

# DRAGON AGE



ESOTERICA FROM THEDAS  
VOLUME 2: BESTIARY





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# ESOTERICA FROM THEDAS

## VOLUME 2: BESTIARY

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THANKS TO ALL THOSE ON GREEN RONIN FORUMS FOR THEIR INSPIRATION

Gamerdad, Saisei, Teodor Kalamov, TheDux

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The following are additions and amendments to the Dragon Age RPG by Green Ronin. These will help fill out the opponents and adversaries for players as well as provide template rules for creature creation. This is the second of our fan-made additions to the game and works alongside Volume 1.

This endeavour was mainly to collect together various creatures encountered in the computer game for use in our own adventures, using a consistent creature design system (because some of us are a little pedantic). It seemed a waste not share it once it had been put together. Please make use of this however you see fit, even if it's just for kindling.



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## CREATURE CREATION

Throughout Thedas there are many animals, some natural, some perverted by the corruption of the Darkspawn Blight. During their travails adventurers will encounter many of these weird and dangerous creatures, whether as adversaries, uneasy allies or even companions. The creatures may be timid and flee at any approach, or territorial and aggressive; lethal to any who trespass upon their domain.

This is an expansion of the bestiary from the Games Master's Guide to give a greater variety and scope to gaming in Dragon Age. Before we get into the characteristics of these beasts, we must first define some of the features and abilities they possess. Some creatures are smaller or larger than others and this will effect some of their abilities. Some creatures also possess more dangerous weaponry than their appearance would otherwise suggest.

These differences are reflected in the following rules. All creature statistics in this document are calculated using the following rules, if a discrepancy appears and no special rule covers it then it will be a typo. The rules should be straightforward enough to figure out what the correct values should be.

**IMPORTANT NOTE:** *These are just guidelines. Everything in here was calculated comparatively to retain consistency. However you should not feel required to slavishly follow all the conventions written here.*

*You may notice that larger creatures have correspondingly larger Health levels. This is deliberate as even an average Mage will have around 50 Health at Level 5, making the most powerful Bear look anaemic by comparison. Obviously you can choose to ignore this if you wish, or instead only pit PCs against larger creatures when they are more powerful.*

## CREATURE RANKS

NPC creatures do not level in the same way as PC adventurers. However the mechanics of PC advancement can be used to aid in creating different versions of the same creatures. Creatures are split into four Ranks to make it easier to construct them. We assume that each Rank is roughly equivalent to the 3rd PC level of that Rank.

CREATURE RANK		
Description	Recommended for PC Level	Calibrated to PC Level
Ordinary	1-5	3
Veteran	6-10	8
Elite	11-15	13
Lord	16-20	18

*These are of course guidelines. The creatures in this book are mostly Ranked based on Health and comparatively with other creatures rather than attributes.*

The creatures given here often represent the Ordinary Rank, although some will be too powerful to exist at lower Ranks. Each creature entry will list its Rank and its characteristics will be designed to match. Generally you shouldn't downgrade a Rank, but increasing Ranks is not too difficult.

For leaders and special creature NPCs a good rule of thumb is to make them one Rank higher than their minions. Thus a group of Ordinary Genlocks will be led by a Veteran Genlock (referred to as a Genlock Alpha).

All creatures described here that use equipment have been listed as default carrying **STEEL**, **LEATHER** and **YEW** (ie standard) equipment from Esoterica Volume 1 as these work within the standard rules. You can further tailor these by modifying their equipment materials (giving Ordinary Genlocks Grey Iron weapons and armour for example) from Volume 1 if you wish.



*Genlock Emmissary*



*Genlock Alpha*



*Genlock*



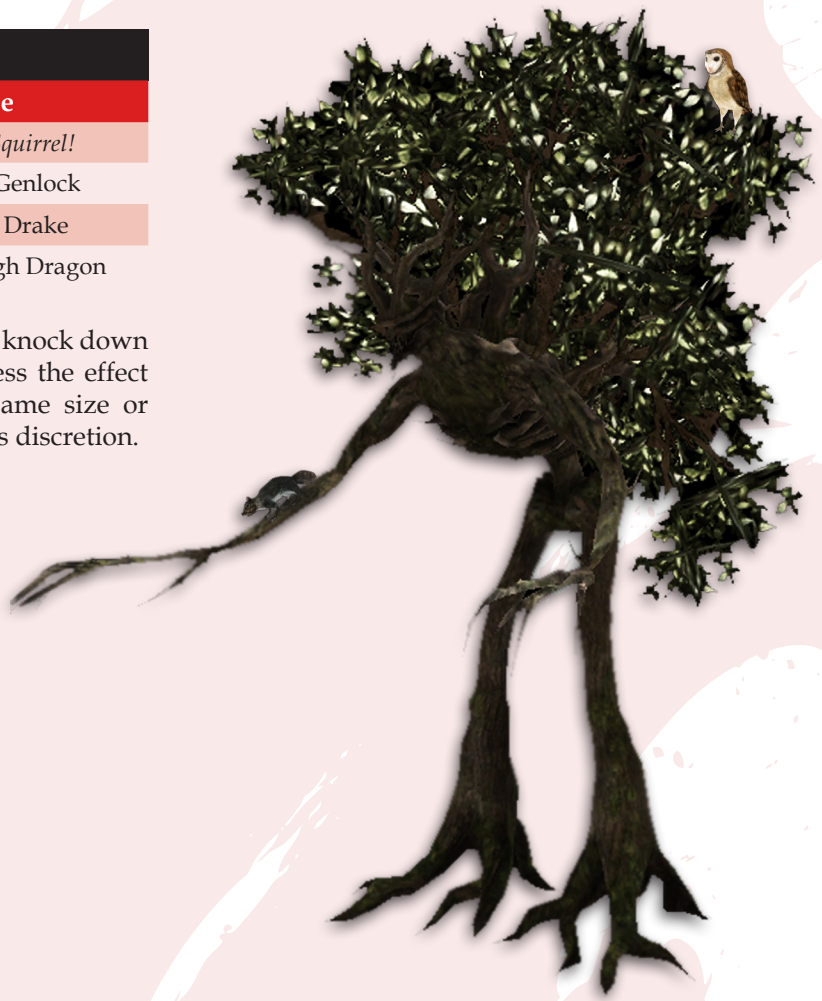
## SIZE

Not all creatures are equal. A chicken could hardly stand up to a mighty Mabari, who in turn would be crushed by a terrifying Bereskarn. Size affects a creature's Speed, Health and other abilities.

### SIZE TYPES

Description	Example
Paltry	Poultry, Cat, Squirrel!
Typical	Human, Dog, Genlock
Large	Bronto, Ogre, Drake
Enormous	Arch Demon, High Dragon

Creatures are nominally immune to any knock down effects like the Knock Prone Stunt unless the effect was generated by something of the same size or larger. Exceptions can occur, at the GM's discretion.



*Size Matters!*

## HEALTH

Creatures receive Health in a similar manner to PCs, however their Size will have an affect on the amount they receive. Use the following table to look up the type of dice rolled to determine Health for a creature when it Ranks up. The creatures listed in this document all use the **Average** dice roll listed to work out their Health (adding fractions and then rounding down).

### HEALTH PER SIZE

Size	Base	Health	Average
Paltry	5	1D3+Con	2+Con
Typical	10	1D6+Con	3.5+Con
Large	15	1D3+1D6+Con	5.5+Con
Enormous	20	2D6+Con	7+Con

A Typical creature of Ordinary Rank (~PC level 3) like a Genlock would thus have Con+3.5 x 3 levels plus Base 10 for being a Typical Creature. Genlocks have a Con of 2 so they would receive 2+3.5 x 3 (16.5) plus Base 10 for a total Health of 26 (fractions rounded down). This is really just like creating a PC character at a higher starting level and working out their levels all at once.

To avoid gimping creatures we assume they receive a minimum of 1 Health per level within the Rank even if they have a Con of 0 or less. ie the Genlock with -6 Con would roll 1D6+ (-6) and get 0. This would still grant 1 pt of Health.

Averages are given if GMs would rather not roll copious quantities of dice. After calculation round all fractions down.

Note: All creature Health is calculated using their current Constitution from level 1, unlike PCs that can gain more Health as their Constitution increases.



## SPEED

The Size of a creature also affects their Speed. Larger creatures have longer strides and correspondingly larger Speed values whilst smaller creatures take longer to get anywhere.

SPEED PER SIZE	
Size	Speed
Paltry	5+Dex
Typical	10+Dex
Large	15+Dex
Enormous	20+Dex

## ATTACKS

When making Attacks against targets (melee or ranged) with a larger or smaller Size to your own you receive a modifier.

- +2 against targets with a larger Size than your own. They tend to loom.
- -2 against targets with a smaller Size than your own. They can be frustratingly hard to hit.

## REACH

The bigger something is the further away it can strike its foes. Use the following as a rule of thumb to determine if a creature can strike something from a distance. Obviously a Bronto can't gore you from 4 yards away whilst a Dragon's serpentine neck allows them to bite from a distance.

REACH PER SIZE	
Size	Reach
Paltry	Adjacent is 1 Yard
Typical	Adjacent is 2 Yards
Large	Adjacent is 4 Yards
Enormous	Adjacent is 6 Yards

## NATURAL ARMOUR

If a creature is listed as possessing Natural Armour then it never receives any Dex/Spd penalties for it, unless otherwise stated. The armour is a part of their body and thus unlikely to impede them. There are no set values for Natural Armour, although it should be fairly obvious if an animal has it or not. Things like Dragons are as well armoured as most knights so should have armour of 7 or more, whilst tough tainted blight wolves may only have 3. Although this will stack with normal Armour, you will rarely find fullplate suits designed to fit a Dragon....



*Beware the reach of a Broodmother! Their size belies the reach of their tentacles which can strike from many yards away.*



## NATURAL WEAPONS

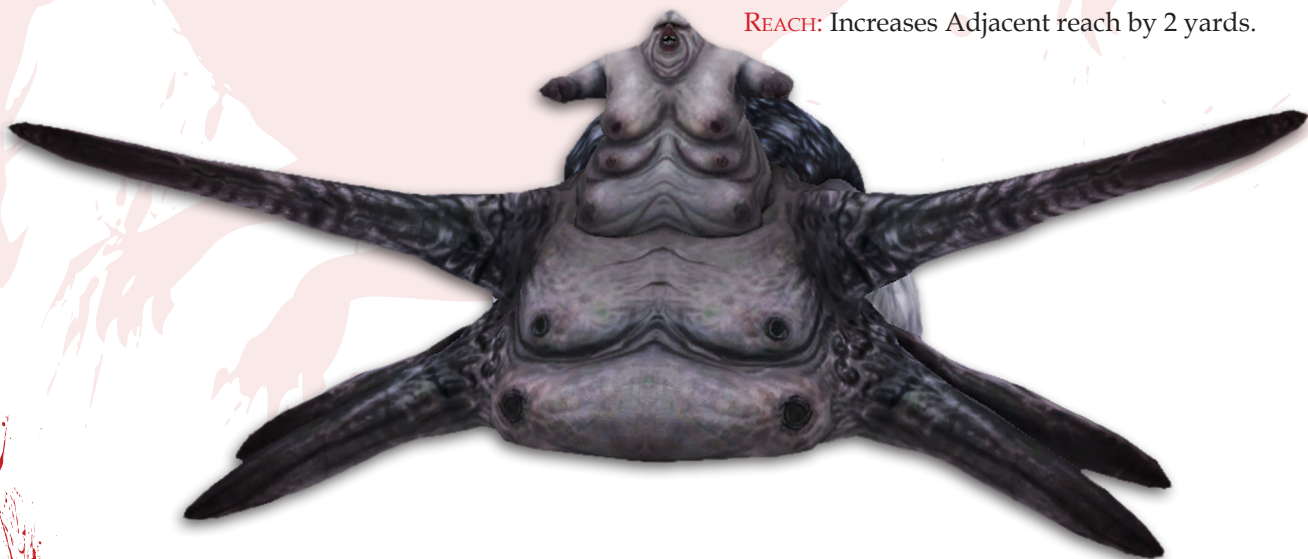
Most beasts found in Thedas only make use of their basic traits when fighting. These are generally claws, hooves and horns although there are some that fight with wing, tooth and tail as well. These weapons are also scaled based on a creature's Size as given in the following table. The size of the creature's Natural Weapons is assumed to be the same as the creature so will only be listed by name (Hooves). When this is not so it will be listed (Large Claws). Note that as Natural Weapons are effectively part of a creature's body you cannot disarm them, nor are they Weapon Groups that need learning.



