combatants.

#5 "SENTINELS OF DOOM"



SCENARIO #6



"BATTLE AT THE GATES OF DAWN"

Scenario Type: Skirmish.

Game Length: varies.

Setting: The Gates of Dawn, Mid-summer, 6040 TE.

The Tale: Flush with recent success, a few mighty Jewel Knights advance toward the Gates of Dawn, most potent of all Essence Portals on Foleenn. The Gates have the power to transport those who pass through anywhere they wish to go. With this artifact at their disposal, these Jewel Knights plan to surprise the Titan guarding a nearby Jewel Well, capturing it for their own use. New arrivals to Kulthea, the Jewel Knights do not know of The Herald of Night, guardian of the Gates of Dawn, or of his steed.

Terrain: The Gates of Dawn (Essence Portal) sits on a bluff overlooking a rugged coastline and the (Deep Water) sea. Light Woods and a (Shallow Water) stream lie to the north. Contour lines show Sloped areas. 69" [175cm] (E-W) x 99" [252cm] (N-S).

Weather: Fair.

Power Hues: Roll Randomly (SR#3).

Bladestorm: 17+ (on 3D6).

Random Encounter: 6%.

Special Rules:

- 1) Moving a combatant into the area covered by the Gates of Dawn, causes the combatant to be removed from play.
- 2) There is a 10" [25cm] cliff-like drop at the dark black coastline, including the waterfall area, which ends in Deep Waters.
- 3) Optionally, the Power Hue is Black, which allows the Herald player to field 1-6 additional Wraiths. To compensate, the Jewel Knight player may use a 500 point spell user.

Victory Conditions: The Herald player must eliminate all Jewel Knight combatants from the battlefield to win. The Jewel Knight player must remove the Herald of Night to win.

JEWEL KNIGHTS

Player 1: Set up First on the West edge of the playing surface. Move First.

ARION — JEWEL KNIGHT 1

(Laen Broadsword, Laen Full Shield, and Laen Armor)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Melee Attack	5D6+5	Melee Damage High+5
Defense	15 Δ	Shield Bonus +4
Armor	x1/2	Maneuver 5
Morale	5	Resistance 6
Known Spells	2E1; 2E2; 2E3.	
Power Points	10	Elemental Spell Bonus +3
Endurance (30)	□□□□ □□□□ □□□□ m□□□□ □□□□ □□□□	

BEL — JEWEL KNIGHT 2

(Laen Broadsword, Laen Full Shield, and Laen Armor)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Melee Attack	5D6+7	Melee Damage High+5
Defense	17 Δ	Shield Bonus +4
Armor	x1/2	Maneuver 5
Morale	5	Resistance 6
Known Spells		3E1; 3E2; 3E3.
Power Points	18	Elemental Spell Bonus +4
Endurance (39)	□□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□	

CAMGURTH — JEWEL KNIGHT 3

(Laen Broadsword, Laen Full Shield, and Laen Armor)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Melee Attack	5D6+9	Melee Damage High+5
Defense	20 Δ	Shield Bonus +4
Armor	x1/2	Maneuver 4
Morale	4	Resistance 5
Known Spells		4E1; 4E2; 4E3; and 4E4.
Power Points	30	Elemental Spell Bonus +5
Endurance (47)	□□□□ □□□□ □□□□ □□□□ □□□□ m□□□□ □□□□ □□□□ □□□□ □□□□	

THE HERALD OF NIGHT

Player 2: Set up Last, within 5" [13cm] of the Gates of Dawn. Move Last.

THE HERALD OF NIGHT

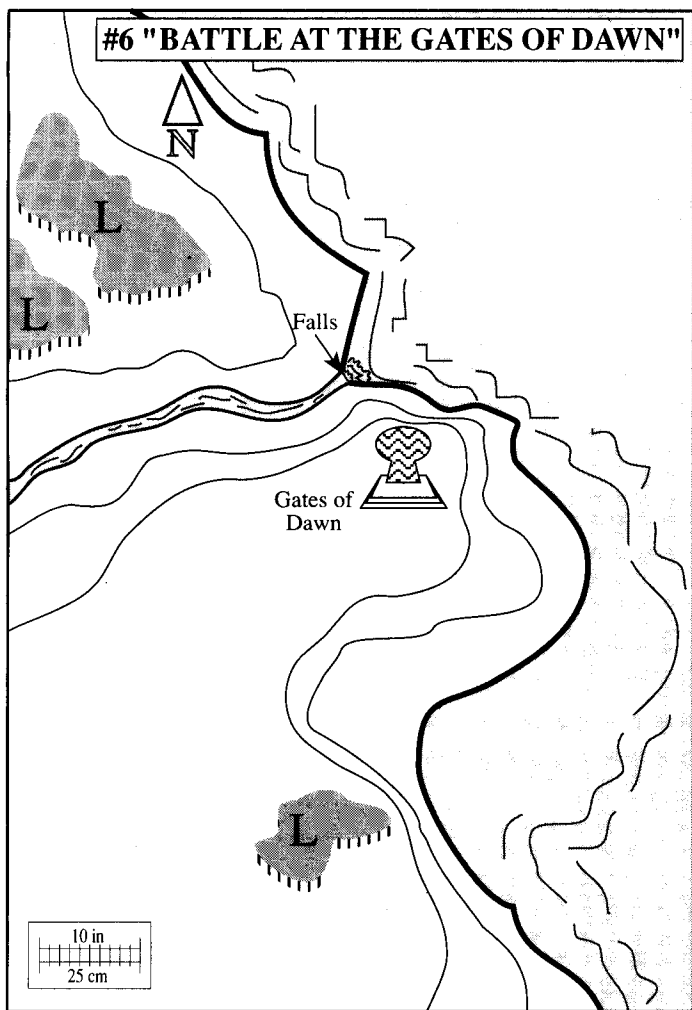
(Two-handed Sword, Large Shield, and Plate Armor)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]	
Melee Attack	4D6+D10+9	Melee Damage High+Low+6 (+ High+2 Cold damage)
Defense	23 Δ	Shield Bonus +4
Armor	x1/2	Maneuver 2
Morale	5	Resistance 6
Known Spells		4C1; 4C2; 4C3; 4C4; 4C5.
Power Points	80	Elemental Spell Bonus NA
Endurance (80)	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□m□□□□ □□□□	

BLACK UNICORN

(Large Horn, Medium Trample, and S. Leather Hide)

Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]	
Melee Attack I	2D6+D10+8	Melee Damage I High+1
Melee Attack II □ ◀	4D6+4	Melee Damage II Lowx2
Defense	12 Δ	Shield Bonus +0
Armor	-1	Maneuver 5
Morale	8	Resistance 9
Known Spells	2E1 (Landing, Leaving); 2E2 (Invisibility, Long Door); 1E3 (Mass Leaving); 1E4 (Mass Invisibility); 1E5 (Mass Long Door).	
Power Points	20	Elemental Attack Bonus —
Endurance (34)	□□ □□□□ □□□□ □□□□ m□□ □□□□ □□□□ □□□□	



Special Rules:

- 1) Any buildings, walls, and/or towers hit by any part of the Fire Drake's breath are ablaze (they're all made of wood). Abderan combatants within 0.5" of such an area take a 2D6+D10 attack with High+2 Damage each round.
- 2) The Fire Drake may freely move through (i.e., destroy) walls, building, and towers at 1/4 normal movement. However, to do so, he must be on the ground for at least two full turns.
- 3) Abderan combatants/units may not leave the playing surface **and** Abderan units may not voluntarily disband.
- 4) Grim, the Abderan Leader, is dressed like his men. Each turn, the Fire Drake player should roll 3D6, he may only attack Grim that turn if the roll is 6 or less. Once all the other crossbowmen are eliminated, Grim may be attacked freely.
- 5) Grim has three arrows of slaying; thus, he may make three 5D6+7 attacks that do Highx4 Damage.

Victory Conditions: The Drake player wins by eliminating all Abderan combatants. Otherwise, the Abderan player wins.

Aftermath: Regardless of the outcome, Raxon is ruined and many lie dead.

FIRE DRAKE

Player 1: Enter on Turn 1 from Northwest corner, between the parallel dotted-lines. Move First.

FIRE DRAKE (RED DRAGON)

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Fire Ball Breath, Fire Bolt Breath, and Plate-like Hide)

Movement Rate 18" (13.5"/9"/4.5") [46cm(35/23/12)]

Melee Attack I § 4D6+7

Melee Damage I High-1

Melee Attack II § 3D6+D10+4

Melee Damage II High+1

Melee Attack III § 4D6+9

Melee Damage III High

Melee Attack IV § 3D6+D10+3

Melee Damage IV Mediumx2+2

Elemental Attack I (fire cone) § 5D6+D10

Elemental Damage I Lowx2+2

Range I 50" [127cm], 45° arc

Elemental Attack II (fire bolt) § 5D6+D10

Elemental Damage II Highx2

Range II 85" [216cm]

Defense 18

Shield Bonus +0

Armor x1/2

Maneuver 3

Morale 4

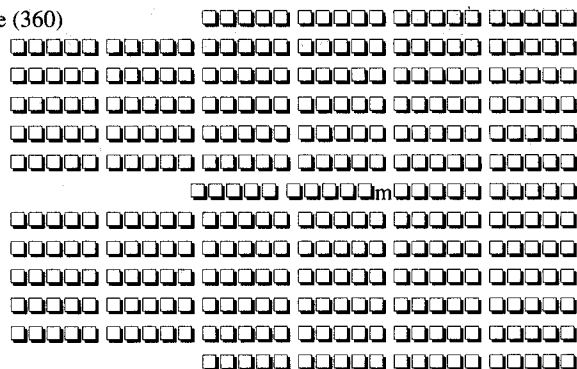
Resistance 2

Known Spells 5E1; 4E2; 4E3; 3E4; 3E5.

Power Points 70

Elemental Spell Bonus +12

Endurance (360)



SCENARIO #7



"TERROR FROM THE SKIES"

Scenario Type: Assault.

Game Length: 25 Turns.

Setting: Southern shores of Abdera, Late Autumn, 6050 TE.

The Tale: The attack comes without warning. Suddenly streets are ablaze with the shrieks of dying men. A Fire Drake repeatedly swoops down on the town of Raxon. Amid the flames, crossbowmen labor to find the Drake's weak point. Will the town survive?

Terrain: Generally open coastline with scattered Medium Woods, several islets, and Deep Waters. A walled village dominates the center. 100" [254cm] (E-W) x 144" [366cm] (N-S).

Weather: Fair.

Power Hues: Roll Randomly.

Bladestorm: 16+ (on 3D6).

Random Encounter: 8%.

ABDERAN DEFENDERS

Player 2: Set up as units anywhere. Move Last.

ABDERAN MILITIA (48)

Move.Rate:6"(4.5"/3"/1.5") [15cm(12/8/4)] Morale:9

Defense:7 Shield Bonus:+3 R. Leather Armor:-2

Endurance:8 Maneuver†9 Resistance†10

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Dagger	2D6+3	Lowx2-1	-2 per 3"[8cm]‡
#1	□□□□m□□□□:	#4	□□□□m□□□□:
#2	□□□□m□□□□:	#5	□□□□m□□□□:
#3	□□□□m□□□□:	#6	□□□□m□□□□:
#7	□□□□m□□□□:	#10	□□□□m□□□□:
#8	□□□□m□□□□:	#11	□□□□m□□□□:
#9	□□□□m□□□□:	#12	□□□□m□□□□:
#13	□□□□m□□□□:	#16	□□□□m□□□□:
#14	□□□□m□□□□:	#17	□□□□m□□□□:
#15	□□□□m□□□□:	#18	□□□□m□□□□:
#19	□□□□m□□□□:	#22	□□□□m□□□□:
#20	□□□□m□□□□:	#23	□□□□m□□□□:
#21	□□□□m□□□□:	#24	□□□□m□□□□:
#25	□□□□m□□□□:	#28	□□□□m□□□□:
#26	□□□□m□□□□:	#29	□□□□m□□□□:
#27	□□□□m□□□□:	#30	□□□□m□□□□:
#31	□□□□m□□□□:	#34	□□□□m□□□□:
#32	□□□□m□□□□:	#35	□□□□m□□□□:
#33	□□□□m□□□□:	#36	□□□□m□□□□:
#37	□□□□m□□□□:	#40	□□□□m□□□□:
#38	□□□□m□□□□:	#41	□□□□m□□□□:
#39	□□□□m□□□□:	#42	□□□□m□□□□:
#43	□□□□m□□□□:	#46	□□□□m□□□□:
#44	□□□□m□□□□:	#47	□□□□m□□□□:
#45	□□□□m□□□□:	#48	□□□□m□□□□:

Formation (Unit Ma)	Melee Att Def	Missile Att Def	Morale Roll Mod
General Order (10)	+0 +0	+1 +0	+1
Battle Order (10)	+2 +2	+0 -1	+2
Disbanded (10) <i>Unit Ma is used only for reforming the unit.</i>			
Column (10) †	+1 -1	-2 -2	+1
Square (10) †	+1 +2	+0 -3	+2

Note: May operate as eight 6-combatant units or four 12-combatant units or any combination thereof.

GRIM — Abderan Leader

Move.Rate:6"(4.5"/3"/1.5") [15cm(12/8/4)] Morale:7

Defense: ... 10 Shield Bonus:+0 R. Leather Armor:-2

Endurance:25 Maneuver†7 Resistance†8

Weapon	Attack	Damage	Range
Short Sword	3D6+6	High	None
Heavy Crossbow	2D6+D10+7	Lowx2+3	-2 per 18"[46cm])
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Morale Mod:+2	Melee Mod:+1		
Missile Mod:+2	Defense Mod:+2		
Maneuver Mod:+1	Influence Range:15" [38cm]		

ABDERAN CROSSBOWMEN (24)

Move.Rate:6"(4.5"/3"/1.5") [15cm(12/8/4)] Morale:8

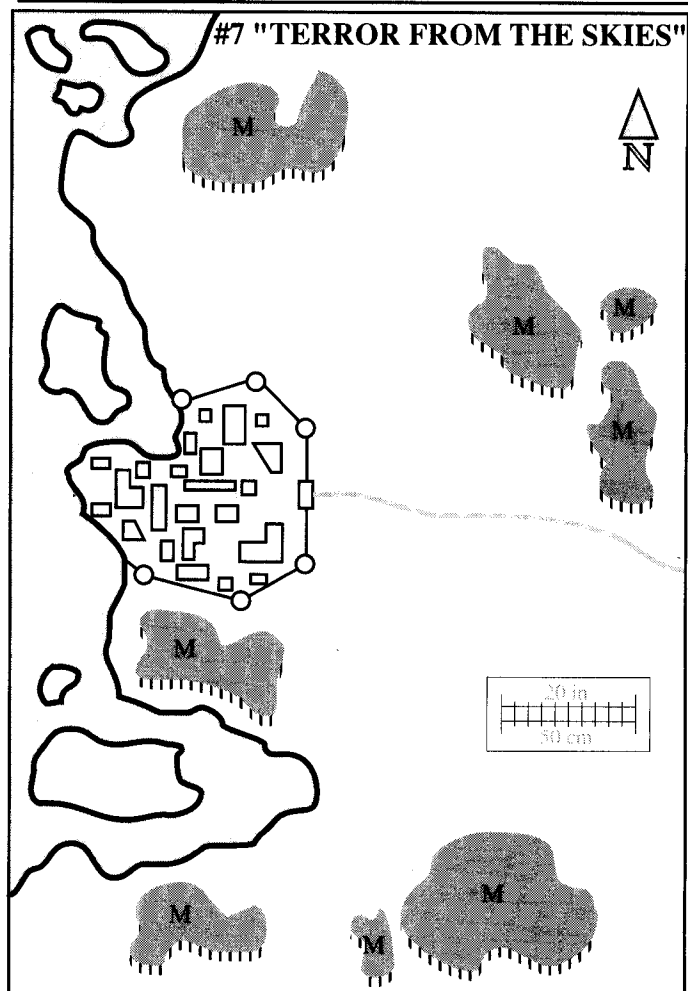
Defense:8 Shield Bonus:+0 R. Leather Armor:-2

Endurance:10 Maneuver†8 Resistance†9

Weapon	Attack	Damage	Range
Short Sword	3D6+3	High	None
Heavy Crossbow	D6+D10+8	Lowx2+3	-2 per 18"[46cm]
#1	□□□□m□□□□:	#4	□□□□m□□□□:
#2	□□□□m□□□□:	#5	□□□□m□□□□:
#3	□□□□m□□□□:	#6	□□□□m□□□□:
#7	□□□□m□□□□:	#10	□□□□m□□□□:
#8	□□□□m□□□□:	#11	□□□□m□□□□:
#9	□□□□m□□□□:	#12	□□□□m□□□□:
#13	□□□□m□□□□:	#16	□□□□m□□□□:
#14	□□□□m□□□□:	#17	□□□□m□□□□:
#15	□□□□m□□□□:	#18	□□□□m□□□□:
#19	□□□□m□□□□:	#22	□□□□m□□□□:
#20	□□□□m□□□□:	#23	□□□□m□□□□:
#21	□□□□m□□□□:	#24	□□□□m□□□□:

Formation (Unit Ma)	Melee Att Def	Missile Att Def	Morale Roll Mod
General Order (8)	+0 +0	+1 +0	+1
Battle Order (8)	+2 +2	+0 -1	+2
Disbanded (10) <i>Unit Ma is used only for reforming the unit.</i>			
Column (9) †	+1 -1	-2 -2	+1
Square (9) †	+1 +2	+0 -3	+2

Note: May operate as four 6-combatant units or two 12-combatant units or two 6-combatant units and one 12-combatant unit.



SCENARIO #8

"LAIRS OF ASH"



Scenario Type: Skirmish.

Game Length: varies.

Setting: In the cavernous Ash Lairs, Autumn, 6040 TE.

The Tale: Beneath Foleenn, in twisting passageways, foul beasts battle. Breaking through into an adjacent chamber, an exploring Light Drake finds itself in a Hydra's lair. The Hydra's treasure is large enough to tempt the Light Drake into combat. Black Caverns ring with the sounds of their battle.

Terrain: Irregular cavern system running N-S with the North end blocked by rubble. 45" [114cm] (E-W) x 65" [165cm] (N-S).

Weather: NA.

Power Hues: NA.

Bladestorm: NA.

Random Encounter: 10%.

Special Rules:

- 1) Every 40 hits taken by the Hydra disables one head.
- 2) A treasure is present, off-map to the South (roll 3 times on the Magic/Item Table, if desired).
- 3) Movement into and through rubble is reduced by x1/4.
- 4) Although this battle takes place in pitch blackness, neither beast is hampered. They are accustomed to their environment. A *Sudden Light* spell might change things though ...
- 5) When in melee, both creatures are so large that normally they can use all of their attacks against each other each round. The Drake (and each Hydra head) may either use its breath or its bite each round, not both.
- 6) Optionally, the Hydra may have randomly D6+3 heads.

Victory Conditions: The Drake player wins by either eliminating the Hydra or gaining the treasure (going off the south edge of the playing surface). The Hydra player wins by eliminating the Drake.

Aftermath: Their struggle is endless; any victor will soon be forced to fight again, in the eternal darkness.

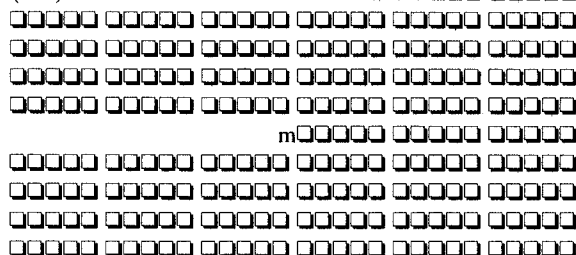
LIGHT DRAKE

Player 1: Set up First in the rubble. Move First.

LIGHT DRAKE (BLUE DRAGON)

(*Huge Bash, Huge Horn, Huge Claw, Huge Bite, Lightning Ball Breath, Lightning Bolt Breath, and Plate-like Hide*)

Movement Rate	22" (16.5"/11"/5.5") [56cm(42/28/14)]	
Melee Attack I §	3D6+7	Melee Damage I High-1
Melee Attack II § ...	3D6+D10+6	Melee Damage II High+1
Melee Attack III §	4D6+5	Melee Damage III High
Melee Attack IV § ..	2D6+D10+4	Melee Damage IV Mediumx2+2
Elemental Attack I (lightning cone) B		5D6+D10+2
Elemental Damage I	Lowx2+2	Range I 33" [84cm], 30° arc
Elemental Attack II (lightning bolt) B		5D6+D10+2
Elemental Damage II	Highx2	Range II 50" [127cm]
Defense	15 Δ	Shield Bonus +0
Armor	x1/2	Maneuver 3
Morale	2	Resistance 2
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.	
Power Points	60	Elemental Spell Bonus +14
Endurance (270)		



HYDRA

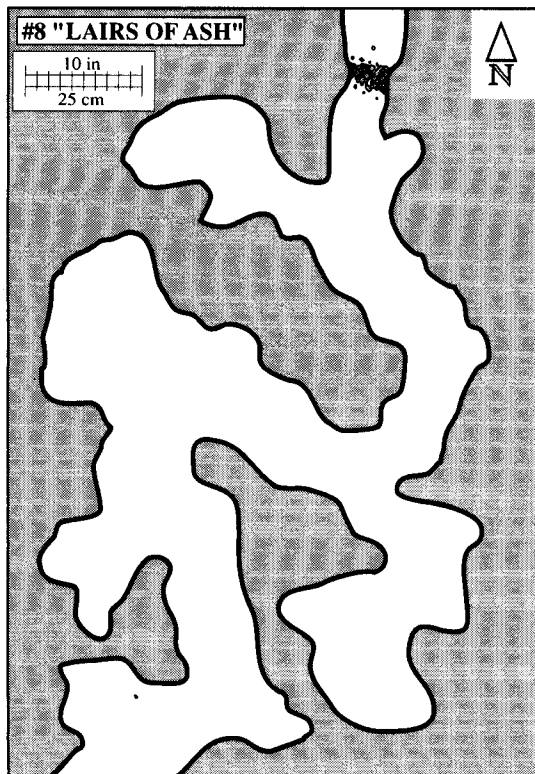
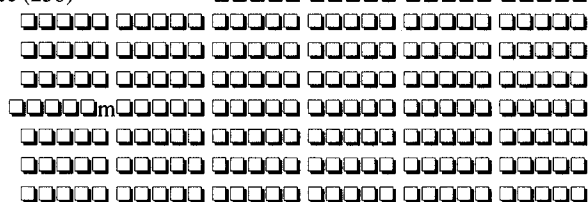
Player 2: Set up Last, no more than 45" [114cm] from the South edge of the playing surface. Move Last.

HYDRA

(*Huge Bash, 6** Large Bites, 6** Fiery Breaths, Plate-like Hide*)

** — 1D6+3 bites/breaths if Special Rule #6 is used.

Movement Rate	10" (7.5"/5"/2.5") [25cm(19/13/7)]	
Melee Attack I §	4D6+9	Melee Damage I High-1
Melee Attack II §	3D6+5	Melee Damage II Mediumx2
Elemental Attack (one fire cone per head)		3D6+D10+2
Elemental Damage	Highx2	Range 4" [10cm], 30° arc
Defense	14	Shield Bonus +0
Armor	x1/2	Maneuver 5
Morale	6	Resistance 6
Endurance (230)		



SCENARIO #9

"GATEWAY TO OBLIVION"



Scenario Type: Skirmish.

Game Length: 15 Turns.

Setting: At the northernmost tip of Folenna Spikes, at an Essence Portal, Winter, 6040 TE.

The Tale: Trapped on Kulthea by their own machinations, two Tharogor Demons journey to the Gate of Dreams, where skilled practioners may pass into the realm of Dreams. Neither Tharogor expects to find the major Essence Portal guarded. A formidable foe awaits them, a Steel Golem.