NATURAL WEAPONS	
Size	Damage
<b>Bite (Dexterity)</b>	
Paltry	1D3
Typical	1D6
Large	2D6
Enormous	3D6
<b>Head Butt (Strength)</b>	
Paltry	1D6
Typical	2D6
Large	3D6
Enormous	4D6
<b>Claws (Strength) Piercing</b>	
Paltry	1D6
Typical	2D6
Large	3D6
Enormous	4D6
<b>Hooves (Strength)</b>	
Paltry	1D6
Typical	2D6
Large	3D6
Enormous	4D6
<b>Horns (Strength) Piercing</b>	
Paltry	1D6
Typical	2D6
Large	3D6
Enormous	4D6
<b>Tail/Tentacle (Dexterity) Reach</b>	
Paltry	1D3
Typical	1D6
Large	2D6
Enormous	3D6

**PIERCING:** Any Damage suffered from this weapon after Armour reduction is increased by 1.

**REACH:** Increases Adjacent reach by 2 yards.





## DAMAGE INTERACTIONS

Sometimes a creature will shrug off an otherwise deadly strike or fall to a pinprick. This is due to their inherent resistance or vulnerability to certain types of damage. See each creature's entry for any damage resistances/vulnerabilities they may have, applying the following effects when suffering that type.

DAMAGE INTERACTIONS	
Level	Effect
Immune	Receives 0 damage of the listed type
Resistant	Receives 0.5x the damage of the listed type
Vulnerable	Receives 1.5x the damage of the listed type
Defenceless	Receives 2x the damage of the listed type

These will be listed as Immune (Fire) for example.

To reduce the level of complication you can treat anything Resistant/Vulnerable as Immune/Defenceless instead.

Common types of damage include: Physical, Fire, Frost, Electricity and Spirit. If an attack has no clear type of damage then treat it as Physical (subject to the GM's approval). Some creatures may also be listed as being Immune to Fatigue or other more exotic concepts.

## FEAR

Whether through sheer size or otherworldly power, some creatures fill their opponents with muscle-freezing dread. Whenever a character becomes aware of a Fear causing creature they must make a Willpower (Courage) test vs the creature's Fear TN (detailed in their entry). If they fail they suffer -2 to all tests involving that creature type until they can pass a Willpower (Courage) test in a subsequent turn. At the GM's discretion those that fail badly may feel the need to run away from the creature as quickly as possible!

Tests only need to be passed once per encounter for each creature type, reflecting the character conquering their fear.

FEAR TEST DIFFICULTY		
Fear Level	Target Number	Example
Unsettling	7	Bronto, Darkspawn
Disturbing	9	Bear, Corpse, Skeleton
Frightening	11	Bereskan, Werewolf
Ghastly	13	Ogre, Sylvan
Harrowing	15	Rage/Sloth Demon
Dreadful	17	Dragon, Revenant
Horrifying	19	High Dragon, Pride Demon
Terrifying	21	Arch-Demon

So a Bereskan will be listed as Fear (11) for example.





## RANK INCREASE

You may wish to have higher Ranked creatures fight your adventurers as they advance through the game, perhaps dropping some Elite Hurlocks on them or a Lord(!) Ogre. The following are some simple guidelines to modifying a creature for a higher Rank. For each Rank advancement add the following:

**HEALTH:** Increase by 5x Con+dice (or average).

**ATTRIBUTES:** Add 5 to any Attributes.

**FOCUSES AND TALENTS:** 5 Focuses, and 2 Talents or increase a current Talent.

If you want to take it easy on players only use 3 Attribute increases and Focuses. It's tempting to stick them all in their combat Attributes but I would avoid that if you don't want to end up with Str 16 Ogres... (unless you *want* that of course).

So a creature that starts as a Veteran and increases by two Ranks to a Lord will increase its Health by 10x Con+dice and so on.

To make more powerful creatures stand out from the crowd, you can apply the following additional rules:

**STUNT PROWESS:** This creature is a mighty beast, capable of pulling off the most amazing feats. It receives +1 to the Dragon Die when calculating the number of Stunt points generated. This can put them over 6. ie a creature rolls 3, 3 and 4 (DD). It receives 5 SP instead of 4.

**DIABOLIC SPLENDOUR:** Possessing a power beyond comprehension, such creatures are the stuff of legends. The creature may treat one die as one number higher or lower to generate Stunt Points, although it doesn't actually change the die number. ie the creature rolls a 3, 4 and 6 (DD). It may treat the 3 as a 4 in order to generate Stunt Points. If the rolls were 1, 3 and 5 (DD) you could not produce doubles.

Generally an Elite creature will have Stunt Prowess whilst a Lord will have Stunt Prowess AND Diabolic Splendour.

**EQUIPMENT:** Higher level creatures that use equipment will generally be equipped with better quality materials. Elites will most likely use Veridium and Red Steel whilst Lords will use Silverite, Dragonbone and even more powerful materials. They may even carry magic items with runic engravings at the GM's discretion. Perhaps long lost heirlooms of a forgotten age, fitting rewards for mighty adventurers.

There is plenty of room to fiddle with these to make it work for you and your group.

## NEW FOCUSES

The following are new Focuses including some that are generally exclusive to animals due to their unique physical makeup.

### COMMUNICATION FOCUSES

**COERCION:** Using underhanded means to force others to do what you want, even against their will.

**PROVOCATION:** Goading others into rash action.

### DEXTERITY FOCUSES

**BITE:** Fighting with the Bite Natural Weapon Group.

**SPEED:** Increases Base Speed by +2. Note Elves start with this Focus.

**TAIL/TENTACLE:** Fighting with the Tail/Tentacle Natural Weapon Group.

### MAGIC FOCUSES

**BATTLE MAGE:** Understanding the secrets of the Battle Mage specialisation of magic.

### PERCEPTION FOCUSES

**TASTING:** Using your tasting sense.

**TOUCHING:** Using your touch sense.

**LIFE:** Using the ability to sense living things in your vicinity through supernatural means regardless of whether they are hidden from other senses or not.

### STRENGTH FOCUSES

**CLAWS:** Fighting with the Claws Natural Weapon Group.

**HEAD BUTT:** Fighting with the Head Butt Natural Weapon Group.

**HOOVES:** Fighting with the Hooves Natural Weapon Group.

**HORNS:** Fighting with the Horns Natural Weapon Group.



## SPECIAL RULES

The following are common special rules and Stunts found in multiple creature entries, listed here to avoid repetition.

### FLEET

There is a reason humans saddled horses and not pigs. Fleet creatures increase their Base Speed by 5 in addition to other modifiers.

### GRAB

As a special Stunt for 3 SP a creature with this ability may attempt to grab and crush an adjacent target by making a successful test vs their Defence (see creature entry for appropriate Attribute). If successful they have grabbed the target and cause 1D6+Str Penetrating damage per round. The target may only perform an opposed Strength (Might) or Dexterity test vs the creature's Strength (Might) whilst grabbed. If this succeeds or the creature is stunned/disarmed by something else, then the target can escape. An unconscious victim is uninteresting and likely to be tossed aside.

### NONCOMBATANT

Some animals are not suited to fighting. Where this is listed these creatures never add an Attribute value to Attack Rolls (unless it is a negative value). Thus a horse with Str 4 would only roll 3D6 for attacking with its Hooves rather than 3D6+4. They also tend to be rather skittish and will flee from violence as soon as possible.

### PACK TACTICS

These creatures work in concert with their partners to bring down the enemy. This is a special stunt costing 3 SP and grants an adjacent creature in the same group a free attack on the same target (in addition to their normal turn). Doubles on the extra attack roll do not generate stunt points.

### QUICK STRIKE

Some creatures are capable of following up one attack with another extremely quickly. This a special Stunt costing 2 SP and must be taken against the same target as the initial attack. Doubles on the extra attack roll do not generate more stunt points. See the creature entry for details of which attacks generate and perform Quick Strikes.

### REGENERATION

Some creatures have an unnatural vitality, healing even the most lethal damage in seconds. A creature with Regeneration may, as a special Stunt for 4 SP regain 1D6 + Constitution Health. See the creature entry for any specific variations of Regeneration.

### RENDING

The attacks of some creatures are the stuff of nightmares, capable of rending their prey limb from limb in a welter of gore. Weapons with the Rending rule increase their Damage by 2.

### SCREAM

With this ability a creature can emit a piercing scream as a special stunt for 3 SP. All enemies within 15 yards count as being affected by the Daze Spell with a TN instead of Spellpower. See the creature entry for the TN needed to beat for that particular creature. A creature can never be affected by more than one Scream Stunt at the same time.





## SPELLCASTER

Some of the more intelligent creatures in Thedas are capable of throwing spells at their foes. A creature with this rule has Mana, Spellpower (generate these as you would a Mage PC) and spells.

Spellcasters generate 3 spells per Rank.

The following is a list of spell schools commonly used by creature Spellcasters. A ~ indicates an uncommonly used school.

SUGGESTED SPELL SCHOOLS				
Spellcaster	Creation	Entropy	Primal	Spirit
Abominations	~	✓	✓	✓
Arcane Horrors	✓	✓	✓	✓
Emissaries	x	✓	✓	~
Possessed	x	✓	~	~
True Demons	✓	✓	✓	✓

Spellcasters are listed with a Mana Level (based on dice averages) for completeness. Many people won't want to keep track of NPC Mana unless they are going to be encountering the PCs multiple times where diminished Mana is important (or perhaps if a PC Mage uses Mana Drain on them). There are many ways you can deal with NPC spellcasters, below is just one example.

Some creatures are given a set of predetermined spells. This is because they are very focused and/or too animalistic to learn something else. They will generally not deviate from the spells listed in their entry.

If you want to avoid keeping track of multiple creatures' Mana levels, then for simple NPC creatures (like Shades and Rage Demons) you can let them attempt to cast 3 spells per Rank per Encounter (which can be the same one, but try not to do it too often). So a Veteran Rank Shade could cast 6 spells per encounter.

Sticking with Mana levels for major NPCs (like Desire Demons and major Darkspawn Emissaries) may be desirable in these circumstances.



## TAINED

Those beasts polluted by the Darkspawn become bigger, tougher and more aggressive. You may apply the Tainted rule to any creature from the Beasts Section. It increases the creature's Str and Con by 1, reduces their Cun and Dex by 1 and grants them the Rending rule. Non-humanoid Beasts will also receive +3 Natural Armour. Increase a Tainted creature's Fear by one level. A non-Fear causing creature will increase to Unsettling (7).

## THROW

Some creatures can throw surrounding objects at the enemy as they close in. Any reasonable object, (including people) can be thrown by creature with this ability like a normal missile weapon (ie a Dex test). Generally only things with a Size smaller than their own. The reload time may depend on how easy ammunition is to find. See the following table for range and damage based on size.

THROW		
Size	Range	Damage
Paltry	3/6 yards	1D3+Str
Typical	6/12 yards	1D6+Str
Large	9/18 yards	2D6+Str
Enormous	12/24 yards	3D6+Str

All Damage is done to the target AND thrown object (generally only important if it's another character!) and is *Penetrating*. This is mainly for NPCs and isn't a substitute for a PC's throwing daggers...

# ADDITIONAL SPELLS

The following are additional spells to increase variety or to reflect those found in some of the creature entries listed here.

CONE OF COLD		
<b>MAGIC SCHOOL:</b> PRIMAL	<b>SPELL TYPE:</b> ATTACK	<b>MANA COST:</b> 7 MP
<b>CASTING TIME:</b> MAJOR ACTION		<b>TARGET NUMBER:</b> 13
<b>TEST:</b> DEXTERITY (ACROBATICS) vs. SPELLPOWER		

Icy winds roar from your hands, freezing nearby targets. Cone of Cold is 8 yards long and 2 yards wide. Targets hit by this receive 1D6 Penetrating damage and are stuck in place, unable to make any move actions. Each target is affected for a number of turns equal to your Magic ability, or until they pass a Constitution (Stamina) test vs Spellpower at the beginning of a subsequent turn. Targets affected take 1D3 Fatigue.

If successful, the effect ends and the target suffers -1 Speed for the rest of the encounter. If the test is failed, the target takes an additional 1d6 penetrating damage and remains immobile. Those killed by Cone of Cold are frozen solid.

FIRE BALL		
<b>MAGIC SCHOOL:</b> PRIMAL	<b>SPELL TYPE:</b> ATTACK	<b>MANA COST:</b> 5 MP
<b>CASTING TIME:</b> MAJOR ACTION		<b>TARGET NUMBER:</b> 13
<b>TEST:</b> DEXTERITY (ACROBATICS) vs. SPELLPOWER		

You conjure a sphere of flame and throw it at the target, burning and knocking them from their feet. You may cast this at any point within 30 yards of you. Anything within your Magic attribute in yards of the target point takes 2D6 Pierce Armour damage and is Knocked Prone.

INFERNO		
<b>MAGIC SCHOOL:</b> PRIMAL	<b>SPELL TYPE:</b> ATTACK	<b>MANA COST:</b> 9 MP
<b>CASTING TIME:</b> MAJOR ACTION		<b>TARGET NUMBER:</b> 14
<b>TEST:</b> DEXTERITY (ACROBATICS) vs. SPELLPOWER		

You unleash a terrifying whirlwind of fire on the enemy, incinerating everything in its path. You may cast this at any point within 30 yards of you. Anything within twice your Magic in yards of the target point takes 2D6 penetrating damage and is Knocked Prone.

The Inferno lasts for a number of rounds equal to your Magic attribute and every round those within it must make a Strength (Might) vs Spellpower test to avoid being Knocked Prone again. Every round within the Inferno inflicts an additional 2D6 penetrating damage.