Terrain: Steep Slopes bordered on east and west by Medium Woods lead up to an engraved stone platform (Essence Portal). 60" [152cm] (E-W) x 86" [218cm] (N-S).

Weather: Gusty Winds.

Power Hues: Roll Randomly.

Bladestorm: 17+ (on 3D6).

Random Encounter: 15%.

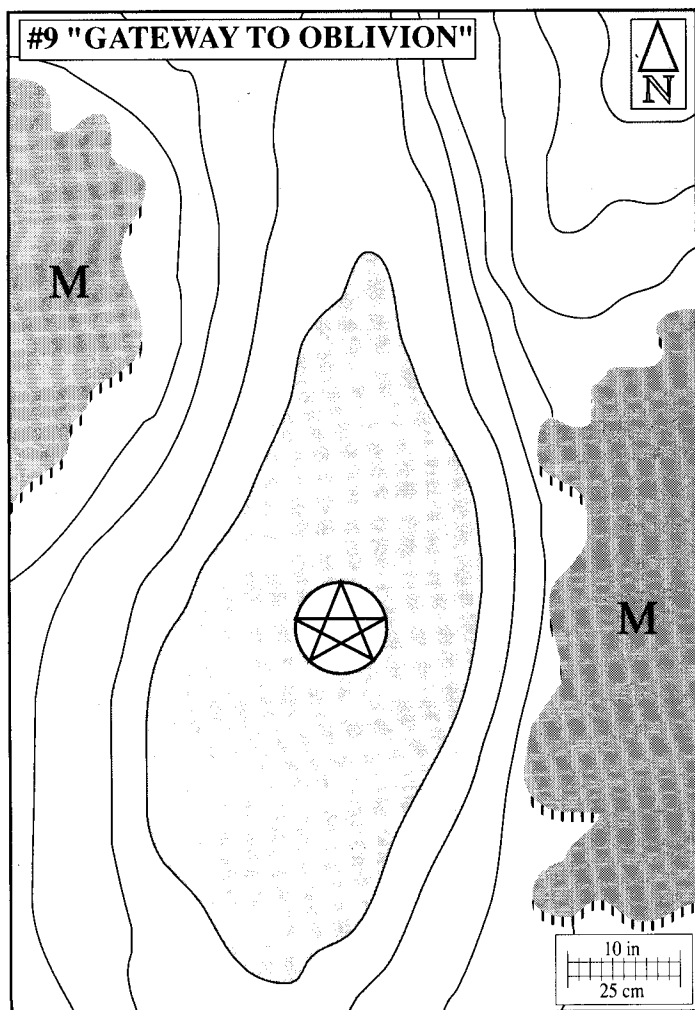
Special Rules:

1) The Stormy weather reduces visibility to 6" [15cm]. High Winds frequently change: roll each Turn — 1-N, 2-NE, 3-E, 4-SE, 5-S, 6-SW, 7-W, 8-NW, and 9 to 10 means no change.

2) Steel Golems feel no pain, so Tharogor spells have no effect.

Victory Conditions: The Tharogor player wins by eliminating the Steel Golem. Otherwise, the Steel Golem player wins.

Aftermath: The attack is cut short by Bladestorm.



THAROGOR

Player 1: Enter on Turn 1 from any edge. Move First.

THAROGOR 1

(Flail and Magical Chain Armor)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Melee Attack	4D6+5	Melee Damage Highx2-1
Defense	15Δ	Shield Bonus +0
Armor	-4	Maneuver 6
Morale	8	Resistance 7
Known Spells	1C1 (Pain I); 1C2 (Pain II); 1C3 (Pain III).	
Power Points	13	Elemental Spell Bonus NA
Endurance (60)	□□□□ □□□□ □□□□ □□□□	

THAROGOR 2

(Flail and Magical Chain Armor)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Melee Attack	4D6+5	Melee Damage Highx2-1
Defense	15Δ	Shield Bonus +0
Armor	-4	Maneuver 6
Morale	8	Resistance 7
Known Spells	1C1 (Pain I); 1C2 (Pain II); 1C3 (Pain III).	
Power Points	13	Elemental Spell Bonus NA
Endurance (60)	□□□□ □□□□ □□□□ □□□□	

STEEL GOLEM

Player 2: Set up within the Essence Portal. Move Last.

STEEL GOLEM

(Large Bash, Large Grapple, and Plate Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Melee Attack I	4D6+8	Melee Damage I Medium+3
Melee Attack II «	3D6+3	Melee Damage II High
Defense	14	Shield Bonus +0
Armor	x1/2	Maneuver 6
Morale	6	Resistance 6
Endurance (150)	□□□□ □□□□ □□□□ □□□□	

SCENARIO #10

"DARK FIENDS"



Scenario Type: Ambush.

Game Length: 20 Turns.

Setting: Near the confluence of the Palewater and Dreamwater rivers, Late Summer, 6040 TE.

The Tale: The once-proud Lich, Lord Althol lives like a fugitive in his own realm. Since his overthrow, Althol hunts Garcathu — the Flesh Eaters who ousted him. Although he has little hope of reclaiming his kingdom without outside help, the Lich still is an unholy terror haunting the land.

Terrain: Medium Woods in the center and northwest, Sloped hill in the southeast, and (Shallow Water) Streams in the northwest and southeast. 40" [102cm] (E-W) x 58" [147cm] (N-S).

Weather: Night.

Power Hues: Roll Randomly.

Bladestorm: 17+ (on 3D6).

Random Encounter: 20%.

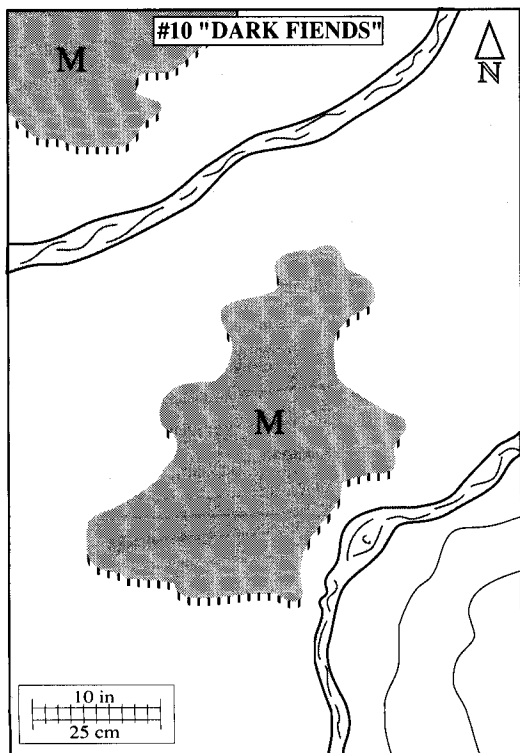
Special Rules:

- 1) Garcathu combatants are at -1 to all attack and damage rolls because of the nighttime darkness.
- 2) No combatant may leave the playing surface.
- 3) Lord Althol is so incensed at the Garcathu that he wants to eliminate them by hand. He and the Skeleton Lord will only use movement spells until Lord Althol's Damage Taken has exceeded half his Endurance **or** until turn 15 (whichever comes first).
- 4) For this scenario ignore the "Δ" effect for Lord Althol and the Skeleton Lord on Defense.

Victory Conditions: To win, the Lich player must eliminate 13 Garcathu combatants. Otherwise, the Garcathu player wins.

LORD ALTHOL — LICH

Player 1: Set up Last, anywhere. Move First.



LICH (LORD ALTHOL)

(Magical Cold Two-handed Sword and Plate Armor)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]	
Melee A: 23k	2D6+D10+6	Melee Damage High+Low+2 (+ Highx2 Cold damage)
Defense	17Δ	Shield Bonus +0
Armor	x1/2	Maneuver 4
Morale	6	Resistance 5
Known Spells	7E1; 6E2; 5E3; 4E4; 3E5.	
Power Points	100	Elemental Spell Bonus +8
Endurance (66)	□□□□□□□□□□□□□□□□ □□□□□□□□□□□□□□□□ □□□□□□□□□□□□□□□□	

SKELETON LORD (KARNAK)

(Broadsword and Large Cold Bash)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]	
Melee Attack I §	3D6+5	Melee Damage I High+2
Melee Attack II §	3D6+2	Melee Damage II Medium (+ Highx2 Cold damage)
Defense	15Δ	Shield Bonus +0
Armor	-0	Maneuver 7
Morale	8	Resistance 7
Known Spells	4E1, 4E2, 4E3, 4E4, 4E5.	
Power Points	80	Elemental Spell Bonus +5
Endurance (45)	□□□□□□□□□□□□□□□□ m□□□□□□□□□□□□□□□□	

GARCATHU — FLESH EATERS

Player 2: Set up First, anywhere. Move Last.

GARCATHU — FLESH EATERS (16)

(Biting Battleaxe, Large Claw, and S. Leather Armor)

Move Rate:	6"(4.5"/3"/1.5")	[15cm(12/8/4)]	Morale: 8
Defense: ... 11	Shield Bonus: +0	S. Leather Armor: -1	
Endurance: 17	Maneuver[†] 7	Resistance[†] 9	
Weapon	Attack	Damage	Range
Biting Battleaxe	2D6+D10+2	..High+Low+1	...None
Claw/Beak	3D6+6	High	None
#1	□□□□□ □□□□m□□□ □□□□□:		
#2	□□□□□ □□□□m□□□ □□□□□:		
#3	□□□□□ □□□□m□□□ □□□□□:		
#4	□□□□□ □□□□m□□□ □□□□□:		
#5	□□□□□ □□□□m□□□ □□□□□:		
#6	□□□□□ □□□□m□□□ □□□□□:		
#7	□□□□□ □□□□m□□□ □□□□□:		
#8	□□□□□ □□□□m□□□ □□□□□:		
#9	□□□□□ □□□□m□□□ □□□□□:		
#10	□□□□□ □□□□m□□□ □□□□□:		
#11	□□□□□ □□□□m□□□ □□□□□:		
#12	□□□□□ □□□□m□□□ □□□□□:		
#13	□□□□□ □□□□m□□□ □□□□□:		
#14	□□□□□ □□□□m□□□ □□□□□:		
#15	□□□□□ □□□□m□□□ □□□□□:		
#16	□□□□□ □□□□m□□□ □□□□□:		

Note: May only operate as individual combatants.

XIV – TABLES & CHARTS

1. MAGIC/ITEM TABLE

The following tables can be used in the following way:

- 1) When looting treasure troves or after the passing of a Bladestorm, roll on the *Number of Items Found Chart* to determine the treasure's size.

- 2) After ascertaining the number of items found, roll for each one on the *Item Chart* to determine their nature.

- 3) Certain items require further rolling on *Sub-Charts*; these are listed below.

ITEM CHART	
Roll	Item
01	Amulet
02	Anvil
03-12	Armor (see Armor Sub-Chart)
13-17	Banner
18	Barrel
19	Belt
20	Belt Buckle
21-22	Boots
23	Bracelet
24	Bracers
25	Brooch
26	Circlet
27-28	Cloak
29-30	Crockery
31-33	Dead Animal
34-36	Debris
37	Dress Sword (-10)
38-42	Flag
43	Flask
44	Gold Teeth (1-10 teeth/gp)
45	Hammer
46	Hat
47-49	Helm
50	Headress
51	Locket
52-53	Mess Kit
54	Necklace
55	Pendent
56	Pick
57-60	Purse (see Money Sub-Chart)
61	Religious Item
62	Ring
63	Rod
64	Rope
65	Saw
66	Scroll (see Magic Sub-Chart — one use Magic Item)
67-76	Shield (see Shield Sub-Chart)
77	Shovel
78-80	Supplies
81-90	Weapon (see Weapon Sub-Chart)
91-100	Magic Item (Reroll, then see Magic Sub-Chart)

NUMBER OF ITEMS FOUND CHART	
Roll	Number of Items
01-10	Nothing Found (No Item is Rolled)
11-40	One Item
41-60	Two Items
61-75	Three Items
76-85	Four Items
86-90	Five Items
91-93	Six Items
94-95	Seven Items
96-97	Eight Items
98	Nine Items
99	Ten Items
100	Special or Reroll Twice

Armor Sub-Chart	
Roll	Item
01-25	Soft Leather (-1)
26-50	Rigid Leather (-2)
51-70	Chain (-3)
71-75	Dragonskin, etc. (-4)
76-95	Plate (x1/2)
96-100	Special or Reroll or Magic Item (Reroll, then see Magic Sub-Chart)

Money Sub-Chart	
Roll	Item
01-10	Nothing of Value
11-20	1 gold piece
21-29	1D6 gp
30-38	1D10 gp
39-46	2D6 gp
47-54	2D10 gp
55-61	3D6 gp
62-68	3D10 gp
69-74	4D6 gp
75-80	4D10 gp
81-85	5D6 gp
86-90	5D10 gp
91-92	6D10 gp
93-94	7D10 gp
95-96	8D10 gp
97-98	9D10 gp
99	10D10 gp
100	Special or Reroll

Shield Sub-Chart	
Roll	Item
10-20	Very Small (+1)
21-50	Small (+2)
51-80	Medium (+3)
81-95	Full (+4)
96-99	Wall (+5)
100	Special or Reroll or Magic Item (Reroll, then see Magic Sub-Chart)

Weapon Sub-Chart	
Roll	Item
01-03	Battleaxe
04	Bola
05-08	Broadsword
09-10	Club
11-13	Composite Bow
14-18	Dagger
19-21	Falchion
22-24	Flail
25-28	Handaxe
29-31	Heavy Crossbow
32-34	Javelin
35-37	Light Crossbow
38-40	Long Bow
41-45	Mace
46-47	Main Gauche
48-50	Morning Star
51-52	Mounted Lance
53-55	Polearm
56-59	Quarterstaff
60-62	Rapier
63-67	Scimitar
68-70	Short Bow
71-75	Short Sword
76-77	Sling
78-82	Spear
83-85	Two-handed Sword
86-88	Warhammer
89-92	War Mattock
93-95	Whip
96-100	Special or Reroll or Magic Item (Reroll, then see Magic Sub-Chart)

Magic Sub-Chart		Essence Spell Sub-Chart		Channeling Spell Sub-Chart	
Roll	Item	Roll	Item	Roll	Item
01-05	-1 Armor	01-05	Armor (E1)	01-05	Special or Reroll **
06-09	+1 Defense	06-09	Cancel Magic (E1)	06-09	Special or Reroll **
10-13	+2 Endurance	10-13	Confusion (E1)	10-13	Special or Reroll **
14-16	+1 Melee Attack and Damage	14-16	Deflections (E1)	14-16	Special or Reroll **
17-19	+1 Missile Attack and Damage	17-19	Disrupt (E1)	17-19	Barrier (C1)
20-22	+1 Shield Bonus	20-22	Elemental Bolt I (+IESB) (E1)	20-22	Bless (C1)
23-25	-1 Maneuver	23-25	Enhancements (E1)	23-25	Call Bladestorm I (C1)
26-27	-1 Morale	26-27	Enchant Weapons (E1)	26-27	Cancel Magic (C1)
28-29	+1" [+2.5cm] Movement Rate	28-29	Fire Wall (E1)	28-29	Darkness (C1)
30-31	+3" [+8cm] Range	30-31	Landing (E1)	30-31	Healing (C1)
32-33	-1 Resistance	32-33	Leaping (E1)	32-33	Light (C1)
34-35	-2 Armor	34-35	Light (E1)	34-35	Pain I (C1)
36-37	+2 Defense	36-37	Nightvision (E1)	36-37	Panic (C1)
38-39	+4 Endurance	38-39	Paralyze Legs (E1)	38-39	Poison Immunity (C1)
40-41	-2 Maneuver	40-41	Portal (E1)	40-41	Rally (C1)
42-43	+2 Melee Attack and Damage	42-43	Resist Elements (E1)	42-43	Sprain Leg (C1)
44-45	+2 Missile Attack and Damage	44-45	Run (E1)	44-45	Special or Reroll **
46-47	-2 Morale	46-47	Rust/Rot (E1)	46-47	Special or Reroll **
48-49	+2" [+5cm] Movement Rate	48-49	Strength (E1)	48-49	Special or Reroll **
50-51	+6" [+15cm] Range	50-51	Weaken (E1)	50-51	Special or Reroll **
52-53	-2 Resistance	52-53	Bladeturn (E2)	52-53	Call Bladestorm II (C2)
54-55	+2 Shield Bonus	54-55	Elemental Ball I (E2)	54-55	Extend Terrain (C2)
56-57	-3 Armor	56-57	Elemental Bolt II (+2ESB) (E2)	56-57	Fog Call (C2)
58-59	+3 Defense	58-59	Fear (E2)	58-59	Mass Bless (C2)
60-61	+6 Endurance	60-61	Fly (E2)	60-61	Mass Cancel Magic (C2)
62-63	+3 Melee Attack and Damage	62-63	Haste (E2)	62-63	Mass Healing (C2)
64-65	+3 Missile Attack and Damage	64-65	Hatred (E2)	64-65	Mass Panic (C2)
66-67	+3" [+8cm] Movement Rate	66-67	Hold (E2)	66-67	Mass Rally (C2)
68-69	+9" [+23cm] Range	68-69	Illusionary Terrain (E2)	68-69	Mass Sprain Leg (C2)
70-71	+3 Shield Bonus	70-71	Invisibility (E2)	70-71	Pain II (C2)
72-73	-3 Resistance	72-73	Long Door (E2)	72-73	Sudden Light (C2)
74	-3 Maneuver	74	Mass Armor (E2)	74	Special or Reroll **
75	-3 Morale	75	Mass Cancel Magic (E2)	75	Special or Reroll **
76	-4 Armor	76	Mass Enhancements (E2)	76	Special or Reroll **
77	+4 Defense	77	Mass Paralyze Legs (E2)	77	Special or Reroll **
78	+8 Endurance	78	Mass Portal (E2)	78	Special or Reroll **
79	-4 Maneuver	79	Mass Rust/Rot (E2)	79	Special or Reroll **
80	+4 Melee Attack and Damage	80	Mass Strength (E2)	80	Special or Reroll **
81	+4 Missile Attack and Damage	81	Mass Weaken (E2)	81	Bridge (C3)
82	-4 Morale	82	Powder Stone/Wood (E2)	82	Call Bladestorm III (C3)
83	+4" [+10cm] Movement Rate	83	Sprint (E2)	83	Mass Disrupt (C3)
84	+12" [+30cm] Range	84	Sudden Light (E2)	84	Mass Poison Immunity (C3)
85	-4 Resistance	85	Waterlungs (E2)	85	Pain III (C3)
86	+4 Shield Bonus	86	Elemental Ball II (E3)	86	Restoration I (C3)
87	-5 Armor	87	Elemental Bolt III (+3ESB) (E3)	87	Summoning (C3)
88	+5 Defense	88	Fire Wall True (E3)	88	Special or Reroll **
89	+10 Endurance	89	Frenzy (E3)	89	Special or Reroll **
90	+5 Melee Attack and Damage	90	Illusionary Troops (E3)	90	Special or Reroll **
91	+5 Missile Attack and Damage	91	Mass Confusion (E3)	91	Special or Reroll **
92	+5" [+13cm] Movement Rate	92	Mass Deflections (E3)	92	Special or Reroll **
93	+15" [+38cm] Range	93	Mass Fear (E3)	93	Special or Reroll **
94	+5 Shield Bonus	94	Mass Hatred (E3)	94	Special or Reroll **
95	-5 Maneuver	95	Mass Leaving (E3)	95	Special or Reroll **
96-110	Reroll Twice	96-110	Mass Nightvision (E3)	96-110	Special or Reroll **
111-120	-5 Morale	111-120	Mass Run (E3)	111-120	Special or Reroll **
121-130	-5 Resistance	121-130	Elemental Ball III (E4)	121-130	Special or Reroll **
131-140	-6 Armor	131-140	Elem. Bolt I Triad (+2ESB) (E4)	131-140	Special or Reroll **
141-150	+6 Shield Bonus	141-150	Elemental Bolt IV (+4ESB) (E4)	141-150	Special or Reroll **
151-155	+6 Defense	151-155	Mass Bladeturn (E4)	151-155	Call Bladestorm IV (C4)
156-160	+6 Melee Attack and Damage	156-160	Mass Frenzy (E4)	156-160	Create Terrain (C4)
161-165	+6 Missile Attack and Damage	161-165	Mass Haste (E4)	161-165	Mass Healing True (C4)
166-170	+8" [+20cm] Movement Rate	166-170	Mass Hold (E4)	166-170	Mass Pain (C4)
171-175	+12 Endurance	171-175	Mass Illusionary Terrain (E4)	171-175	Mass Rout (C4)
176-180	+20" [+51cm] Range	176-180	Mass Invisibility (E4)	176-180	Restoration II (C4)
181-185	+15 Endurance	181-185	Mass Resist Elements (E4)	181-185	Special or Reroll **
186-190	+15" [+38cm] Movement Rate	186-190	Mass Sprint (E4)	186-190	Special or Reroll **
191-200	Reroll Thrice	191-200	Word of Pain (E4)	191-200	Special or Reroll **
201-210	Reroll Four Times	201-210	Elemental Bolt IV (E5)	201-210	Special or Reroll **
211-220	Reroll Five Times	211-220	Elem. Bolt II Triad (+3ESB) (E5)	211-220	Special or Reroll **
221-240	Imbedded Spell *	221-240	Elemental Bolt V (+5ESB) (E5)	221-240	Bridge True (C5)
241-260	Imbedded Spell †	241-260	Mass Illusionary Troops (E5)	241-260	Call Bladestorm V (C5)
261-280	Imbedded Spell *	261-280	Mass Long Door (E5)	261-280	Death (C5)
281-300	Imbedded Spell †	281-300	Mass Waterlungs (E5)	281-300	Mass Pain True (C5)
301 & up	Slaying Weapon	301 & up	Mass Word of Pain (E5)	301 & up	Restoration True (C5)

* — See Essence Spell Sub-Chart.

† — See Channeling Spell Sub-Chart.