HAND OF WINTER		
<b>MAGIC SCHOOL:</b> BATTLE MAGE*	<b>SPELL TYPE:</b> ATTACK	<b>MANA COST:</b> 8 MP
<b>CASTING TIME:</b> MAJOR ACTION		<b>TARGET NUMBER:</b> 15
<b>TEST:</b> CONSTITUTION (STAMINA) vs. SPELLPOWER		

A blast of frozen air radiates out from you, freezing any enemy within 6 yards. Targets hit by this receive 1D6+Magic Penetrating damage and are stuck in place, unable to make any move actions with -2 to all tests. Each target is affected for a number of turns equal to your Magic ability, or until they pass a Constitution (Stamina) test at the beginning of a subsequent turn. Targets affected take 1D3 Fatigue.

If successful, the effect ends and the target suffers -1 Speed for the rest of the encounter. If the test is failed, the target takes an additional 1d6+Magic Penetrating damage and remains immobile. Those killed by Hand of Winter are frozen solid.

*\*High level spells are often created in specialisation paths where they combine components from multiple spell schools to generate new, more potent, effects. As such these spells are listed under their Specialisation rather than any specific school.*



**HORROR**

**MAGIC SCHOOL:** ENTROPY    **SPELL TYPE:** ATTACK    **MANA COST:** 2-4 MP

**CASTING TIME:** MINOR ACTION    **TARGET NUMBER:** 11

**TEST:** WILLPOWER (SELF DISCIPLINE) VS. SPELLPOWER

You force horrific visions into the mind of a target within 8 yards. If the target fails its Willpower (Self Discipline) vs Spellpower test, it has been overcome by the visions. The target must make a Willpower (Courage) test vs Fear (11), suffering the effects of Fear if it fails. The Fear Level may be increased by one level for each additional Mana Point spent, to a maximum of two levels.

If the target passes its Willpower (Courage) test it only suffers -1 to tests for its next turn.

**MASS PULL**

**MAGIC SCHOOL:** SPIRIT    **SPELL TYPE:** ATTACK    **MANA COST:** 8 MP

**CASTING TIME:** MAJOR ACTION    **TARGET NUMBER:** 14

**TEST:** STRENGTH (MIGHT) VS. SPELLPOWER

You use telekinetic force to drag multiple targets (up to your Magic attribute) into an adjacent position, from up to 30 yards away. A target that passes its Strength (Might) test will only be dragged halfway and is Knocked Prone.

A target that fails the test ends up adjacent to you, takes 1D6 Penetrating Damage and is Knocked Prone.

**MISDIRECTION HEX**

**MAGIC SCHOOL:** ENTROPY    **SPELL TYPE:** ATTACK    **MANA COST:** 5 MP

**CASTING TIME:** MAJOR ACTION    **TARGET NUMBER:** 13

**TEST:** MAGIC (ENTROPY) VS. SPELLPOWER

You curse a visible target within 20 yards, confounding their actions and clouding their judgement. While affected by this hex only successful attacks that generate Stunt Points will hit the caster. Any Stunt Points generated are lost. The hex lasts for a number of rounds equal to your Magic ability.

A target that makes a successful Magic (Entropy) test vs. your Spellpower may roll to hit as normal but must re-roll successful hits and use the second roll. A character can only be subject to one Misdirection Hex at a time.

**PARALYSE**

**MAGIC SCHOOL:** ENTROPY    **SPELL TYPE:** ATTACK    **MANA COST:** 4 MP

**CASTING TIME:** MAJOR ACTION    **TARGET NUMBER:** 14

**TEST:** MAGIC (ENTROPY) VS. SPELLPOWER

You drain the energy from one visible target within 10 yards, slowing them down and sapping their strength. A target that passes its Magic (Entropy) test accrues 2D6 Fatigue and is at -1 to all tests.

A target that fails the test suffers the same effects and is Knocked Prone for a number of rounds equal to your Magic attribute, or until they pass a Willpower (Self Discipline) test vs your Spellpower at the beginning of a subsequent turn. Any melee attacks against the target automatically hit, whilst ranged attacks roll against half the target's normal Defence.

**PULL**

**MAGIC SCHOOL:** SPIRIT    **SPELL TYPE:** ATTACK    **MANA COST:** 4 MP

**CASTING TIME:** MINOR ACTION    **TARGET NUMBER:** 14

**TEST:** STRENGTH (MIGHT) VS. SPELLPOWER

You use telekinetic force to drag one target into an adjacent position, from up to 30 yards away. A target that passes its Strength (Might) test will only be dragged halfway and is Knocked Prone.

A target that fails the test ends up adjacent to you and you count as having performed a Charge action on them for that Round.

*I witnessed an Emissary use some power on a fellow Warden whose wounds continued to bleed no matter how much we tried to heal him. I must discover how this was done and if there is a way to counter its effects.*

PART I

# BEASTS.

DOMESTICATED AND OTHERWISE...



## DOMESTIC ANIMALS

The different races of Thedas have domesticated many species, turning them into more biddable versions of their wild relations. Where a species has been “tamed” they are listed as Domestic, but notes will indicate variances to be expected upon encounter with their ancestors or feral individuals.

### BRONTO

Used as beasts of burden by the Dwarves, the Bronto are unnatural creatures bred specifically for the task. Their breeding stock is now lost to the stone as is the means by which they were created. The only records that survive in the Shaperate are vaguely mention that exposure to raw Lyrium was part of the process.

All though the Bronto were originally meant only to haul ore, the resourceful Dwarves soon put them to other uses, including serving as food when rations became scarce, and even as stoic mounts and perhaps even to draw chariots.

The Bronto is so well adapted to the subterranean environment that they need little food from their keepers, instead appearing to obtain nutrients from the very stone itself; giving them the nick-name “rock-lickers”.

### BRONTO, DRAFT

RANK		SIZE	
VETERAN		LARGE	
ABILITIES (FOCUSES)			
-1	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
-3	CUNNING		
1	DEXTERITY		
0	MAGIC		
2	PERCEPTION		
6	STRENGTH (HORNS, MIGHT)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
16	72	11	4
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HORNS	+8	3D6+6	
TYPICAL HOOVES	+5	2D6+6	
FAVOURSED STUNTS			
MIGHTY BLOW AND PIERCE ARMOUR.			
SPECIAL RULES			
NATURAL ARMOUR, FEAR (7)			
<p><b>STAMPEDE:</b> The Bronto lowers its head and charges the enemy. Whenever a Bronto successfully hits with its Horn Attack as a Charge Action it may follow up with an additional Hooves attack with +1D6 damage.</p>			



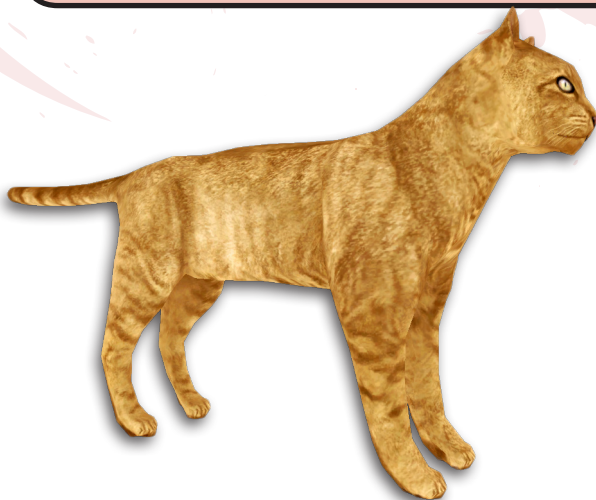
## CAT

An animal said to walk by itself. Cats are independent and can be affectionate or obnoxious at whim. Excellent at controlling vermin, cats have adopted people across Thedas, and can often be found patrolling corridors and building surrounds in search of their prey. There are few signs of the ancestors these felines must have originated from, but it is unusual to come across a populated area they do not consider to be part of their domain.

Cats can be lovable companions and fiercely protective of both their young and anything else they consider to be theirs.

### CAT, HOUSE

RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-1	COMMUNICATION		
-1	CONSTITUTION		
0	CUNNING		
4	DEXTERITY (ACROBATICS, SPEED, STEALTH)		
-1	MAGIC		
3	PERCEPTION (SEEING, SMELLING, TASTING)		
-2	STRENGTH		
0	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	8	14	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D3-2	
CLAWS	-2	1D6-2	
FAVOURED STUNTS			
PIERCE ARMOUR AND SKIRMISH.			
SPECIAL RULES			
<p><b>POUNCE:</b> A cat may attempt to backstab with either attack type (see Rogue for details).</p>			



## CHICKEN

A staple of life across Thedas, it can almost be said that the chicken is the mark of civilisation. Where these fowl are domesticated and raised for their meat and egg production, you will almost always find people who have strong social sense and crafting skills. A chicken is stupid and must be kept in such a manner that it cannot just wander off and get itself killed; hence they are usually penned or caged. They do have a small sense of self preservation and will try to flee from an attack: but as they have long since lost the true power of flight this is seldom successful.

The rooster (male) has on occasion be known to take delight in not only bossing his harem of hens about, but attacking and pecking any small humanoids who come within its territory; even if they are bringing food.



### CHICKEN

RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
-3	CONSTITUTION		
-3	CUNNING		
-1	DEXTERITY		
-2	MAGIC		
0	PERCEPTION		
-3	STRENGTH		
-1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
4	8	9	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PECK (BITE)	-1	D3-3	
FAVOURED STUNTS			
MIGHTY BLOW AND PIERCE ARMOUR.			
SPECIAL RULES			
<p><b>DISTRACTION:</b> The chicken will run in circles seemingly without purpose except to distract a predator by appearing to be somewhere else. This stunt costs 1 SP and is not very effective however it is so ingrained in a chicken's behaviour that it will perform the stunt with its head removed.</p>			



## DOG

Aside from the famous Mabari there are many other breeds of hunting and guard dogs to be found across Thedas. From the feisty small but vicious terriers used to hunt rats, to the enormous stag hounds that rival a Mabari for height (but not bulk or intelligence).

A mongrel dog as might be found stray and wandering the streets of a large town or city serves as the basis for the statistics. Adjustments will need to be made to represent either end of the scale.

DOG, MONGREL			
RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-1	COMMUNICATION		
1	CONSTITUTION (STAMINA)		
0	CUNNING		
1	DEXTERITY		
-1	MAGIC		
2	PERCEPTION (HEARING, SMELLING, TRACKING)		
2	STRENGTH (JUMPING)		
1	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	23	11	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+1	1D6+2	
FAVOURSED STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			

## DONKEY / MULE

These two animals are related to the horses found throughout Thedas. The donkey has been crossed with the horse to produce the hybrid Mule. The donkey and mule are more stubborn than their relatives and are consequently less agile, but more stoic.

All equines will defend themselves if attacked and the solid hoof can deliver a killing blow when backed by a full force kick.

DONKEY/MULE			
RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
5	CONSTITUTION (STAMINA)		
-2	CUNNING		
0	DEXTERITY		
-2	MAGIC		
1	PERCEPTION (HEARING, SMELLING)		
4	STRENGTH (MIGHT)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	35	10	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HOOVES	+0	2D6+4	
FAVOURSED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
NON-COMBATANT			



## GOAT

Goats provide fibre, meat and milk and are therefore a common sight across the rural areas of Thedas. Reasonably intelligent (sometimes too much so for their own good) they are much easier to handle than chickens. They will follow their owners at the promise of food and are quite social creatures. Contrary to popular belief, goats do not eat everything, although they might try. Most plants are considered food, and goats have even been known to climb trees to reach tasty shoots. Goats are however susceptible to most of the same toxic plants as humanoids; but they will often sample just a little bit anyway...

Goats are nimble and sure-footed even dancing across almost vertical cliffs that would daunt almost every other animal.

## SHEEP

In many ways sheep can be considered stupid goats. They blindly follow the leader without any thought of their own and become even more brainless when separated from their flock. This of course makes them easy to handle as a group and they are the main source of fibre for cloth across Fereldan. Sheep can also be used for meat and even to produce milk.

### GOAT/SHEEP

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2	COMMUNICATION		
0	CONSTITUTION		
-3	CUNNING		
1	DEXTERITY		
-2	MAGIC		
2	PERCEPTION (SMELLING)		
1	STRENGTH (CLIMBING, JUMPING)		
0	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	20	11	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HORNS	+0	2D6+1	
FAVOURIED STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			
NON-COMBATANT			





## HALLA

The Halla is regarded by the Dalish Elves as more of a companion than a pet or beast of burden. This white deer-like creature even has a god of it's own in the Dalish belief system.

The Halla are much larger than ordinary deer, and have large spiralling antlers which continue to grow throughout their lives. The Dalish Halla Keepers carve and shape the antlers of their charges, adorning them with ornate designs and twisting them into complex patterns.

In ancient times it is said that the Halla even carried Elven warriors in to battle. It is not known if the practice of riding Halla continues today, as the Elves have for the most part abandoned organised martial practices since the fall of the Dales.

The Halla work with the Dalish to pull the Aravels, the large caravans that are the mobile dwellings of the clans. There appears to be a level of empathic communication between the Halla and their Dalish Clan, allowing each to benefit from the others keener senses and awareness of danger.

Although strictly herbivorous, these creatures will stand and fight if unable to flee approaching danger.

### HALLA

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION		
2	CONSTITUTION		
-1	CUNNING		
3	DEXTERITY (SPEED)		
0	MAGIC		
3	PERCEPTION (SMELLING)		
3	STRENGTH		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
20	26	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HORNS	+3	2D6+3	
FAVOURD STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			
FLEET			



# HORSE

Like many other domesticated species across Thedas, the horse can be found in many forms. Horses are by nature slightly nervous creatures, always ready to jump at a suspicious shadow; this has been bred out of the heavy draft breeds.

All equines will defend themselves if attacked and the solid hoof can deliver a killing blow when backed by a full force kick. In some horses this ability has been highly developed producing the War horse that is the mount of the Orlesian Knights. Only a trained war horse can be ridden in combat.

## HORSE, RIDING

RANK	SIZE		
ORDINARY	TYPICAL		
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
-2	CUNNING		
1	DEXTERITY (SPEED)		
-2	MAGIC		
1	PERCEPTION (HEARING, SMELLING)		
4	STRENGTH		
0	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
18	32	11	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HOOVES	+0	2D6+4	
FAVOURED STUNTS			
SKIRMISH.			
SPECIAL RULES			
NON-COMBATANT			
FLEET			



## HORSE, DRAFT

RANK	SIZE		
ORDINARY	TYPICAL		
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
-3	CUNNING		
-2	DEXTERITY		
-2	MAGIC		
1	PERCEPTION		
5	STRENGTH (MIGHT)		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
8	38	8	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HOOVES	+0	2D6+5	
FAVOURED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
NON-COMBATANT			

## HORSE, WAR

RANK	SIZE		
ORDINARY	TYPICAL		
ABILITIES (FOCUSES)			
-2	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
-2	CUNNING		
0	DEXTERITY		
-2	MAGIC		
1	PERCEPTION		
5	STRENGTH (MIGHT)		
2	WILLPOWER (SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	35	10	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HOOVES	+5	2D6+5	
FAVOURED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
FLEET			



## MABARI

The Mabari is the most prized of all Fereldan dog breeds. Considered to have much greater intelligence than their relatives, these hounds are fully able to follow the commands and requests of their partners.

Most Mabari bond only to a single person, and are loyal to the death. To be seen in the company of a Mabari is to be regarded with high honour.

These giant hounds are considered a breed apart, as are their partners. Those who are warriors will often anoint themselves and their Mabari with special patterns or kaddis which allow them easily recognised.

Mabari are also reliable guards used by many noble families throughout Ferelden. Trespassers best beware lest they find themselves unable to sufficiently explain their presence to any Mabari on guard.

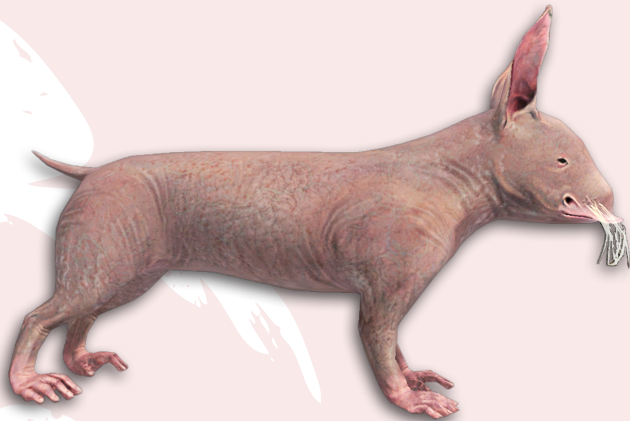


### MABARI

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
2	CONSTITUTION (RUNNING)		
-1	CUNNING		
3	DEXTERITY (BITE, SPEED)		
-2	MAGIC		
2	PERCEPTION (SMELLING, TRACKING)		
3	STRENGTH		
2	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	26	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	1D6+5	
FAVOURED STUNTS			
KNOCK PRONE, MIGHTY BLOW AND PACK TACTICS.			
SPECIAL RULES			
<b>PACK TACTICS, RENDING</b>			
<p><b>FIERCE LOYALTY:</b> Mabari have been known to go to great lengths in defence of their partners. If a Mabari is within 2 yards of a prone or unconscious partner any enemy attacks made against them hit the Mabari instead. In such circumstances the Mabari will ignore any Fear or morale effects until their partner regains consciousness.</p>			

## NUG

The Nug is a strange looking creature, looking like a pig crossed with a rabbit. They are called "Mudsplashers" by the Dwarves due to their affinity for wallowing in the dirty tunnels below the Dwarf Taigs. , The Nug is commonly used for food, and is relatively easy to keep as they have an omnivorous diet and passive attitude. They are the favoured pets of Dwarf children; at least for the short time before they become the family dinner.



*Nug sits in the mud, Nug wiggles his ears  
You catch the Nug, he slips away!  
Nug gets to live another day!*

*Nug sits in the mud, Nug wiggles his toes  
You hook the Nug, he slips away!  
Now the Nug runs off to play!*

*Nug sits in the mud, Nug wiggles his nose  
You tickle the Nug, he laughs away!  
Now the Nug sits on my plate!*

-- Nug Pancakes, popular Dwarven nursery rhyme.

## Ox

Often used for many of the same tasks as horses, oxen are more stoic and less prone to illness or injury. There is also the advantage that is an ox becomes too badly injured it can always be turned into food. Oxen are the source of milk and meat for many across Thedas.

Although sometimes attempted by rural peasants who have overly indulged in liquor, oxen cannot be ridden.

### NUG

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
1	CONSTITUTION		
-3	CUNNING		
0	DEXTERITY		
0	MAGIC		
3	PERCEPTION (HEARING, SMELLING, TASTING)		
0	STRENGTH		
-2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	23	10	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY BITE	+0	1D3	
FAVOURIED STUNTS			
NONE.			
SPECIAL RULES			
NON-COMBATANT			
RESISTANT TO MAGIC: Gains +2 to resist magical effects.			

### OX

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
-3	CUNNING		
-2	DEXTERITY		
-2	MAGIC		
1	PERCEPTION		
5	STRENGTH (MIGHT)		
0	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
8	38	8	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
HOOVES	+0	2D6+5	
FAVOURIED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
NON-COMBATANT			



# WILD CREATURES

## BEAR

In many areas it is the Bear that sits at the top of the natural food chain, not us as we arrogantly assume. They have little fear of us, and consider us sources of food and an occasional nuisance rather than any real threat. We on the other hand should see them as a deadly foe.

They are intelligent, easily angered, territorial and will defend their young from any attack. Their huge bulk is combined with wicked claws and a determined attitude. They also see us as competition for other things they consider part of their menu.

Their hunting strategies should never be underestimated as they will quickly double back upon their trail if they feel that they are being followed.

## GREAT BEAR

Larger than its lowland cousin, the Great Bear should be treated as one Rank higher than any Black Bears used.

The Great Bear has a more tawny coat, equally thick, with a layer of dense fat beneath the skin to provide additional insulation in the often mountainous domain. There are even rumours of Giant White bears in far off lands; the pelts of these, like those of any white animal would be considered extremely valuable.



### BEAR, BLACK

RANK		SIZE	
ORDINARY		LARGE	
ABILITIES (FOCUSES)			
-2	COMMUNICATION		
6	CONSTITUTION (STAMINA)		
-1	CUNNING		
1	DEXTERITY (BITE)		
-2	MAGIC		
2	PERCEPTION (SMELLING, TASTING)		
6	STRENGTH (CLAWS, INTIMIDATION, MIGHT)		
2	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
16	49	11	1
ATTACKS			
WEAPON	ATTACK ROLL		DAMAGE
BITE	+3		2D6+6
CLAWS	+8		3D6+6
FAVoured STUNTS			
KNOCK PRONE AND QUICK BITE.			
SPECIAL RULES			
<b>NATURAL ARMOUR, FEAR (9)</b>			
<b>POWERFUL BLOWS:</b> A Black Bear can perform the Knock Prone stunt for 1 SP.			
<b>QUICK STRIKE:</b> With Bite after Successful Claw attack.			

## BIRDS OF PREY

Birds of prey come in many sizes, from the tiny sparrowhawk (sparrow hawk) to the giant vulture, they are found throughout Thedas. Each has their own niche and particular habits. The swift falcon is best used as a template because of its wide distribution. Falcons have also been domesticated, used for hunting by nobles and even as messengers.

**OWL:** An owl can move silently like a ghost on the wing. It gains the Dexterity (Stealth) focus, but loses Fleet and the Speed Focus.



**RAVEN:** Likely to be seen in numbers especially where carrion is to be found. Their flight is slower so they lose Fleet but they gain Pack Tactics.

### BIRD OF PREY, FALCON

RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-3		COMMUNICATION	
-1		CONSTITUTION	
0		CUNNING	
5		DEXTERITY (ACROBATICS, SPEED)	
-2		MAGIC	
3		PERCEPTION (SEARCHING, SEEING)	
-2		STRENGTH (CLAWS)	
1		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
17	8	15	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
CLAWS	+0	1D6-2	
BITE	+5	1D3-2	
FAVOURSED STUNTS			
PIERCE ARMOUR AND SKIRMISH.			
SPECIAL RULES			

#### FLEET

**AERIAL:** These creatures are at home in the air. Their Speed is their aerial speed. If they have to move along the ground then they only use their Dexterity value. You can only use ranged attacks against Aerial creatures unless they moved into melee with an enemy that round. Their Bite attacks are always Penetrating damage.

**QUICK STRIKE:** With Claws after Successful Bite attack.

**SWOOP:** On the turn a Falcon charges they receive the Rending special rule.

*Watch the birds. They have keener senses than us and will alert you to the presence of something unnatural.*



## BOAR

The ancestor of the domestic pig, these tough-skinned bristly animals have a ferocious disposition. Often found rooting around in the soft earth of a woodland, they are just as happy rampaging through crop fields and devouring anything they find in their path. Boars have been known to attack and kill lambs and other small animals, turning them inside out in their efforts to devour the soft and juicy flesh.

## PIG

The pig is the domesticated version of the wild boar. Now a much more docile and less bristly version of its ancestor it is primarily raised for meat: the smoked bacon from the ribs is often considered to be the ambrosia of the masses.

Many people consider pigs to be stupid, but they can be trained like goats to follow a leader and come for food. Any suggestion that they can be as highly trained as a dog is probably a consequence of overindulgence, (see Ox).

It is also to be remembered that pigs are omnivorous and will consume anything including meat. It is important to ensure that a roaming pog (group of pigs) does not encounter the remains of any tainted creature.

A pig does not have the focus bonuses of its wild ancestor, and has the non-combatant special rule.

### BOAR, WILD

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-3	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
-2	CUNNING		
1	DEXTERITY (SPEED)		
-2	MAGIC		
2	PERCEPTION (SMELLING, TASTING)		
3	STRENGTH (HORNS)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	31	11	3
ATTACKS			
WEAPON		ATTACK ROLL	DAMAGE
TUSKS (HORNS)		+5	2D6+5
FAVoured STUNTS			
MIGHTY BLOW AND LIGHTNING ATTACK.			
SPECIAL RULES			
NATURAL ARMOUR, RENDING			



## DEEPSTALKER

The Deep Raods beneath the Dwarven Realm are home to many strange creatures, not the least of which is the Deepstalker or Tezpadam in Dwarvish.

These bizarre creatures hunt in packs, and can surprise their victims by appearing out of the ground at their very feet.

The Deepstalkers are known to have several different types. Those known as "Spitters" have venom glands which can slow or injure their prey. The "Jumpers" will hurl themselves at their targets, knocking them down to make it easier for the pack to make a kill. Often one Deepstalker will appear to be leading the group, but how they communicate to organise their attacks is unknown.

*"In shadow deep and cavern wide,  
The stalker lives and woe betide,  
Any that brave its lair,  
For they'll become game so fair."  
-- Ancient poem.*

### DEEPSTALKER

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-3		COMMUNICATION	
0		CONSTITUTION	
-2		CUNNING	
3		DEXTERITY (INITIATIVE, STEALTH)	
0		MAGIC	
3		PERCEPTION (HEARING, SMELLING)	
1		STRENGTH	
0		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	20	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+3	1D6+1	
FAVoured STUNTS			
KNOCK DOWN AND PIERCE ARMOUR.			
SPECIAL RULES			

#### PACK TACTICS

**BREEDS:** There are several types of Deepstalkers. The more exotic include one that spits acid (treat as an 8 yard ranged Pierce Armour Bite attack) and another that leaps onto its prey (may Knock Down for 1 SP).



*"A fool trusts his eyes. A wise man fears every rock is a Deepstalker"*

*-- Dwarven saying.*



## SPIDER, GIANT

Far more fearsome than their miniscule relatives, a giant spider is a terror to behold.