** — Reroll on Essence Spell Sub-Chart.

SLAYING WEAPON CHART		Flying Creature Sub-Chart		Shapechanger Sub-Chart	
Roll on this chart to determine what general type or creature a slaying weapon is attuned to. Then roll again on the appropriate Sub-Chart to determine what specific type of creature it is attuned to.		01-07	Fell Beast	01-30	Were-bear
		08-14	Gargoyle	31-60	Were-tiger
		15-21	Gryphon	61-90	Were-wolf
		22-28	Pegasus	91-100	Silverscale
		29-35	Thyfur	Demon Sub-Chart	
		36-42	Banshee	01-07	Elemental Demon
		43-49	Harpy	08-14	Death-watcher
		50-58	Phoenix	15-21	Doombringer
		59-65	Roc	22-23	Durgul
		66-72	Sphinx	24-25	Belasar
		73-79	Tentmorse	26-32	First Pale Demon
		80-86	Horribar	33-39	Second Pale Demon
		87-93	Nasti	40-46	Third Pale Demon
		94-100	Baashi	47-53	Fourth Pale Demon
		Dragon Sub-Chart		54-60	Fifth Pale Demon
		01-10	Cold Drake	61-67	Sixth Pale Demon
		11-20	Fire Drake	68-74	Demon Beyond the Pale
		21-30	Gas Drake	75-81	Agathu
		31-40	Light Drake	82-88	Culorgor
		41-50	Air Drake	89-95	Tharogor
		51-60	Land Drake	96-97	Borogor
		61-70	Cave Drake	98-100	All Demons
		71-80	Wyvern	Invader Sub-Chart	
		81-90	Hydra	01-12	Raimen
		91-100	Cave Worm	13-25	Serpentoid
		Unnatural or Artificial Creature Sub-Chart		26-35	Swartalfr
		01-10	Armored Construct	36-47	Wolfmen
		11-30	Elemental	48-60	Dragonians
		31-40	Flesh Golem	61-72	Scorpion Men
		41-50	Stone Golem	73-85	Thraxx
		51-60	Steel Golem	86-100	Natharl' nacna
		61-70	Kaeden	Race Sub-Chart	
		71-80	Neng	01-15	Human
		81-90	Shard	16-25	Elf
		91-100	Vile	26-35	Dwarf
		Undead Sub-Chart		36-40	Gark
		01-05	Apparition	41-45	Kral
		06-11	Barrow Wight	46-53	Goblin
		12-16	Corpse Devourer	54-60	Lugrôki
		17-21	Ghost	61-65	Troll
		22-28	Ghoul	66-70	Ogre
		29-33	Ghoulking	71-75	Giant
		34-39	Giant Skeleton	76-80	Titan
		40-45	Knight of Death	81-90	Ulcathu
		46-50	Lich	91-95	Hîrazi
		51-56	Mummy	96-100	Greater Power (see Greater Powers Sub-Chart)
		57-63	Skeleton	Greater Powers Sub-Chart	
		64-68	Skeleton Lord	01-15	Forces of the Steel Rain
		69-74	Vampire	16-35	Soulslayers
		75-79	Undead Drake	36-55	Duskwalkers
		80-85	Wraith	56-70	Guardians of the Gale
		86-93	Zombie	71-85	The Breathless
		94-95	The Herald of Night	86-100	Jewel Knights
		96-100	All Undead		
Animal Sub-Chart		Dragon Sub-Chart		Invader Sub-Chart	
01-10	Bear	01-10	Cold Drake	01-12	Raimen
11-20	Tiger	11-20	Fire Drake	13-25	Serpentoid
21-30	Elephant	21-30	Gas Drake	26-35	Swartalfr
31-40	Horse	31-40	Light Drake	36-47	Wolfmen
41-50	Wolf	41-50	Air Drake	48-60	Dragonians
51-60	Rhino	51-60	Land Drake	61-72	Scorpion Men
61-75	Tartu	61-70	Cave Drake	73-85	Thraxx
76-90	Ulthula	71-80	Wyvern	86-100	Natharl' nacna
91-100	Bone Worm	81-90	Hydra	Race Sub-Chart	
		91-100	Cave Worm	01-15	Human
Giant Animal Sub-Chart		Unnatural or Artificial Creature Sub-Chart		16-25	Elf
01-10	Giant Ant	01-10	Armored Construct	26-35	Dwarf
11-20	Giant Beetle	11-30	Elemental	36-40	Gark
21-35	Giant Scorpion	31-40	Flesh Golem	41-45	Kral
36-50	Great Eagle	41-50	Stone Golem	46-53	Goblin
51-65	Great Serpent	51-60	Steel Golem	54-60	Lugrôki
66-80	Great Spider	61-70	Kaeden	61-65	Troll
81-90	Sabretooth Tiger	71-80	Neng	66-70	Ogre
91-100	Battlepede	81-90	Shard	71-75	Giant
		91-100	Vile	76-80	Titan
Zephyr Hound Sub-Chart		Undead Sub-Chart		81-90	Ulcathu
01-15	Fire Hound	01-05	Apparition	91-95	Hîrazi
16-30	Ice Hound	06-11	Barrow Wight	96-100	Greater Power (see Greater Powers Sub-Chart)
31-45	Night Hound	12-16	Corpse Devourer	Greater Powers Sub-Chart	
46-65	Storm Hound	17-21	Ghost	01-15	Forces of the Steel Rain
66-85	Vapor Hound	22-28	Ghoul	16-35	Soulslayers
86-100	Water Hound	29-33	Ghoulking	36-55	Duskwalkers
Land-based Creature Sub-Chart		34-39	Giant Skeleton	56-70	Guardians of the Gale
01-10	Tree Fiend	40-45	Knight of Death	71-85	The Breathless
11-20	Basilisk	46-50	Lich	86-100	Jewel Knights
21-30	Black Unicorn	51-56	Mummy		
31-40	Chimera	57-63	Skeleton		
41-50	Gorgon	64-68	Skeleton Lord		
51-60	Manticore	69-74	Vampire		
61-70	Minotaur	75-79	Undead Drake		
71-80	Sirrush	80-85	Wraith		
81-89	Unicorn	86-93	Zombie		
90-98	Obanshi	94-95	The Herald of Night		
99-100	Bogman	96-100	All Undead		

2. POWER HUE DETERMINATION TABLE

01	Normal Skies (No Power Hue)
02-10	Red
11-18	Orange
19-27	Yellow
28-36	Green
37-45	Blue
46-54	Violet
55-60	Brown
61-65	Grey
66-70	Black
71-75	White
76-79	Silver
80-83	Gold
84-86	Iridescent
87-91	Two Colors (roll for each color, rerolling 87+ results)
92-95	Three Colors (roll for each color, rerolling 87+ results)
96-98	Whorled: 4-9 Colors (roll for each color, rerolling 87+ results)
99	Constantly Changing (Check at the beginning of each turn)
100	Special/Other

3. WEATHER DETERMINATION TABLE

01-30	Fair
31-40	Fog
41-50	High Winds (Roll Random Direction)
51-60	Rain Storm
61-70	Thunderstorm
71-77	Whirlwind/Tornado/Hurricane/Gale
78-83	Essence Winds (Essence Spell Casters gain 1D10 PPs)
84-89	Channeling Winds (Channeling Casters gain 1D10 PPs)
90-94	Essence Storm (All Spell Casters lose 1D10 PPs)
95-99	Beastly Weather *
100	Bladestorm

* — Beastly Weather represents inexplicable skyfalls such as frogs, fish, lizards, snakes, ice, blood, slime, stones, eyes, fresh meat, offal, and so on.

4. ENCOUNTER TABLE

* — Use the Unit Determination Sub-Chart.

** — Use the Ash Lairs Unit Determination Sub-Chart.

UNIT DETERMINATION SUB-CHART

Roll	Encounter
01-50	Human Force
51-60	Goblin Force
61-70	Lugroki Force
71-75	Garkish Force
76-80	Elven Force
81-85	Dwarven Force
86-89	Hirazi Force
90-92	Centaur Force
93-94	Ratman Force
95-96	The Ghost Legion
97-98	Jewel Knight Force
99-100	Special, Other, or Reroll Twice (Another Battle!)

ASH LAIRS UNIT DETERMINATION SUB-CHART

Roll	Encounter
01-40	Goblin Force
41-70	Lugroki Force
71-90	Dwarven Force
91-95	Human Force
96-97	Sea-elf (Dark Elf- Force
98	Jewel Knight Force
99-100	Special or Reroll

HILLY TERRAIN		MOUNTAINOUS TERRAIN		ASH LAIRS (Subterranean)		Modifications for Hilly Terrain Encounter Rolls	
Roll	Encounter	Roll	Encounter	Roll	Encounter		
01-05	Unit *	01-05	Unit *	01-05	Unit **	-20	Civilized Areas
06-09	Unit *	06-09	Bone Worms	06-09	Special or Reroll	-10	Fertile (well-watered)
10-13	Special or Reroll	10-13	Wolf	10-13	Special or Reroll	-5	Island
14-16	Special or Reroll	14-16	Bear	14-16	Special or Reroll	+5	Heavy Undergrowth
17-19	Special or Reroll	17-19	Tiger	17-19	Special or Reroll	+10	Inhuman Realm
20-22	Special or Reroll	20-22	Sabretooth Tiger	20-22	Special or Reroll	+15	Forested
23-25	Special or Reroll	23-25	Tartu	23-25	Special or Reroll	+20	Essence Flow nearby (1 mi. [1.6 km])
26-27	Bear	26-27	Ulthula	26-27	Bone Worms	+25	Volcanic region
28-29	Warhorse	28-29	Swartalf	28-29	Trogl	+30	Essence Portal nearby
30-31	Bone Worms	30-31	Wolfman	30-31	Skeleton	+40	Jewel Well nearby
32-33	Great Serpent	32-33	Skeleton	32-33	Zombie	+50	Bladestorm in area
34-35	Ulutha	34-35	Zombie	34-35	Corpse Devourer		
36-37	Sabretooth Tiger	36-37	Baashi	36-37	Scorpion Men		
38-39	Special or Reroll	38-39	Corpse Devourer	38-39	Ghoul		
40-41	Special or Reroll	40-41	Scorpion Man	40-41	Gargoyle		
42-43	Special or Reroll	42-43	Ghoul	42-43	Special or Reroll		
44-45	Special or Reroll	44-45	Giant Skeleton	44-45	Special or Reroll		
46-47	Special or Reroll	46-47	Giant Scorpion	46-47	Special or Reroll		
48-49	Ratmen	48-49	Great Eagle	48-49	Special or Reroll		
50-51	Wolfmen	50-51	Ogre	50-51	Special or Reroll		
52-53	Baashi	52-53	Gargoyle	52-53	Special or Reroll		
54-55	Scorpion Men	54-55	Culorgor	54-55	Special or Reroll		
56-57	Corpse Devourer	56-57	Dragonian	56-57	Special or Reroll		
58-59	Special or Reroll	58-59	Thraxx	58-59	Ogre		
60-61	Special or Reroll	60-61	Gryphon	60-61	Troll		
62-63	Special or Reroll	62-63	Thyfur	62-63	Frost Giant		
64-65	Special or Reroll	64-65	Pegasus	64-65	Fire Giant		
66-67	Skeleton	66-67	Troll	66-67	Gorgon		
68-69	Zombie	68-69	Mountain Giant	68-69	Manticore		
70-71	Ghoul	70-71	Frost Giant	70-71	Kaeden		
72-73	Giant Skeleton	72-73	Fire Giant	72-73	Vile		
74	Unit *	74	Cloud Giant	74	Special or Reroll		
75	Unit *	75	Storm Giant	75	Special or Reroll		
76	Unit *	76	Were-tiger	76	Special or Reroll		
77	Unit *	77	Were-bear	77	Special or Reroll		
78	Unit *	78	Storm Hound	78	Special or Reroll		
79	Storm Hound	79	Night Hound	79	Special or Reroll		
80	Night Hound	80	Ice Hound	80	Special or Reroll		
81	Ice Hound	81	Fire Hound	81	Special or Reroll		
82	Ogre	82	Flesh Golem	82	Special or Reroll		
83	Troll	83	Stone Golem	83	Storm Hound		
84	Gargoyle	84	Steel Golem	84	Fire Hound		
85	Tharogor	85	Ni'hashbin Warrior	85	Ni'hashbin Warrior		
86	Ghoulking	86	Cthugan	86	Cthugan		
87	Thraxx	87	Cresh'urim	87	Cresh'urim		
88	Fire Giant	88	Ghoulking	88	Shard		
89	Chimera	89	Apparition	89	Giant Skeleton		
90	Basilisk	90	Great Spider	90	Ghoulking		
91	Ni'hasbin Warrior	91	Bogman	91	Steel Golem		
92	Cthugan	92	Durgul	92	Apparition		
93	Cresh'urim	93	Belasar	93	Banshee		
94	Bogman	94	Tharogor	94	Barrow Wight		
95	Sphinx	95	Borogor	95	Knight of Death		
96-110	Banshee	96-110	Chimera	96-110	Special or Reroll		
111-120	Borogor	111-120	Basilisk	111-120	Sphinx		
121-130	Apparition	121-130	Kaeden	121-130	Minotaur		
131-140	Great Spider	131-140	Shard	131-140	Agathu		
141-150	Knight of Death	141-150	Obanshi	141-150	Cave Worm		
151-155	Flesh Golem	151-155	Roc	151-155	Wyvern		
156-160	Stone Golem	156-160	Knight of Death	156-160	Hydra		
161-165	Steel Golem	161-165	Vampire (or Lord)	161-165	Land Drake		
166-170	Obanshi	166-170	Wyvern	166-170	Air Drake		
171-175	Kaeden	171-175	Fell Beast	171-175	Cave Drake		
176-180	Shard	176-180	Hydra	176-180	Gas Drake		
181-185	Wyvern	181-185	Land Drake	181-185	Light Drake		
186-190	Hydra	186-190	Cave Drake	186-190	Undead Drake		
191-200	Land Drake	191-200	Air Drake	191-200	Special or Reroll		
201-210	Air Drake	201-210	Light Drake	201-210	Special or Reroll		
211-220	Undead Drake	211-220	Gas Drake	211-220	Special or Reroll		
221-240	Special or Reroll	221-240	Fire Drake	221-240	Special or Reroll		
241-260	Special or Reroll	241-260	Cold Drake	241-260	Special or Reroll		
261-280	Special or Reroll	261-280	Undead Drake	261-280	Special or Reroll		
281-300	Special or Reroll	281-300	Lich	281-300	Special or Reroll		
301 & up	Unit *	301 & up	Special or Reroll	301 & up	Special or Reroll		