Like the Bronto, the Giant Spider is an invention of the Dwarves. Originally used to keep the Deep Roads clear of bats and Deepstalkers, the demise of the Dwarven empire saw them run wild. Soon they had spilled out onto the surface and now infest the deepest parts of the forests across Thedas.

They most commonly catch their prey using cleverly concealed webs strung across game trails and darkened caverns. Many an adventurer has found themselves ensnared by such a cunningly hidden trap, helplessly awaiting their demise.

Several strains of these spiders have particularly potent venom, with some species able to spit this poison over short distances.



### SPIDER, GIANT

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
3		CONSTITUTION	
-2		CUNNING	
4		DEXTERITY (BITE, STEALTH)	
0		MAGIC	
3		PERCEPTION (TOUCHING)	
3		STRENGTH (INTIMIDATION, JUMPING)	
1		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
14	29	14	2
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
LARGE BITE	+6	2D6+4	
FAVOURD STUNTS			
KNOCK DOWN AND POISON BITE.			
SPECIAL RULES			
<p><b>NATURAL ARMOUR, FEAR (7), RESISTANT (POISON), VULNERABLE (FROST)</b></p> <p><b>POISON BITE:</b> A giant spider can inject poison as a special stunt costing 2 SP. The poison debilitates the victim, who suffers a -2 penalty to Dexterity until they are revived by a "Breather", receive magical healing or an antidote.</p> <p><b>POISON GOUT:</b> Some giant spiders can launch a stream of venom as a ranged attack. Range 6/12 yards. This poison burns delicate areas like eyes, causing the victim to suffer a -1 penalty to dexterity until they receive magical healing or are able to wash the affected area.</p> <p><b>WALL CRAWLER:</b> Gravity is no obstacle to a giant spider, it can walk up vertical surfaces and even inverted; almost as if it were normal ground.</p> <p><b>WEB:</b> As a major action a giant spider can shoot a web at a visible target within 12 yards. The target must make a successful TN 11 Dexterity (Acrobatics) test or become immobilised. The target or an ally can remove the web by using a major action TN 13 Strength (Might) test. This is the only action an immobilised character can make until freed.</p>			

## RAT, GIANT

A normal rat can be a nuisance, consuming or spoiling food. An infestation of rats can be difficult to destroy, but the assistance of feline or hound makes this an easier task. Yet these mundane rats are a trifle when compared to their large cousins.

Perhaps as a response to the creation of Giant Spiders, the Giant Rat originally inhabited the Deep Roads. However they have since appeared on the surface to plague the lands of men, burrowing into their stores and making off with the fruits of their labour.

## SQUIRREL

An inquisitive and basically harmless creature, squirrels are opportunistic feeders and notorious hoarders. Always preparing for a "rainy day" squirrels compulsively gather and hide all manner of food, especially nuts and berries. Careful observation may yield the location of these stores; this has been the saving of many lost travellers. Some consider it bad luck to kill a squirrel; the less agile and more stupid rabbit is a preferred target.



RAT, GIANT			
RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
-1		CONSTITUTION	
1		CUNNING	
4		DEXTERITY (ACROBATICS, BITE, SPEED, STEALTH)	
-1		MAGIC	
3		PERCEPTION (SEEING, SMELLING, TASTING)	
-2		STRENGTH	
0		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	8	14	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D3-2	
CLAWS	+0	1D6-2	
FAVOURSED STUNTS			
KNOCK PRONE AND MIGHTY BLOW.			
SPECIAL RULES			
PACK TACTICS			

SQUIRREL			
RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-3		COMMUNICATION	
-3		CONSTITUTION	
-1		CUNNING	
3		DEXTERITY	
-2		MAGIC	
1		PERCEPTION (SMELLING)	
-2		STRENGTH	
-1		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
8	8	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+3	D3-2	
FAVOURSED STUNTS			
FLEE.			
SPECIAL RULES			
<p><b>FLEE:</b> Avoid combat if at all possible. This special stunt costs 2 SP. A squirrel may use its turn to make a sudden dash for freedom. This may involve jumping at the attacker or turning at random directions during the escape. Counts as a run move, and any attacker suffers -4 to hit.</p>			





## WOLF

Wolves are social creatures, the pack being lead by a dominant pair, although which sex is the ultimate leader is a matter of heated debate. In reality it does not matter, because it is the good of the pack as a whole which is the deciding factor in almost every case. Wolves have great stamina and can sustain their pursuit of prey for hours. Pack organisation can lead to fore-runners turning and driving prey back to where the remainder lie in wait. A hungry pack will take on almost any other animal as prey.

A wolf has strong jaws capable of crushing bone, and claws which, although not overly sharp, can rake through skin of softer prey.



### WOLF, GREY

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
2	CONSTITUTION (STAMINA, RUNNING)		
0	CUNNING		
3	DEXTERITY (STEALTH, BITE)		
-2	MAGIC		
3	PERCEPTION (HEARING, SMELLING, TRACKING)		
2	STRENGTH		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
18	26	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	1D6+4	
FAVORED STUNTS			
KNOCK DOWN AND PIERCE ARMOUR.			
SPECIAL RULES			
FLEET, PACK TACTICS, RENDING			

## OTHER BEASTS

There are numerous other creatures to be found across Thedas, but those mentioned above can be used as an analogue for the majority. It is also a possibility that there are species yet undiscovered in the remote places of the continent; but mere speculation as to their nature might only serve to confuse the traveller and thus leave them totally unprepared for the encounter. Suffice it to say that there are dangerous beasts to be found, often where one least expects them.

The author would of course be interested in any information that can be substantiated by returning travellers who manage to survive such an encounter.

But what of Dragons I hear you ask... The origin of the dragon and indeed it's very nature is still a matter of mystery. Certain facts have come to light, and so we will consider these mighty creatures to be in a class of their own and consider them thus in a later section.

There are also creatures of mundane origin that have become contaminated by the Darkspawn taint. Those that survive the pollution are the strongest and most vicious of their kind: that go on to produce strains that are an anathema to all natural life in Thedas.

It is the Darkspawn and those they have corrupted that we will examine in the next section.

PART II

# DARKSPAWN.

BLIGHT—BORN AND TAINTED  
CREATURES



# THE BLIGHT TAINT

With the First Blight came the darkspawn and they have been a plague on the world ever since. The Chantry teaches that the darkspawn cannot be utterly vanquished until sin has been banished from the world, for they are man's hubris made flesh.

This is a pious viewpoint, and perhaps it bears merit; in practicality it matters little what people do, as long as the darkspawn and their taint are wiped out at every opportunity.

## CORRUPTED CREATURES

The majority of darkspawn carry within them a manifestation of the Blight, a sickness that is frequently fatal to all other beings. Those unfortunate enough to succumb to this "taint" soon collapse into agony and madness. In Ferelden, the term "ghoul" refers to a creature that was infected by the darkspawn, but somehow managed to survive. Animals invariably turn into voracious predators, unnaturally slaughtering all in their path. More intelligent victims eventually seek out darkspawn to join their ranks, usually as slaves, though warriors of exceptional prowess may become foot soldiers instead. They are wretched beings whose eyes swim with madness over what they have become. Many are physically changed by the taint, slowly growing bony spines or other signs of their twisted state.

## BERESKARN

The formidable bereskarn is a corrupted bear. Now covered in spiked and toughened hide it has become an armoured behemoth. Occasionally larger in size than the great bear, the bereskarn still utilises the same modes of attack. Stronger muscles and longer spiked claws mean that far higher damage can be caused in a single strike. While the tougher hide makes it more difficult for any adversary to do damage in return.

Like their ancestors however, once their hunger is satiated, they will find a safe place to sleep while digesting their meal. It may be possible to sneak past a sleeping bereskarn, but far safer to avoid any contact entirely.

### BERESKARN

RANK		SIZE	
VETERAN		LARGE	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
7		CONSTITUTION (STAMINA)	
-2		CUNNING	
0		DEXTERITY (BITE)	
-2		MAGIC	
2		PERCEPTION (SMELLING, TASTING)	
7		STRENGTH (CLAWS, INTIMIDATION, MIGHT)	
2		WILLPOWER (MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	115	10	4
ATTACKS			
WEAPON	ATTACK ROLL		DAMAGE
BITE	+2		2D6+6
CLAWS	+9		3D6+6
FAVoured STUNTS			
KNOCK PRONE AND QUICK BITE.			
SPECIAL RULES			
NATURAL ARMOUR, TAINTED, FEAR (11)			
QUICK STRIKE: With Bite after Successful Claw attack.			
POWERFUL BLOWS: A Bereskarn can perform the Knock Prone stunt for 1 SP.			



## BLIGHT WOLF

Scholars believe that animals cannot truly hate themselves, but if there was any beast that could, surely it would be blight wolves. These tainted animals will have almost invariably slaughtered their original pack, the focus of a wolf's life, before being forced to join with other equally miserable blight wolves at the behest of their darkspawn masters. The darkspawn use them for hunting, a task at which they excel. A lone blight wolf is a slaving horror that will attack anything of living flesh that it can smell and their senses are keen.



### BLIGHT WOLF

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
3	CONSTITUTION (STAMINA, RUNNING)		
-1	CUNNING		
2	DEXTERITY (STEALTH, BITE)		
-2	MAGIC		
3	PERCEPTION (HEARING, SMELLING, TRACKING)		
3	STRENGTH		
1	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
17	29	12	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+4	1D6+5	
PALTRY CLAWS	+3	1D6+5	
FAVOURIED STUNTS			
KNOCK DOWN AND PIERCE ARMOUR.			
SPECIAL RULES			
FLEET, PACK TACTICS, TAINTED, FEAR (7)			

## GHOUL

All ghouls were invariably tough once in either mind or body, or they would not have survived the Taint; however, their former selves are usually all but spent on the struggle to live through the blight's ravages. Ghouls are drawn to their darkspawn makers and serve them until death, which usually comes within a few months of their transformation. Many ghouls are simply insane, and they claw at their enemies with broken fingernails, like animals. Others retain some of their intelligence and they use weapons and sometimes even craft them for their darkspawn masters.

### GHOUL

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION		
2	CONSTITUTION		
-1	CUNNING		
2	DEXTERITY		
1	MAGIC		
2	PERCEPTION		
2	STRENGTH (BLUDGEONS, INTIMIDATION)		
1	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	20	12	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
FIST	+2	1D3+2	
MAUL	+4	1D6+5	
FAVOURIED STUNTS			
DISARM AND KNOCK DOWN.			
SPECIAL RULES			
TAINTED, FEAR (7)			
<p><b>CRAZED:</b> Ghouls have little sense of self preservation. If a Ghoul or group of Ghouls fails a Willpower (Morale) test, the dice can be re-rolled. The result of the second roll is final.</p>			
<p><b>TALENTS:</b> Unarmed Style (Journeyman).</p>			
<p><b>WEAPON GROUPS:</b> Bludgeons and Brawling.</p>			
EQUIPMENT			
Light Leather, Maul.			



## SPIDER, CORRUPTED GIANT

As if a giant spider were not enough to tangle with, these creatures are also susceptible to the darkspawn taint. Often inhabiting the Deep Roads and subsisting on unwary genlock, it is small wonder that the oldest and toughest of giant spiders have become tainted over time. Their Exoskeleton has become hardened and festooned with spiky protuberances, while their web poison have more virulent properties.

Giant Spiders can be found throughout the Deep Roads where the taint is strongest. Some forests and ruins on the surface may also be home to these foul arachnids.

Giant spiders use webs, which they are clever enough to attempt to camouflage, in order to trap prey unaware. They are adept at spitting their webs, a racial skill acquired from many generations of hunting bats and other creatures.

Several strains of these spiders have particularly potent venom, with some species able to spit this poison over short distances.

The oldest and therefore largest of these monsters would be a challenge for even the strongest group of warriors. At the least they are veteran creatures, occasionally elite and legends speak of a giant female Spider Queen... lord over her subterranean domain.



### GIANT SPIDER, CORRUPTED

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
4		CONSTITUTION	
-3		CUNNING	
3		DEXTERITY (BITE, SPEED, STEALTH)	
0		MAGIC	
3		PERCEPTION (TOUCHING)	
4		STRENGTH (INTIMIDATION, JUMPING)	
1		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	32	13	5
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
LARGE BITE	+5	2D6+4	
FAVOURIED STUNTS			
KNOCK DOWN AND POISON BITE.			
SPECIAL RULES			
<p><b>NATURAL ARMOUR, TAINTED, FEAR (7), RESISTANT (POISON), VULNERABLE (FROST)</b></p> <p><b>POISON BITE:</b> A giant spider can inject poison as a special stunt costing 2 SP. The poison debilitates the victim, who suffers a -2 penalty to Dexterity until they are revived by a "Breather", receive magical healing or an antidote.</p> <p><b>POISON GOUT:</b> Some giant spiders can launch a stream of venom as a ranged attack. Range 6/12 yards. This poison burns delicate areas like eyes, causing the victim to suffer a -1 penalty to dexterity until the receive magical healing or are able to wash the affected area.</p> <p><b>WALL CRAWLER:</b> Gravity is no obstacle to a giant spider, it can walk up vertical surfaces and even inverted; almost as if it were normal ground.</p> <p><b>WEB:</b> As a major action a giant spider can shoot a web at a visible target within 12 yards. The target must make a successful TN 11 Dexterity (Acrobatics) test or become immobilised. The target or an ally can remove the web by using a major action TN 13 Strength (Might) test. This is the only action an immobilised character can make until freed.</p>			

# THE DARKSPAWN HORDE

Regardless of where they first came from, the legions of the Darkspawn now make war upon all other races, emerging from the Dwarven Deep Roads in vast numbers with each Blight. Darkspawn are malicious creatures, regarding all species not their own as slave labour, sport, provisions or worse. They tend even to look upon their fellow darkspawn with disfavour; when they travel together in force, they will group together with their own kind (Genlocks with Genlocks, and so forth), although thankfully there are not enough Ogres for them to band together.

Fortunately for the other sentients of Thedas, Darkspawn despise the sun and their vision is impaired in daylight.

There are leaders amongst each type of Darkspawn. These Alpha individuals are far tougher than their comrades, often achieving their position at the expense of many of their brethren. They are more cunning and may take as much as twice the effort to despatch as their subservient counterparts.

Strangely both the Genlock and Hurlock have been known to produce individuals able to wield magic. These have been designated Emissaries by the Grey Wardens, and are priority targets on the battlefield. Left unchecked their magic can have terrible effects on their opponents and should they be able to escape they will undoubtedly gather another force and return to press the attack.

## BROODMOTHER

Although scandalous to the Chantry, it is strongly believed amongst Mages and Grey Wardens that the broodmothers are created by subjecting females of the humanoid races to the Darkspawn taint, apparently by force-feeding tainted tissue. The female then starts to mutate, develops cannibalistic urges and begins to feed on other sapient prisoners. She devours massive amounts of flesh and grows into a Broodmother.

The race of the Broodmother directly influences which kind of Darkspawn she will birth, and each is capable of spawning thousands of darkspawn. Genlocks = Dwarf, Hurlocks = Human, Shrieks = Elf and Ogre = Qunari.

### BROODMOTHER

RANK		SIZE	
ELITE		LARGE	
ABILITIES (FOCUSES)			
1	COMMUNICATION		
8	CONSTITUTION		
1	CUNNING		
-2	DEXTERITY		
0	MAGIC		
3	PERCEPTION (HEARING, TOUCHING)		
7	STRENGTH (INTIMIDATION)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
0	190	8	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
ENORMOUS TENTACLES	-2	3D6+7	
FAVOURED STUNTS			
KNOCK DOWN, SCREAM AND SPIT.			
SPECIAL RULES			

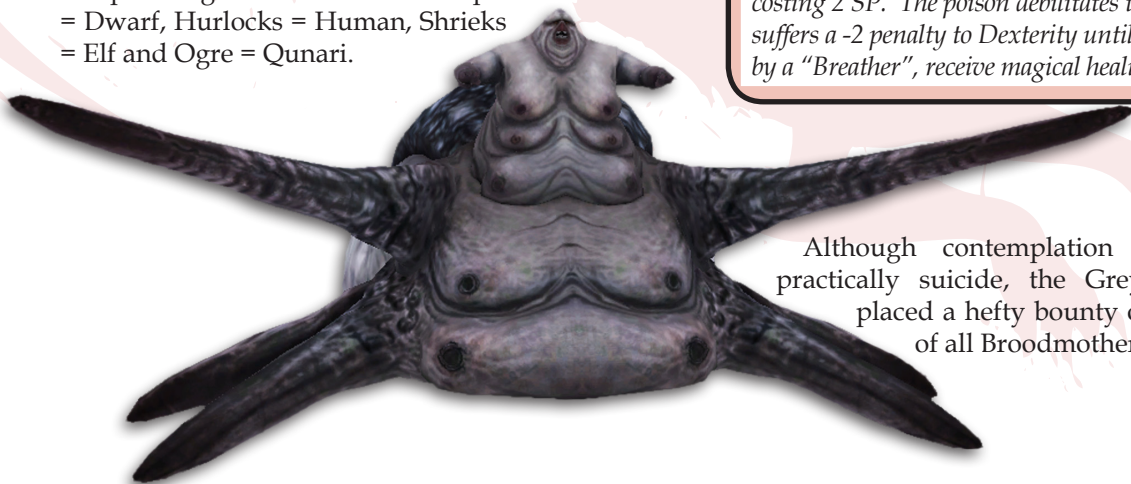
**NATURAL ARMOUR, FEAR (15)**

**CORPULENT:** *Combat Speed is 0. However Broodmothers can move given enough time. This does not reflect their tentacle attacks, which can appear from below ground with almost no warning.*

**TENTACLE:** *The tentacles of the Broodmother are numerous and swift. The Broodmother may make up to 3 attacks against different targets within 6 yards as a Major Action. Once Health is reduced to 100 attacks are reduced to 2, and to 1 when health reaches 50.*

**SCREAM:** *TN 13. Scream will also summon d6 darkspawn to assist their mother; arriving in d3 rounds. The Scream cannot be used in the same turn as a Spit Stunt.*

**SPIT:** *A Broodmother can spit poison as a special stunt costing 2 SP. The poison debilitates the victim, who suffers a -2 penalty to Dexterity until they are revived by a "Breather", receive magical healing or an antidote.*



Although contemplation of the task is practically suicide, the Grey Wardens have placed a hefty bounty on the destruction of all Broodmothers.



## GENLOCK

Most numerous of the darkspawn by far, Genlocks are tough and stocky fighters with a penchant for wickedly hooked axes. Unlike the majority of their brethren, they are swift to take up the more complicated weapons of their enemies, employing siege engines in battle and using clever traps to defend any terrain they control. Ferelden's Circle of Magi believes that their propensity to mine the Deep Roads for Lyrium has given Genlocks a resistance to magic, for they've been known to shrug off spells in battle with little effect. Genlocks tend to be slightly shorter than dwarves with pale white or yellowish skin. They are invariably bald, with deep-set eyes and sunken cheeks. Their voices are low and harsh, punctuated by occasional grunts.



The Alpha and Emissary are both veteran warriors, and as such are far tougher than a normal Genlock warrior.



### GENLOCK

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
0		COMMUNICATION	
2		CONSTITUTION	
1		CUNNING (MILITARY LORE)	
1		DEXTERITY (BRAWLING)	
2		MAGIC	
2		PERCEPTION (SMELLING)	
3		STRENGTH (AXES, INTIMIDATION)	
2		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
9(7)	26	11	5
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
THROWING AXE	+5	1D6+5	
BATTLE AXE	+5	2D6+3	
FAVoured STUNTS			
KNOCK DOWN AND MIGHTY BLOW.			
SPECIAL RULES			
<b>FEAR (7)</b>			
<b>STALWART:</b> Genlocks get +2 on ability tests to resist the effects of spells and other magical attacks and -2 to base movement.			
<b>TALENTS:</b> Armour Training (Journeyman) and Weapon & Shield Style (Novice).			
<b>WEAPON GROUPS:</b> Axes, Bludgeons and Brawling.			
<b>ALPHA:</b> An Alpha is a leader amongst the Genlock, a seasoned warrior. Alphas will have better equipment, greater strength and health than a normal Genlock. Alphas will be 1 Rank higher than their minions.			
<b>EMISSARY:</b> An Emissary is a Spellcaster (see Introduction for details). Emissaries will be 1 Rank higher than their minions.			
EQUIPMENT			
Battle Axe, Light Mail, Medium Shield (+2 Defence when used), Throwing Axe.			
<b>EMISSARY:</b> Staff, Light Leather.			

*Could magical resistance be a result of their Dwarven ancestry?*

# HURLOCK

The shock vanguard of the darkspawn, Hurlocks are burly soldiers far stronger than the average human. The Hurlock are so arrogant they even look down on other darkspawn, convinced that they are truly the chosen race. They are deadly fighters who wield massive two-handed blades in battle.



They have been known to scar or tattoo themselves regularly to denote their kills.

Their skin tone ranges from pale white to dark brown. If they are not bald, which is common, then their hair is always black.

They typically wear patchwork armour, as few full sets that can fit one of them exist. Although a piecemeal array, their armour usually has very few weaknesses.



**ALPHA:** The alpha will have better equipment, greater strength and health than a normal hurlock.



**EMISSARY:** An emissary will have a staff and number of spells equivalent to the level of the encounter.

## HURLOCK

RANK	SIZE
ORDINARY	TYPICAL

ABILITIES (FOCUSES)	
0	COMMUNICATION
3	CONSTITUTION
1	CUNNING (MILITARY LORE)
2	DEXTERITY (BRAWLING)
1	MAGIC
2	PERCEPTION (SMELLING)
4	STRENGTH (HEAVY BLADES, INTIMIDATION)
3	WILLPOWER (COURAGE, MORALE)

COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
12(11)	29	12	5

ATTACKS		
WEAPON	ATTACK ROLL	DAMAGE
SHORT BOW	+2	1D6+3
TWO-HANDED SWORD	+6	3D6+4

FAVoured STUNTS		
DUAL STRIKE AND MIGHTY BLOW.		

### SPECIAL RULES

**FEAR (7)**

**BERSERK STRIKE:** A Hurlock can perform the Dual Strike Stunt for 3 SP instead of the usual 4 when wielding a melee weapon.

**TALENTS:** Armour Training (Journeyman) and Weapon & Shield Style (Novice).

**WEAPON GROUPS:** Bows, Brawling and Heavy Blades.

**ALPHA:** An Alpha is a leader amongst the Hurlock, a seasoned warrior. Alphas will have better equipment, greater strength and health than a normal Hurlock. Alphas will be 1 Rank higher than their minions.

**EMISSARY:** An Emissary is a Spellcaster (see Introduction for details). Emissaries will be 1 Rank higher than their minions.

### EQUIPMENT

Light Mail, Short Bow, Two-handed Sword.

**EMISSARY:** Staff, Light Leather.



# OGRE

Ogres are harbingers of the worst of the Darkspawn, appearing only when a Blight is imminent. They are massive hulks that tower over the battlefield, possessed of incredible brawn and fortitude, with one alone capable of destroying an entire squad of enemy soldiers.

Ogres use brute force to charge their enemies like bulls, slam the ground with their fists to shake enemies off their feet, and hurl great rocks into the face of oncoming foes. Melee can be difficult against a giant that snatches a warrior up in one hand, crushing the life out of him or beating him into oblivion with the other hand. The nimble can try to wiggle his way free, or an ally can attempt an array of stunning blows on an ogre to free the comrade in danger.

Grey Warden lore urges caution when slaying an ogre. Unless it is ensured that they have received a major wound to the head or the heart, it is possible that they are lying dormant and will regenerate to full health within a matter of minutes. During a Blight, most Grey Wardens recommend burning all darkspawn to ashes... "dead" ogres in particular.



## OGRE

RANK		SIZE	
VETERAN		LARGE	
ABILITIES (FOCUSES)			
0		COMMUNICATION	
8		CONSTITUTION (STAMINA)	
0		CUNNING	
1		DEXTERITY (THROW)	
1		MAGIC	
2		PERCEPTION (SMELLING)	
8		STRENGTH (INTIMIDATION, MIGHT)	
3		WILLPOWER (COURAGE, MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
16	123	11	5
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (HOOVES)	+8	3D6+8	
HORNS	+8	3D6+8	
THROW	+3	2D6+8	
FAVoured STUNTS			
GRAB AND GROUND SLAM.			
SPECIAL RULES			
<b>GRAB (STR), NATURAL ARMOUR, THROW, FEAR (13)</b>			
<b>OGRE CHARGE:</b> When making a Horns attack as part of a Charge Action the Ogre receives +2 to hit instead of +1.			
<b>REGENERATION:</b> Health lost from Fire (mundane or magical) may not be regenerated. When an Ogre reaches 0 Health, it will start to regenerate 10+Constitution Health each minute. After 2 minutes it may regain consciousness and return to the fight unless steps have been taken to dispatch it permanently. Decapitation, burning or a major heart injury will permanently destroy an Ogre.			
<b>GROUND SLAM:</b> For 2 SP the Ogre may slam the ground to throw enemies off their feet. All creatures within 4 yards must pass a TN 13 Dexterity (Acrobatics) test or be Knocked Prone.			
<b>ALPHA:</b> An Alpha is a leader amongst the Ogres, a seasoned warrior. Alphas will have better equipment, greater strength and health than a normal Ogre. Alphas will be 1 Rank higher than their minions.			
EQUIPMENT			
Pieces of armour (counts as Light Leather).			

## SHRIEK

To be more correct, these Darkspawn are known as Sharlocks, but the popular name of Shriek is used almost everywhere these are found. The Shriek appellation is given due to the ear-splitting cry they produce before and during battle. To say that the cry is unnerving is an understatement and even seasoned warriors can be terror-struck and unable to react until too late. The Shriek is also a master of stealth, able to approach and attack its unaware victims.