Modifications for Mountainous Terrain Encounter Rolls	
-20	Civilized Areas
-10	Fertile (well-watered)
-5	Island
+5	Heavy Undergrowth
+10	Inhuman Realm
+15	Forested
+20	Essence Flow nearby (1 mi. [1.6 km])
+25	Volcanic region
+30	Essence Portal nearby
+40	Jewel Well nearby
+50	Bladestorm in area

Modifications for Ash Lair (Subterranean) Encounter Rolls	
-20	Civilized Areas
+10	Inhuman Realm
+20	Essence Flow nearby (1 mi. [1.6 km])
+25	Volcanic region
+30	Essence Portal nearby
+40	Jewel Well nearby

5. CREATURE SUMMARY TABLE

Creature/Beast	Size	#	Movement Rate	Def	SB	Ar	Ma	Mo	Rs	En	Known Spells, PPs, ESB
Agathu (Lesser)	L	1-5	12"(9/6/3) [30cm(23/15/8)]	13	+0	-2	5	5	6	50	—
Agathu (Greater)	H	1	12"(9/6/3) [30cm(23/15/8)]	15	+0	-2	4	4	5	90	—
Air Elemental	L	1	13"(10/6.5/3.5) [33cm(25/17/9)]	15	+0	-0	5	6	6	75	—
Air Drake	H	1	24"(18/12/6) [61cm(46/31/16)]	14	+0	-3	4	5	5	180	—
Apparition	M	1	4"(3/2/1) [10cm(8/5/3)]	13†	+0	-0	7	9	9	28	4C1/4C2/2C3/2C4/2C5, PP45
Armored Construct	M	1-6	8"(6/4/2) [20cm(15/10/5)]	11	+0	x1/2	8	6	7	160	—
Baashi	S	1-10	8"(6/4/2) [20cm(15/10/5)]	11	+0	-1	5	9	9	13	—
Banshee	M	1-2	7"(5.5/3.5/2) [18cm(14/9/5)]	9†	+0	-1	9	9	9	13	1C1/1C2/1C3/1C4/1C5, PP30
Barrow Wight	M	1	5"(4/2.5/1.5) [13cm(10/7/4)]	18†	+0	0	6	7	7	58	1E1/2E2/1E3/1E4, PP20
Basilisk	L	1	8"(6/4/2) [20cm(15/10/5)]	11	+0	-4	8	8	8	37	(1C4)
Battlepede	L	1	5"(4/2.5/1.5) [13cm(10/7/4)]	11	+0	x1/2	6	8	8	76	—
Bear	L	1-5	9"(7/4.5/2.5) [23cm(18/12/6)]	12	+0	-2	7	8	8	64	—
Belasar	L	1	11"(8.5/5.5/3) [28cm(21/14/7)]	13	+0	-2	5	7	7	150	—
Black Unicorn	L	1	14"(10.5/7/3.5) [36cm(27/18/9)]	12†	+0	-1	5	8	9	34	2E1/2E2/1E3/1E4/1E5, PP20
Bogman	L	1	6"(4.5/3/1.5) [15cm(12/8/4)]	13	+0	-4	6	6	6	56	—
Bone Worm	S	4-24	2"(1.5/1/0.5) [10cm(8/5/3)]	8	+0	-0	10	10	10	2	—
Borogor (Kasandra)	M	1	8"(6/4/2) [20cm(15/10/5)]	16†	+0	x1/2	3	6	6	80	See description, PP55
Cave Drake	H	1	12"(9/6/3) [30cm(23/15/8)]	13	+0	x1/2	5	6	6	180	—
Cave Worm	H	1	5"(4/2.5/1.5) [13cm(10/7/4)]	11	+0	-2	8	8	8	70	—
Chimera	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	11	+0	-2	5	8	8	50	—
Cold Drake	H	1	13"(10/6.5/3.5) [33cm(25/17/9)]	17†	+0	x1/2	3	2	2	390	2E1/2E2/2E3/2E4/2E5, PP50, ESB10
Cold Elemental	L	1	8"(6/4/2) [20cm(15/10/5)]	14	+0	-0	5	6	6	75	—
Corpse Devourer	M	1-30	5"(4/2.5/1.5) [13cm(10/7/4)]	8	+0	-0	9	9	9	14	—
Cresh'urim	L	1	11"(8.5/5.5/3) [28cm(21/14/7)]	180	+0	x1/2	2	5	1	180	2E1/2E2/2E3/2E4, PP25, ESB5
Cihugan	M	1-12	8"(6/4/2) [20cm(15/10/5)]	9†	+0	-0	5	7	6	42	1C1/1C2/1C3/1C4/2E1/3E2/3E3, PP20
Culorgor	M	1-3	6"(4.5/3/1.5) [15cm(12/8/4)]	12†	+2	-0	6	9	9	22	1C1/1C2/1C3, PP6
Dark Elemental	L	1	15"(11.5/7.5/4) [38cm(29/19/10)]	12	+0	-0	6	6	6	75	—
Death-watcher	H	1	10"(7.5/5/2.5) [25cm(19/13/7)]	18†	+0	x1/2	2	3	3	270	4E1/3E2/3E3/4E4/3E5, PP50, ESB5
Demon (First Pale)	M	1	9"(7/4.5/2.5) [23cm(18/12/6)]	9	+0	-0	9	10	10	10	—
Demon (Second Pale)	M	1	11"(8.5/5.5/3) [28cm(21/14/7)]	11	+0	-1	8	9	9	20	—
Demon (Third Pale)	L	1	13"(10/6.5/3.5) [33cm(25/17/9)]	13	+0	-1	6	8	8	30	—
Demon (Fourth Pale)	L	1	16"(12/8/4) [41cm(31/21/11)]	15†	+0	-1	4	7	7	48	3C1/2C2/1C3, PP9
Demon (Fifth Pale)	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	14†	+0	-2	4	6	6	120	4C1/3C2/2C3/1C4, PP18
Demon (Sixth Pale)	M	1	15"(11.5/7.5/4) [38cm(29/19/10)]	15	+0	-3	1	4	4	100	—
Demon (Beyond Pale)	L	1	12"(9/6/3) [30cm(23/15/8)]	16†	+0	x1/2	1	1	1	240	1C1/1C2/1C3/1C4/2E1/2E2/3E3, PP27
Doombringer	H	1	8"(6/4/2) [20cm(15/10/5)]	14†	+0	-2	4	6	6	180	3E1/3E2/3E3/3E4/3E5, PP30, ESB3
Dragonian	M	1-10	7"(5.5/3.5/2) [18cm(14/9/5)]	7	+2	-2	8	9	9	19	—
Durgul	L	1	8"(6/4/2) [20cm(15/10/5)]	10†	+0	-3	6	7	7	120	1C1/1C2/1C3/1C4/1E1/1E2/1E3, PP20
Earth Elemental	L	1	4"(3/2/1) [10cm(8/5/3)]	10	+0	-3	6	6	6	75	—
Elemental Demon	H	1	9"(7/4.5/2.5) [23cm(18/12/6)]	17†	+0	x1/2	3	5	5	175	4E1/3E2/3E3/4E4/3E5, PP66, ESB6
Fell Beast	H	1-10	32"(24/16/8) [81cm(61/41/21)]	13	+0	-2	4	7	8	96	—
Fire Drake	H	1	18"(13.5/9/4.5) [46cm(35/23/12)]	18†	+0	x1/2	3	2	2	360	5E1/4E2/4E3/3E4/3E5, PP70, ESB12
Fire Elemental	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	13	+0	-0	5	6	6	75	—
Fire Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	7	8	8	20	—
Flesh Golem	M	1-5	6"(4.5/3/1.5) [15cm(12/8/4)]	11	+3	-0	7	9	9	35	—
Flesh Golem leader	M	1	7"(5.5/3.5/2) [18cm(14/9/5)]	13	+3	x1/2	6	7	7	70	—
Gargoyle	M	1-10	8"(6/4/2) [20cm(15/10/5)]	12	+0	-3	6	9	9	22	—
Gas Drake	H	1	10"(7.5/5/2.5) [25cm(19/13/7)]	12†	+0	x1/2	3	4	4	240	See description, PP100
Ghost	M	1	13"(10/6.5/3.5) [33cm(25/17/9)]	14	+0	-0	4	7	7	40	—
Ghost Legionnaire	M	1-26	12"(9/6/3) [30cm(23/15/8)]	13	+4	-3	5	6	5	40	—
Ghoul	M	1-10	6"(4.5/3/1.5) [15cm(12/8/4)]	10	+0	-1	7	9	9	20	—
Ghoulking	M	1	6"(4.5/3/1.5) [15cm(12/8/4)]	14	+0	-1	7	7	7	60	(1E3)
Giant Ant/Beetle	M	1-5	5"(4/2.5/1.5) [13cm(10/7/4)]	9	+0	x1/2	9	9	10	23	—
Giant Scorpion	M	1-2	8"(6/4/2) [20cm(15/10/5)]	11	+0	-2	8	8	8	25	—
Giant Skeleton	L	1-2	11"(8.5/5.5/3) [28cm(21/14/7)]	13	+0	-0	7	7	7	120	—
Gorgon	M	1	5"(4/2.5/1.5) [13cm(10/7/4)]	10	+0	-0	7	8	7	18	—
Great Eagle	L	1-2	18"(13.5/9/4.5) [46cm(35/23/12)]	12	+0	-1	4	5	5	120	—
Great Serpent	L	1-5	6"(4.5/3/1.5) [15cm(12/8/4)]	11	+0	-1	7	8	9	30	—
Great Spider	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	15†	+0	-2	5	5	6	140	5E1, PP20, ESB2
Great Wolf	M	1-10	11"(8.5/5.5/3) [28cm(21/14/7)]	11	+0	-1	6	8	9	36	—
Gryphon	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-1	5	8	8	55	—
Harpy	M	1-10	9"(7/4.5/2.5) [23cm(18/12/6)]	11	+0	-1	7	9	9	10	—
Herald of Night	M	1	13"(10/6.5/3.5) [33cm(25/17/9)]	200	+5	x1/2	2	5	6	800	4C1/4C2/4C3/4C4/4C5, PP80
Horribar	S	4-16	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-1	8	9	9	12	—
Hydra	H	1	10"(7.5/5/2.5) [25cm(19/13/7)]	14	+0	x1/2	5	6	6	230	—
Ice Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	7	8	8	18	—