The Shrieks are known not only for their stealth and cry, but also for their speed and agility. They often fill an assassin style role for Darkspawn forces. The long blades on their forearms have also been known to be coated with poison, as if such a creature needed more deadly attack.



### SHRIEK

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
1	CONSTITUTION (RUNNING)		
2	CUNNING (MILITARY LORE)		
4	DEXTERITY (INITIATIVE, LIGHT BLADES, SPEED, STEALTH)		
1	MAGIC		
3	PERCEPTION (HEARING, TRACKING)		
1	STRENGTH (INTIMIDATION)		
1	WILLPOWER (COURAGE, MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
16 (15)	23	14	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
SHORT SWORD	+6	1D6+5	
FAVOURED STUNTS			
LIGHTNING ATTACK AND SKIRMISH.			
SPECIAL RULES			
<b>RENDING, FEAR (7)</b>			
<b>BOUND WEAPONS:</b> <i>Wickedly sharp serrated blades are attached to the Shriek's forearms. These count as short swords, and cannot be disarmed unless the limb is removed.</i>			
<b>SCREAM:</b> (Shriek) TN 11.			
<b>TALENTS:</b> <i>Dual Weapon Style (Journeyman), Armour Training (Novice).</i>			
<b>WEAPON GROUPS:</b> <i>Light Blades.</i>			
<b>ALPHA:</b> <i>An Alpha is a leader amongst the Shrieks, a seasoned warrior. Alphas will have better equipment, greater strength and health than a normal Shriek. Alphas will be 1 Rank higher than their minions.</i>			
EQUIPMENT			
<i>Two Short Swords (Bound), Pieces of armour (counts as Light Leather).</i>			

The obvious omission in this account of the Darkspawn is the Arch Demon. Essentially draconic in nature, and perhaps even more than that, it has been included in the Dragon section of this volume. There is no doubt that it is a tainted version of what it

once must have been, but for classification purposes and the economies of space there it will remain until new information comes to light, or another scholar takes up this work.



## THE FADE

*By its very nature the Fade is inimical to Human, Elf and even Dwarf. The Creatures bound therein covet the mortal realm and are ever-eager to cross the veil should the opportunity arise.*

*It is for this reason that the following entries have been collated, although it can be hoped the reader never has to grapple with such as these.*

*The author also notes that should the full extent of these perils become public knowledge there would be mass panic, and as such the contents are protected under the edict of The Grey Wardens. Any who are found guilty of public endangerment by mis-use of this information will face the strictest penalties: use to further this research for the betterment of all.*

*Only those who accept these terms may read on from here...*



PART III

# DEMONS.

DENIZENS OF THE FADE...



## DENIZENS OF THE FADE

A demon is a malicious spirit from the Fade that feeds on the darker parts of the mortal psyche like rage, hunger, and desire. The more complex the emotions, the more intelligent and powerful the demon who feeds on it. Demons do not have genders. Within the Fade, they are able to shapeshift and take the form of their choosing. As creatures from an alternate and malleable reality, a demon's natural mindset can appear insane to a mortal.

### DEMONIC MANIFESTATIONS

Like most spirits, it is difficult for demons to survive in the mortal world without possessing a host: Thus many are ethereal forms and have the following special rule:

**INCORPOREAL:** *Shades are incorporeal, having a tenuous existence in the mortal world. They ignore the effects of Fear, terrain, weather and Fatigue. Normally only magical attacks (spells or hits from magical weapons) can harm them, other attacks passing through their forms without effect. A character attacking a shade can perform a special stunt called Spirit Bane for 3 SP. The character then inflicts normal weapon damage but substitutes Magic for Strength. A character with Magic 2 and a long sword using the Spirit Bane stunt, for example, would inflict 2d6+2 damage.*

When a Demon finds a host willing or otherwise their nature changes and they take on a possessed aspect.



## ASH WRAITH

An Ash Wraith is a powerful version of a Shade, a spirit that has entered the physical world but does not possess a physical body. The spirit has formed a quasi-material body for itself out of ashes (usually the ashes of burnt corpses but not necessarily). This allows it to interact with and affect the physical world, but the Ash Wraith is not dependent on the ashes to survive.

If wounded, a wraith can disperse at will and reform later. This ability can also be used to disappear and reappear in a flanking attack.

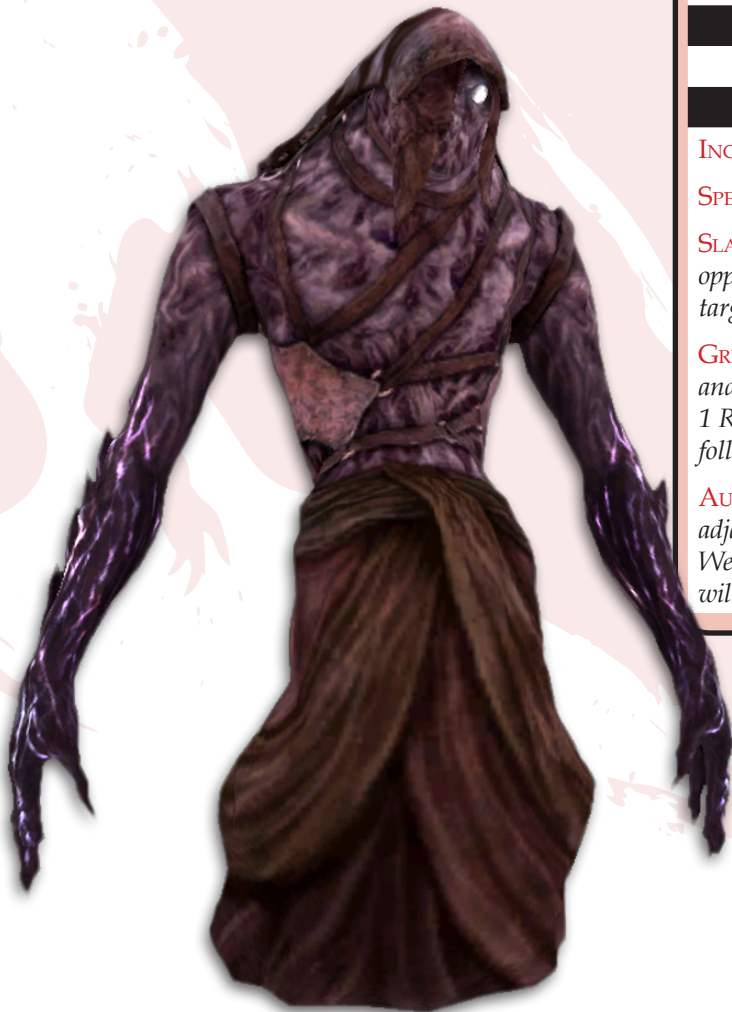
### ASH WRAITH

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2	COMMUNICATION		
1	CONSTITUTION		
0	CUNNING		
3	DEXTERITY (STEALTH)		
2	MAGIC		
1	PERCEPTION (LIFE)		
-2	STRENGTH		
3	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	23	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (HOOVES)	-2	2D6-2	
SPELLCASTER			
SPELLPOWER		MANA	
12		26	
FAVOURIED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
INCORPOREAL, FEAR (9), VULNERABLE (SPIRIT)			
SPELLS: <i>Flame Blast.</i>			
SLAM: <i>The Ash Wraith uses ethereal force to slam into its opponent. When using the Knock Prone Stunt the target suffers 1D6 penetrating damage.</i>			
WHIRLWIND: <i>An Ash Wraith may make two additional attacks instead of one when perform the Lightning Attack Stunt. These must all be on separate targets.</i>			

## SHADE

There are many reasons that Demons seek to escape the Fade. Some of these are Shades who slip across the Veil into the mortal world but are not strong enough to manifest on their own. They do not retain any sense of their former existence, only the emptiness inside them that must be filled to make them complete. At first they only watch the mortals enjoying their lives, but soon the jealousy grows and the need to feel that life force results in them sucking it from their surroundings.

Vaguely humanoid in shape, the Shade is a thing of shadows and so cannot stand high concentrations of either life or light. Thus they are found in wild, abandoned places awaiting those unfortunate enough to wander across their path.



### SHADE

RANK	SIZE
ORDINARY	TYPICAL

#### ABILITIES (FOCUSES)

-2	COMMUNICATION
1	CONSTITUTION
0	CUNNING
3	DEXTERITY (STEALTH)
2	MAGIC
1	PERCEPTION (LIFE)
-2	STRENGTH
3	WILLPOWER

#### COMBAT RATINGS

SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	23	13	0

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
BASH (HOOVES)	-2	2D6-2

#### SPELLCASTER

SPELLPOWER	MANA
12	26

#### FAVOURIED STUNTS

KNOCK PRONE.

#### SPECIAL RULES

**INCORPOREAL, FEAR (9), VULNERABLE (SPIRIT)**

**SPELLS:** *Drain Life, Misdirection Hex, Weakness.*

**SLAM:** *The Shade uses ethereal force to slam into its opponent. When using the Knock Prone Stunt the target suffers 1D6 penetrating damage.*

**GREATER SHADE:** *A Greater Shade is a more powerful and dangerous opponent. Greater Shades will be 1 Rank higher than their minions and gain the following additional spells: Horror, Mind Blast.*

**AURA OF WEAKNESS:** *(Greater Shade only). Any enemy adjacent to the Greater Shade suffers the effects of the Weakness spell with no resistance possible. This effect will only disappear once the Greater Shade is dead.*



## TRUE DEMONS

The strength of the Demonic Aspects depends in part upon power of the emotion from which they formed. While Rage can be a fiery heat, it can also be short-lived, and thus the Rage Demon is considered to be the bottom of the hierarchy. Sloth Demons (which are definitely not as passive as their name suggests) are of the next highest rank, with Desire Demons just above them. The placement of the Hunger Demon is more difficult as they have similar traits to the first three. There is no doubt though that the most powerful Demons are those created by Pride.

Of course it should be noted that there are greater and lesser Demons of each aspect so this ranking system is not absolute.

There is something about the Dwarves and the lands they inhabit that seems inhospitable to Demons; there are multiple theories to account for this. It is sufficient to say that they are unlikely to be found therein, however examples have been sighted in the Deep Roads below Orzammar.

**DEMONIC:** As creatures of the Fade, Demons have a peculiar presence in the mortal world. The following are rules and stunts unique to them.

*The Unholy Family-*

*I pray to the Maker I shall never encounter these.*

Demons ignore the effects of Fear, terrain, weather and Fatigue. Substitute your Magic score for Strength or Perception when rolling damage against a Demonic creature, unless your weapon is magical (from any source).

Demons use any means at their disposal to gain control of a mortal's mind. The more intelligent the Demon, the more ways it can attempt this. As such the following may only be attempted using one of the Communication Focuses the Demon has. These represent the ways a Demon can ensnare mortals, so circumstances need to fit the context of the Focus. Etiquette wouldn't work on a peasant for example. The appropriateness of this ability is up to the GM.

This is an Opposed, Advanced test pitting the appropriate Communication Focus vs the target's Willpower (Self Discipline) with a Hard (20) Threshold (test is 1 hour). These tests do not have to be consecutive, allowing for a long struggle and great roleplaying (and/or find a cure). The first to 20 wins either complete control or freedom. If the Demon's score is higher than the target's they will gain some influence over their actions, increasing as they get closer to 20.

**DRAINING AURA:** This stunt costs 4 SP. All enemies within a 4 yard radius of the Demon take 1D6 penetrating damage as the Demon sucks out their life essence.

**DRAINING TOUCH:** The touch of the Demon drains the target of life energy. It inflicts 1D6 Penetrating damage whenever it affects a target with a Stunt in melee.



## DEMON, RAGE

Appearing to be composed of pure fire, the true form of a Rage Demon radiates both heat and menace. With eyes lit from within, the fiend glares at the world around it, always ready to send forth searing blasts of flame.

Even to approach a beast like this is to endure the very fires of rage. It burns all those around it while the Greater Demon is able to lash out with bolts of fire and generate firestorms to engulf whole areas.

Least of the Demonic aspects, Rage is the most unpredictable and volatile.



### DEMON, RAGE

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION (PROVOCATION)		
4	CONSTITUTION (STAMINA)		
0	CUNNING		
1	DEXTERITY		
2	MAGIC		
1	PERCEPTION (LIFE)		
4	STRENGTH (JUMPING, MIGHT, INTIMIDATION)		
4	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	32	11	2
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (HOOVES)	+4	2D6+4	
SPELLCASTER			
SPELLPOWER		MANA	
12		26	
FAVOURSED STUNTS			
KNOCK PRONE.			
SPECIAL RULES			
<b>DEMONIC, NATURAL ARMOUR, FEAR (15), IMMUNE (FIRE), DEFENCELESS (FROST)</b>			
<b>SPELLS:</b> <i>Flame Blast.</i>			
<b>AURA OF FIRE:</b> <i>Any enemy adjacent to the Rage Demon takes 1D3+Magic Pierce Armour Fire damage every round.</i>			
<b>GREATER DEMON:</b> <i>A Greater Rage Demon is a more powerful and dangerous opponent. Greater Rage Demons will be 1 Rank higher than their minions and gain the following additional spells: Fire Ball, Inferno.</i>			



## DEMON, HUNGER

Categorising and ranking a Hunger Demon is problematic. They are one of the most common demons to be found possessing and animating the undead, but far less likely to be encountered in their true form. Their hunger for the experiences of the mortal world drives them through the Veil. Once through they must regain their strength by feeding, and this is where many, in their haste, get trapped within a dead host. An unbound hunger Demon has the power to draw energy from all life forms around it, and with a plentiful supply can grow in power to rival Demons that were once of higher rank.