Creature/Beast	— I — Attack • Damage	— II — Attack • Damage	— III — Attack • Damage	— IV — Attack • Damage » Range
Agathu (Lesser)	4D6+5 • Hx2+2	4D6+2 ¥ • Mx2+H+2	— • —	D6+D10+5 B • Hx2-2 » -2/1"[3cm]
Agathu (Greater)	5D6+5 • Hx3	5D6+2 ¥ • Mx2+Hx2	— • —	2D6+D10+5 B • Hx2 » -2/1"[3cm]
Air Elemental	3D6-1 • Mx3	3D6+2 ¥ • Hx3-2	— • —	— • —
Air Drake	4D6+1 • H-1	3D6+D10+3 § • H+1	4D6+6 § • H	2D6+D10+3 § • Mx2+2
Apparition	D6+D10+1 • L+H+2	— • —	— • —	— • —
Armored Construct	4D6+8 • H+2	3D6+5 § • Lx2	3D6+8 § • Lx2	2D6+5 • Lx2+1 » -2/18"[46cm]
Baashi	D6+D10+3 • L+1	2D6+4 « • H+1	— • —	— • —
Banshee	2D6 • Lx2-1	— • —	— • —	— • —
Barrow Wight	2D6+D10+7 • Hx3+L+2	3D6+4 § • Hx2+M	— • —	— • —
Basilisk	2D6+D10+1 • H	3D6+2 § • H	— • —	— • —
Battlepede	D6+D10+3 • H-1*	— • —	— • —	D6+D10+7 • Hx2-1 » 20"[51cm]
Bear	D6+D10+5 • L+1	3D6+3 § • H	— • —	— • —
Belasar	4D6+8 • Hx2+2	— • —	— • —	— • —
Black Unicorn	2D6+D10+8 • H+1	4D6+4 « • Lx2	— • —	— • —
Bogman	3D6+9 • M	— • —	— • —	— • —
Bone Worm	3D6+1 • H+2	— • —	— • —	— • —
Borogor (Kasandra)	4D6+7 • L+1	— • —	— • —	— • —
Cave Drake	4D6-1 • H-1	4D6 § • H	3D6+D10+4 § • H+1	2D6+D10+5 √ • Hx2+Mx2+2
Cave Worm	2D6+D10+3 • Mx3	3D6+D10+6 § • H+1	3D6+8 √ • Mx4	— • —
Chimera	3D6+6 • H	3D6+5 ¥ • Mx2	— • —	D6+D10+4 • H+1 » 3"[8cm]
Cold Drake	4D6+9 • H-1	3D6+D10+4 § • H+1	4D6+7 § • H	4D6+D10+3 B • Hx2 » 85"[216cm]
Cold Elemental	D6+D10 • Lx2+2	D6+D10+4 ¥ • L+Hx2	3D6+D10+5 § • Mx2+2	4D6+D10+1 B • Lx2+2 » 50"[127cm]30°
Corpse Devourer	D6+D10+1 • L+1	2D6+2 √ • H+1	— • —	— • —
Cresh'urim	3D6+8 • M-1*	3D6+D10+8 § • H+L+1	5D6+4 § • H	4D6+4 √ • Mx2+15
Citugan	3D6+1 • H+2	3D6+5 § • H-2*	3D6+9 √ • H+2*	— • —
Culorgor	3D6+1 • H+2	— • —	— • —	— • —
Dark Elemental	D6+D10 • Lx3+2	D6+D10+3 ¥ • L+Hx2	— • —	— • —
Death-watcher	5D6+D10+4 • Hx2+Lx3+4	— • —	— • —	— • —
Demon (First Pale)	2D6+3 • H	2D6 ¥ • Hx2	— • —	— • —
Demon (Second Pale)	2D6+4 • H	3D6+2 ¥ • Hx2+4	— • —	— • —
Demon (Third Pale)	2D6+5 • H	2D6+D10+3 ¥ • H+L+2	— • —	— • —
Demon (Fourth Pale)	3D6+2 • M	2D6+6 ¥ • Lx2+2	2D6+D10+3 ¥ • H+2	— • —
Demon (Fifth Pale)	4D6+9 • H-1	2D6+D10+7 ¥ • Hx2+Lx2+2	— • —	— • —
Demon (Sixth Pale)	5D6+6 • H	3D6+8 ¥ • M	4D6+2 « • H+2	— • —
Demon (Beyond Pale)	7D6 • H-1	5D6+D10+3 ¥ • Hx2+Lx2+4	— • —	— • —
Doombringer	2D6+D10+9 • Hx2+L+4	— • —	— • —	— • —
Dragonian	2D6+D10 • H+2	2D6+2 § • L	3D6+1 « • H+2	2D6+1 • Lx2 » -2/12"[30cm]
Durgul	4D6 • H+2	— • —	— • —	D6+D10+3 B • L+2 » -2/5"[13cm]
Earth Elemental	4D6+6 • H-1	2D6+D10 ¥ • M+Hx2	— • —	2D6+3 • L » -2/2"[5cm]
Elemental Demon	4D6+D10+4 • Hx3+L+2	— • —	— • —	— • —
Fell Beast	4D6+2 • H	3D6+5 § • Mx2	— • —	— • —
Fire Drake	4D6+7 • H-1	3D6+D10+4 § • H+1	4D6+9 § • H	5D6+D10 B • Hx2 » 85"[216cm]
Fire Elemental	D6+D10+1 • Lx2+2	D6+D10+5 ¥ • L+Hx2	3D6+D10+3 § • Mx2+2	5D6+D10 B • Lx2+2 » 50"[127cm]45°
Fire Hound	3D6+4 • H+2	— • —	— • —	D6+D10+5 B • Hx2 » 5"[13cm]
Flesh Golem	2D6+5 • L	D6+D10+1 « • L	— • —	— • —
Flesh Golem leader	3D6+5 • H+2	2D6+7 ¥ • L	D6+D10+3 « • L	— • —
Gargoyle	3D6+3 • H	3D6+1 « • H+2	— • —	— • —
Gas Drake	4D6+6 • H-1	3D6+D10+4 § • H+1	4D6+6 § • H	3D6+D10+2 § • Mx2+2
Ghost	3D6+6 • M	— • —	— • —	— • —
Ghost Legionnaire	3D6+6 • H+2	— • —	— • —	2D6+5 • Lx2+1 » -2/18"[46cm]
Ghoul	D6+D10 • L+1	2D6+3 § • L	— • —	— • —
Ghoulking	3D6+6 • M	3D6+6 § • H	4D6+3 § • H+1	— • —
Giant Ant/Beetle	D6+D10+4 • H-1*	— • —	— • —	— • —
Giant Scorpion	2D6+D10+3 • H	3D6+1 ¥ • L+1*	— • —	— • —
Giant Skeleton	4D6+6 • H-1	2D6+6 § • Hx3	— • —	— • —
Gorgon	2D6+2 • Lx2-1	2D6-1 ¥ • L-1*	— • —	— • —
Great Eagle	5D6+5 • H	— • —	— • —	— • —
Great Serpent	3D6+6 • H+2*	— • —	— • —	2D6+6 B • * » -2/1"[3cm]
Great Spider	4D6+7 • H+1*	— • —	— • —	— • —
Great Wolf	3D6+8 • H+2	— • —	— • —	— • —
Gryphon	3D6+6 • H	2D6+D10+2 « • H-1	— • —	— • —
Harpy	2D6+4 • H	— • —	— • —	— • —
Herald of Night	4D6+D10+9 • Hx2+L+8	— • —	— • —	— • —
Horribar	2D6+D10 • L	3D6+5 √ • Mx2	— • —	— • —
Hydra	4D6+9 • H-1	3D6+5 § • Mx20	— • —	3D6+D10+2 B • Hx2 » 4"[10cm]
Ice Hound	3D6+4 • H+2	— • —	— • —	D6+D10+3 B • Hx2 » 5"[13cm]

5. CREATURE SUMMARY TABLE (CONTINUED)

Creature/Beast	Size	#	Movement Rate	Def	SB	Ar	Ma	Mo	Rs	En	Known Spells, PPs, ESB
Kaeden Warrior	M	1-5	10"(7.5/5/2.5) [25cm(19/13/7)]	11	+0	-3	5	8	8	23	—
Kaeden Leader	L	1	12"(9/6/3) [30cm(23/15/8)]	16	+0	-3	4	7	7	48	—
Kaeden Queen	L	1	9"(7/4.5/2.5) [23cm(18/12/6)]	20	+0	-3	3	4	4	168	—
Knight of Death	M	1	5"(4/2.5/1.5) [13cm(10/7/4)]	20	+0	x1/2	7	7	7	77	—
Land Drake	H	1	14"(10.5/7/3.5) [36cm(27/18/9)]	15	+0	x1/2	4	4	4	270	—
Lich (Lord Althol)	M	1	4"(3/2/1) [10cm(8/5/3)]	17+	+0	x1/2	4	6	5	66	7E1/6E2/5E3/4E4/3E5, PP100, ESB8
Light Drake	H	1	22"(16.5/11/5.5) [56cm(42/28/14)]	15+	+0	x1/2	3	2	2	270	3E1/3E2/3E3/3E4/3E5, PP60, ESB14
Light Elemental	L	1	18"(13.5/9/4.5) [46cm(35/23/12)]	15	+0	-0	4	6	6	75	—
Living Ghoul	M	1-30	5"(4/2.5/1.5) [13cm(10/7/4)]	8	+0	-0	9	9	9	14	—
Manticore	L	1-5	9"(7/4.5/2.5) [23cm(18/12/6)]	12	+0	-2	7	8	9	48	—
Minotaur	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-2	5	7	8	55	—
Mummy	M	1-2	5"(4/2.5/1.5) [13cm(10/7/4)]	13	+0	-2	8	8	80	60	—
Nasti	S	1-20	9"(7/4.5/2.5) [23cm(18/12/6)]	10	+0	-1	9	10	10	6	—
Neng	M	1	9"(7/4.5/2.5) [23cm(18/12/6)]	9+	+3	-2	6	7	8	34	1E2, PP5
Night Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	8	9	9	16	—
Ni'hashbin Warrior	M	1-20	8"(6/4/2) [20cm(15/10/5)]	130	+0	x1/2	6	7	4	80	—
Obanshi	H	1-3	3"(2.5/1.5/1) [8cm(6/4/2)]	12	+0	-3	6	7	7	150	—
Pegasus	L	1-5	14"(10.5/7/3.5) [36cm(27/18/9)]	11	+0	-1	5	9	8	43	—
Phoenix	L	1	16"(12/8/4) [41cm(31/21/11)]	13+	+0	-1	4	7	7	100	2E1/2E2/3E3/3E4/3E5, PP45, ESB4
Ratman	S	5-50	9"(7/4.5/2.5) [23cm(18/12/6)]	8	+0	-1	9	10	10	5	—
Rhino	L	1-2	8"(6/4/2) [20cm(15/10/5)]	10	+0	-2	8	9	9	75	—
Roc	H	1-2	18"(13.5/9/4.5) [46cm(35/23/12)]	15	+0	-2	7	8	7	240	—
Sabretooth Tiger	L	1-2	12"(9/6/3) [30cm(23/15/8)]	11	+0	-1	5	8	8	60	—
Scorpion Man	M	2-12	6"(4.5/3/1.5) [15cm(12/8/4)]	8	+0	-2	8	9	9	14	—
Serpentoid	L	1-20	7"(5.5/3.5/2) [18cm(14/9/5)]	7	+0	-1	8	9	9	18	—
Shard (Lesser)	M	1-5	Special	13	+0	-2	3	7	7	60	—
Shard (Greater)	M	1	Special	14	+0	-2	2	5	5	90	—
Silverscale	H	1	12"(9/6/3) [30cm(23/15/8)]	14+	+0	-3	4	6	6	270	3E1/2E2/1E3, PP20, ESB10
Sirrush	H	1	10"(7.5/5/2.5) [25cm(19/13/7)]	14+	+0	-3	7	7	7	210	1E1/3E2/1E3/2E4/1E5, PP23, ESB5
Skeleton	M	1-10	6"(4.5/3/1.5) [15cm(12/8/4)]	9	+0	-0	9	9	10	19	—
Skeleton Lord	M	1	9"(7/4.5/2.5) [23cm(18/12/6)]	15+	+0	-0	7	8	7	45	4E1/4E2/4E3/4E4/4E5, PP80, ESB5
Sphinx	L	1	8"(6/4/2) [20cm(15/10/5)]	14+	+0	-2	6	7	7	70	4C1/3C2/2C3/1C4, PP25
Steel Golem	M	1	6"(4.5/3/1.5) [15cm(12/8/4)]	14	+0	x1/2	6	6	6	150	—
Stone Golem	M	1-5	4"(3/2/1) [10cm(8/5/3)]	11	+0	-3	8	8	8	68	—
Storm Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	7	9	9	12	—
Swartalf	S	15-20	4"(3/2/1) [10cm(8/5/3)]	9	+2	-1	8	10	10	6	—
Tartu	H	1-4	4"(3/2/1) [10cm(8/5/3)]	7	+0	-40	8	8	8	45	—
Tentmorse	M	1-10	7"(5.5/3.5/2) [18cm(14/9/5)]	9	+0	-1	8	9	9	16	—
Tharogor	M	1	6"(4.5/3/1.5) [15cm(12/8/4)]	15+	+0	-4	6	8	7	60	1C1/1C2/1C3, PP13
Thraxx	L	1	9"(7/4.5/2.5) [23cm(18/12/6)]	11	+0	-2	7	8	9	44	—
Thyfur	L	1-2	14"(10.5/7/3.5) [36cm(27/18/9)]	11	+0	-1	4	8	8	56	—
Tiger	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	10	+0	-1	6	9	9	30	—
Tree Fiend	L	1-10	6"(4.5/3/1.5) [15cm(12/8/4)]	15	+0	-5	6	6	60	200	—
Ulthula	L	1-6	8"(6/4/2) [20cm(15/10/5)]	9	+0	-3	6	8	8	56	—
Undead Drake	H	1	13"(10/6.5/3.5) [33cm(25/17/9)]	15+	+0	-0	3	4	4	240	3E1/3E2/3E3/3E4/3E5, PP75, ESB13
Unicorn	L	1	16"(12/8/4) [41cm(31/21/11)]	13+	+0	-1	4	7	8	36	4E1/3E2/2E3/2E4/1E5, PP33
Vampire	M	1-3	12"(9/6/3) [30cm(23/15/8)]	18+	+0	-0	5	8	8	37	1C1/1C2/1C3/2E1/2E2/3E3, PP25
V. Lord (Valsatholis)	M	1	10"(7.5/5/2.5) [25cm(19/13/7)]	18+	+0	-0	5	6	6	84	See description, PP50
Vapor Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	8	8	9	15	—
Vile	M	1-10	12"(9/6/3) [30cm(23/15/8)]	20	+0	-1	5	8	8	80	—
War Elephant	H	2-12	13"(10/6.5/3.5) [33cm(25/17/9)]	11	+0	-2	8	8	9	160	—
War Horse	L	1-10	9"(7/4.5/2.5) [23cm(18/12/6)]	11	+0	-1	5	8	9	42	—
Water Elemental	L	1	5"(4/2.5/1.5) [13cm(10/7/4)]	11	+0	-1	6	6	6	75	—
Water Hound	M	1-10	14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-1	8	9	9	14	—
Were-bear (Lesser)	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-2	5	7	8	90	—
Were-bear (Greater)	L	1	13"(10/6.5/3.5) [33cm(25/17/9)]	13	+0	-2	4	4	4	130	—
Were-tiger (Lesser)	L	1	11"(8.5/5.5/3) [28cm(21/14/7)]	11	+0	-1	4	8	8	43	—
Were-tiger (Greater)	L	1	14"(10.5/7/3.5) [36cm(27/18/9)]	14	+0	-1	3	4	4	100	—
Were-wolf (Lesser)	M	1-5	13"(10/6.5/3.5) [33cm(25/17/9)]	12	+0	-1	5	8	9	27	—
Were-wolf (Greater)	L	1-4	16"(12/8/4) [41cm(31/21/11)]	15	+0	-1	4	6	6	90	—
Wolf	M	2-20	11"(8.5/5.5/3) [28cm(21/14/7)]	10	+0	-1	7	9	10	22	—
Wolfman	M	10-15	10"(7.5/5/2.5) [25cm(19/13/7)]	8	+0	-1	7	9	9	22	—
Wraith	M	1	6"(4.5/3/1.5) [15cm(12/8/4)]	14	+0	-0	5	7	7	66	—
Wyvern	H	1	30"(22.5/15/7.5) [76cm(57/38/19)]	16	+0	-3	3	8	8	64	—
Zombie	M	1-20	3"(2.5/1.5/1) [8cm(6/4/2)]	10	+0	-0	10	10	10	13	—

Creature/Beast	— I —		— II —		— III —		— IV —	
	Attack • Damage		Attack • Damage		Attack • Damage		Attack • Damage » Range	
Kaeden Warrior	D6+D10+3 • H-1		3D6+1 ¥ • L+1*		— • —		3D6+1 • H-2 0 » -2/5"[13cm]	
Kaeden Leader	2D6+D10+4 • H		3D6+4 ¥ • L+1*		— • —		3D6+3 • H-2 0 » -2/5"[13cm]	
Kaeden Queen	4D6+12 • H+1		3D6+9 ¥ • M-1*		— • —		2D6+D10+9 • M0 » -2/5"[13cm]	
Knight of Death	3D6+D10+5 • Hx3+L+2		3D6+6 ¥ • Hx2+M		— • —		— • —	
Land Drake	4D6+6 • H-1		3D6+D10+4 § • H+1		4D6+5 § • H		2D6+D10+6 § • Mx2+2	
Lich (Lord Althol)	2D6+D10+6 • Hx3+L+2		— • —		— • —		— • —	
Light Drake	3D6+7 • H-1		3D6+D10+6 § • H+1		4D6+5 § • H		5D6+D10+2 B • Hx2 » 50"[127cm]	
Light Elemental	D6+D10-1 • Lx4+2		D6+D10+4 ¥ • L+Hx2		2D6+D10+4 § • Mx2+2		5D6+D10+2 B • Lx2+2 » 33"[84cm]30°	
Living Ghoul	D6+D10+1 • L+1		2D6+2 √ • H+1		— • —		— • —	
Manticore	3D6+7 • H		— • —		— • —		2D6+3 • Lx2+1* » -2/18"[46cm]	
Minotaur	3D6+D10+3 • H+L+1		2D6+D10+2 § • H		— • —		— • —	
Mummy	3D6+6 • M		— • —		— • —		— • —	
Nasti	2D6+3 • L		3D6+2 § • H+2		— • —		— • —	
Neng	2D6+8 • Lx4		— • —		— • —		D6+D10+8 • Hx2 » 7"[18cm]	
Night Hound	3D6+3 • H+2		— • —		— • —		Special • Breath Attack B	
Ni'hashbin Warrior	5D6+1 • Mx2*		2D6+D10+9 § • Hx2+Lx2+4		— • —		— • —	
Obanshi	4D6+8 • H		— • —		— • —		— • —	
Pegasus	D6+D10+1 • L+1		2D6+6 « • Lx2		— • —		— • —	
Phoenix	4D6+6 • H		D6+D10+4 • H-1		— • —		D6+D10+3 • H+1 » 20"[51cm]	
Ratman	3D6-2 • H		— • —		— • —		2D6+1 • Lx2 » -2/12"[30cm]	
Rhino	3D6+D10+7 • H+1		4D6+8 « • Mx2-2		— • —		— • —	
Roc	5D6+3 • H+1		5D6+2 « • H+2		— • —		— • —	
Sabretooth Tiger	3D6+6 • H		3D6+8 « • Mx2		— • —		— • —	
Scorpion Man	2D6+D10-1 • H		3D6-1 § • L+1*		D6+D10 § • H+L+1		D6+D10 • Lx2+1 » -2/15"[38cm]	
Serpentoid	3D6 • H+2*		3D6 § • H+1		— • —		3D6 • Lx2+2 » -2/2.5"[7cm]	
Shard (Lesser)	— • —		— • —		— • —		2D6+8 • Lx2+2* » -2/6"[15cm]	
Shard (Greater)	— • —		2D6+10 • Lx2+5* » -2/6"[15cm]		— • —		3D6+D10+4 • Hx2 » 20"[51cm]	
Silverscale	5D6+6 • H-1		4D6+4 § • H		2D6+D10+6 § • Mx2+2		2D6+D10+10 B • Hx2 » 20"[51cm]	
Sirrush	4D6 • H		3D6+5 § • H-2		4D6+D10 « • Mx2+2		3D6+D10 B • Hx2 » 20"[50cm]	
Skeleton	3D6 • H		D6+D10+1 § • L+1		— • —		— • —	
Skeleton Lord	3D6+5 • H+2		3D6+2 § • Hx2+M		— • —		— • —	
Sphinx	4D6+6 • H		4D6+4 § • H-1		— • —		— • —	
Steel Golem	4D6+8 • M+3		3D6+3 « • H		— • —		— • —	
Stone Golem	4D6+3 • M		3D6+2 « • H		— • —		— • —	
Storm Hound	3D6+2 • H+2		— • —		— • —		D6+D10+1 B • H+1 » 10"[25cm]	
Swartalf	D6+D10-1 • H+L+1		— • —		— • —		— • —	
Tartu	2D6+D10+2 • H		D6+D10+4 § □ • L+1		— • —		— • —	
Tentmorse	3D6+3 • H-2*		3D6+1 √ • H+2		— • —		— • —	
Tharogor	4D6+5 • Hx2-1		— • —		— • —		— • —	
Thraxx	3D6+9 • H		3D6+5 « • H+2		— • —		— • —	
Thyfur	4D6+4 • H		2D6+D10+3 § • H		— • —		— • —	
Tiger	3D6+4 • H		3D6+6 « • Mx2		— • —		— • —	
Tree Fiend	4D6+10 • H+2		6D6+3 √ • Mx3		— • —		— • —	
Uthula	3D6+3 • Mx2*		3D6+3 § □ • H*		— • —		— • —	
Undead Drake	4D6+9 • Hx3-1		3D6+D10+4 § • Hx3+1		4D6+7 § • Hx3		4D6+D10+3 B • Hx2 » 85"[216cm]	
Unicorn	4D6+D10 • H+2		2D6+D10+7 § • Hx2+Mx2+2		— • —		4D6+D10+1 B • Lx2+2 » 50"[127cm]30°	
Vampire	3D6+6 • Hx2+2		4D6+2 □ « • Lx2		— • —		— • —	
Vampire Lord (Valsatholis)	4D6+7 • Hx3		3D6+4 √ • Hx3+2		— • —		— • —	
Vampire Lord (Valsatholis)	4D6+7 • Hx3		4D6+4 √ • Hx3+2		— • —		— • —	
Vapor Hound	3D6+3 • H+2		— • —		— • —		Special • Breath Attack B	
Vile	5D6+9 • H		5D6+4 « • Mx2		— • —		— • —	
War Elephant	3D6+D10+4 • H+1		4D6+4 √ • Mx2-2		— • —		— • —	
War Horse	3D6+2 • H+2		3D6+4 □ § • Mx2-1		— • —		— • —	
Water Elemental	4D6+4 • H-1		2D6+D10+1 ¥ • M+H+2		— • —		— • —	
Water Hound	3D6+2 • H+2		— • —		— • —		D6+D10+1 B • L+2 » 10"[25cm]	
Were-bear (Lesser)	D6+D10+7 • L+1		3D6+4 ¥ • H-2		3D6+4 « • H		3D6+5 √ • H+2	
Were-bear (Greater)	4D6+7 • M		4D6+4 ¥ • H-2		4D6+4 « • H		4D6+5 √ • Mx2	
Were-tiger (Lesser)	3D6+6 • H		D6+D10+6 ¥ • L+1		3D6+9 √ • Mx2		— • —	
Were-tiger (Greater)	4D6+6 • H		4D6+6 ¥ • M		4D6+9 √ • Mx2		— • —	
Were-wolf (Lesser)	2D6+4 • L		3D6+4 ¥ • H+2		— • —		— • —	
Were-wolf (Greater)	3D6+4 • H		4D6+4 ¥ • Mx2		— • —		— • —	
Wolf	3D6+3 • H+2		— • —		— • —		— • —	
Wolfman	3D6 • H+2		3D6+1 § • H+2		— • —		— • —	
Wraith	2D6+6 • Lx2+Hx2		3D6+4 § • M+H+2		— • —		— • —	
Wyvern	3D6+4 • H		3D6+4 ¥ • M-1*		— • —		— • —	
Zombie	D6+D10-1 • L		— • —		— • —		— • —	

"H" — High damage; "M" — Medium damage; "L" — Low damage.

◊ — Special, see specific creature description.

∫ — Unique creature (i.e., only one exists).

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