### DEMON, HUNGER

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION (COERCION, PERSUASION)		
2	CONSTITUTION (RUNNING, STAMINA)		
1	CUNNING		
3	DEXTERITY		
3	MAGIC		
2	PERCEPTION (LIFE, TRACKING)		
0	STRENGTH		
4	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	26	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (PALTRY HOOVES)	0	1D6	
SPELLCASTER			
SPELLPOWER		MANA	
13		29	
FAVoured STUNTS			
DRAINING AURA.			
SPECIAL RULES			
<b>DEMONIC, FEAR (13)</b>			
<b>SPELLS:</b> <i>Drain Life, Weakness.</i>			
<b>AURA OF CRAVING:</b> <i>Any enemy adjacent to the Hunger Demon loses 1D3 Health and gains that amount in Fatigue with no resistance possible.</i>			
<b>GREATER DEMON:</b> <i>A Greater Hunger Demon is a more powerful and dangerous opponent. Greater Hunger Demons will be 1 Rank higher than their minions and gain the following additional spells: Daze, Paralysis.</i>			



*Their Hunger is insatiable...*

## DEMON, SLOTH

A Sloth Demon is never to be underestimated: It is not, as one might assume, either Slothful nor careless. If such a Demon behaved as it is named, we should never encounter one on this side of the Veil.

This kind of demon feeds upon the slothful aspects of mortal psyche which Entropy, Apathy and Doubt. The Sloth Demon is master of shapes and forms, able to disguise it's appearance and appear from the last place you would expect. From its hidden location it spreads its influence and increases its dominion.

Most insidious of the Demonic aspects, Sloth is the most tenacious and two-faced, and like all Demons there are both lesser and greater versions.

*Beware the disguises these demons hide behind.*



### DEMON, SLOTH

RANK	SIZE
VETERAN	TYPICAL

#### ABILITIES (FOCUSES)

3	COMMUNICATION (DECEPTION, DISGUISE, PERSUASION)
3	CONSTITUTION (STAMINA)
4	CUNNING (ARCANE LORE)
1	DEXTERITY
5	MAGIC (ENTROPY, SPIRIT)
3	PERCEPTION (LIFE, SEARCHING)
2	STRENGTH
6	WILLPOWER (MORALE, SELF DISCIPLINE)

#### COMBAT RATINGS

SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	62	11	0

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
BASH (PALTRY HOOVES)	+2	1D6+2

#### SPELLCASTER

SPELLPOWER	MANA
15	78

#### FAVOURIED STUNTS

DRAINING AURA AND SEIZE THE INITIATIVE.

#### SPECIAL RULES

**DEMONIC, FEAR (15)**

**SPELLS:** Choose any 6.

**DECEIVER:** As a Major Action a Sloth Demon may change shape into any creature or Demon of equal rank or lower and any size except Enormous. This expends 8 MP for a Paltry creature, 16 for Typical and 24 for Large. The Demon receives all the creature's special rules, weapons, Speed, Defence as well as their Con, Dex, Per, and Str attributes and attendant Focuses. Whilst in another form it cannot use its own spells or Focuses from Attributes that have been replaced. The Demon may still use this ability whilst in another form (until it runs out of Mana).

**GREATER DEMON:** A Greater Sloth Demon is a deadly foe. Greater Sloth Demons will be 1 Rank higher than their minions (so receive an additional 3 Spells).



## DEMON, DESIRE

The Desire Demon is one of the most deadly and devious threats from beyond the Veil: For what mortal would not think twice about giving in to his heart's desire?

While most perceptions of a Desire Demon involve lust, seduction, sexual pleasure and depravity resulting in death or total possession, this is not the limit of the manifestation. For a Desire Demon will also offer other desires as bait: wealth, power, beauty and success to name but a few.

Desire Demons are most often those behind a mage's downfall, the temptation of one bound by so many rules is often the easiest when taken in small steps.

The steps of seduction may be so small that they are taken unknowingly; the Desire demon works by illusion and deception rather than outright mind control. It has been noted that these demons appear to take great pains to lay their traps and ensnare their victims completely; revelling in more pleasure as a result of a more elaborate scheme. This egotistical behaviour can occasionally be their undoing as a plot too elaborate is prone to become unravelled and the Demon's self confidence instead becomes it's weakness.



## DEMON, DESIRE

RANK		SIZE	
VETERAN		TYPICAL	
ABILITIES (FOCUSES)			
5	COMMUNICATION (DECEPTION, ETIQUETTE, PERSUASION, SEDUCTION)		
1	CONSTITUTION		
6	CUNNING (ARCANE LORE)		
5	DEXTERITY (ACROBATICS, INITIATIVE, STEALTH)		
6	MAGIC (ENTROPY, SPIRIT, PRIMAL)		
5	PERCEPTION (EMPATHY, LIFE, SEARCHING)		
1	STRENGTH		
7	WILLPOWER (MORALE, SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	46	15	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (PALTRY HOOVES)	+1	1D6+1	
SPELLCASTER			
SPELLPOWER		MANA	
16		86	
FAVOURSED STUNTS			
DISARM AND SEIZE THE INITIATIVE.			
SPECIAL RULES			
<b>DEMONIC</b>			
<b>SPELLS:</b> Choose any 6.			
<b>AURA OF DISTRACTION:</b> Any enemy within 4 yards of the Desire Demon suffer -2 Defence with no resistance possible.			
<b>SCREAM:</b> TN 14.			
<b>GREATER DEMON:</b> A Greater Desire Demon is an insidious enemy. Greater Desire Demons will 1 Rank higher than their minions (so receive an additional 3 Spells).			

If a Demon were to be guilty of a mortal emotion, pride would be an essential part of a Desire Demon. If one does not consider one's self worthy then they cannot expect to obtain anything that they desire.

It is perhaps a shame that Demons do not prey more upon one another, as they would consume each other in an endless circle: Rage fuelling Hunger, Hunger Desires more, Desire breeds Pride, Pride creates Rage and so on.

## DEMON, PRIDE

The Pride Demon is the most powerful in the hierarchy, and is a terror to behold in its true form. It can attack with bolts of ice and fire, two opposite elemental forces used together to devastating effect.

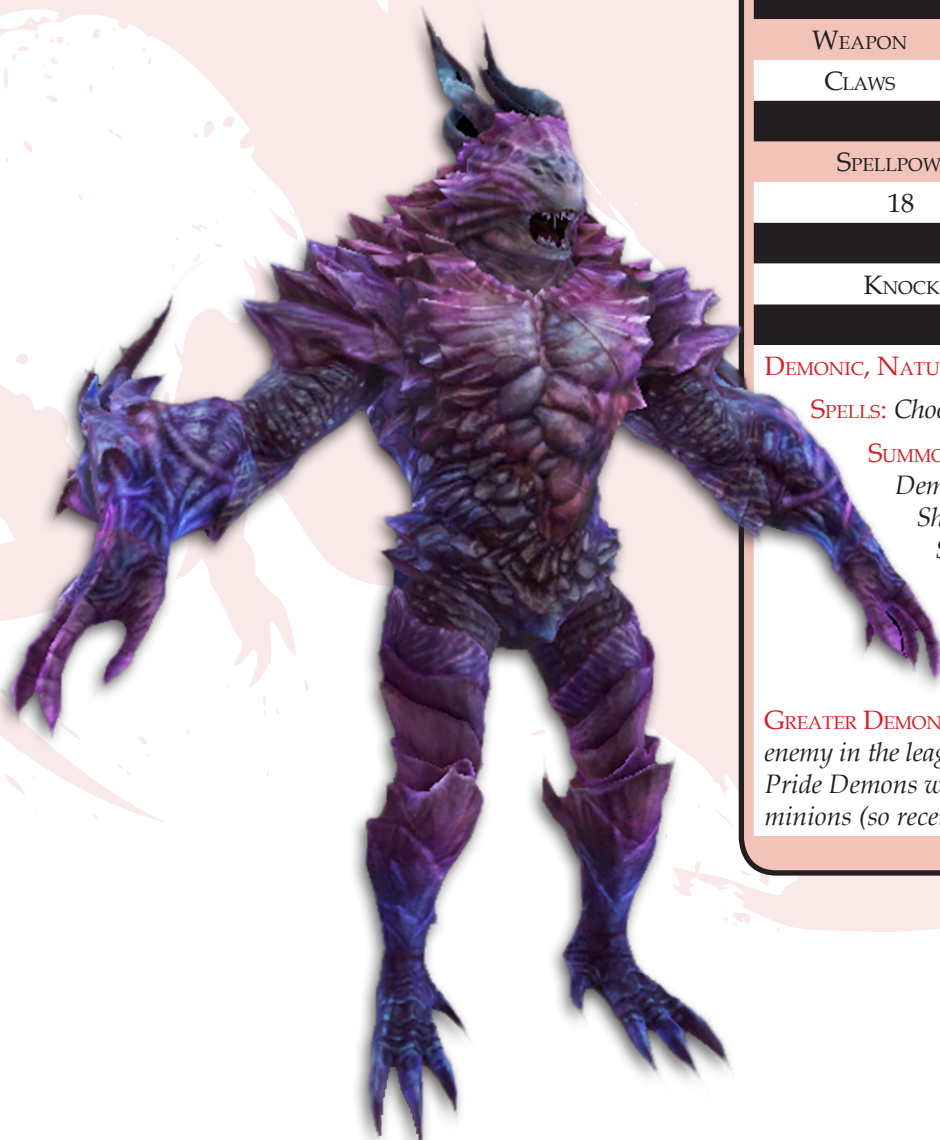
The magical fires of a Pride Demon will combust anything, reducing even stout metals and Dragonbone to cinders. The freezing effects of ice bind an opponent in place so that they are unable to evade any following attacks. As is their offensive capabilities were not sufficient, the Pride Demon is able to render itself immune to magic for short periods and dispel enchantments that are cast upon them, or that bolster their opponents.

The Pride Demon is direct in its actions, leading from the front and using its command presence to over shadow the abilities of any other force within it's domain. Lesser Demons are bound to do its bidding and may be sent in waves to soften an opponent up before their master steps in to finish things off and gloat over the trampled bodies of its foes.

Be ever watchful of your thoughts and successes lest you in turn become a victim of pride.

### DEMON, PRIDE

RANK	SIZE		
ELITE	LARGE		
ABILITIES (FOCUSES)			
4	COMMUNICATION (BARGAINING, COERCION, DECEPTION, LEADERSHIP, PERSUASION)		
7	CONSTITUTION (STAMINA)		
8	CUNNING (ARCANE LORE, CULTURAL LORE, HISTORICAL LORE, RELIGIOUS LORE)		
2	DEXTERITY (INITIATIVE)		
8	MAGIC (BATTLE MAGE, CREATION, ENTROPY, SPIRIT, PRIMAL)		
4	PERCEPTION (EMPATHY, LIFE, SEARCHING)		
8	STRENGTH (INTIMIDATION, MIGHT)		
8	WILLPOWER (FAITH, MORALE, SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
17	177	12	6
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
CLAWS	+8	3D6+8	
SPELLCASTER			
SPELLPOWER		MANA	
18		159	
FAVOURIED STUNTS			
KNOCK PRONE AND MIGHTY BLOW.			
SPECIAL RULES			
<b>DEMONIC, NATURAL ARMOUR, FEAR (19)</b>			
<b>SPELLS:</b> Choose any 9.			
<b>SUMMON MINIONS:</b> As a Stunt the Pride Demon can summon Lesser Demons (or Shades) to do it's bidding. This costs 4 SP and allows the Demon to summon two Ordinary Rank Demons or one Veteran Rank Demon. It costs 1 SP less if summoning into a host body (dead).			
<b>GREATER DEMON:</b> A Greater Pride Demon is a horrific enemy in the league of the mightiest dragons. Greater Pride Demons will be 1 Rank higher than their minions (so receive an additional 3 Spells).			





## POSSESSED

Demons desire life although they do not understand what it is. They pull the living across the Veil when they sleep and prey on their psyche with nightmares. Whenever they can, they cross the Veil into our world to possess it outright. Some have the strength to exist on their own; the remainder possess any host they can, living or otherwise, often unable to distinguish between them and eager for any "life" beyond the veil. The Chantry's custom of burning the dead may be aimed at preventing possession of the recently deceased.

**HOWLING MADNESS:** *The Demons that inhabit Corpses are insane. They lose all sense of self and can barely grasp the energy they normally wield. Anything with this rule automatically passes any Willpower (Morale) test it is required to take, is immune to Fear and uses special Stunts instead of Magic.*



## ABOMINATION

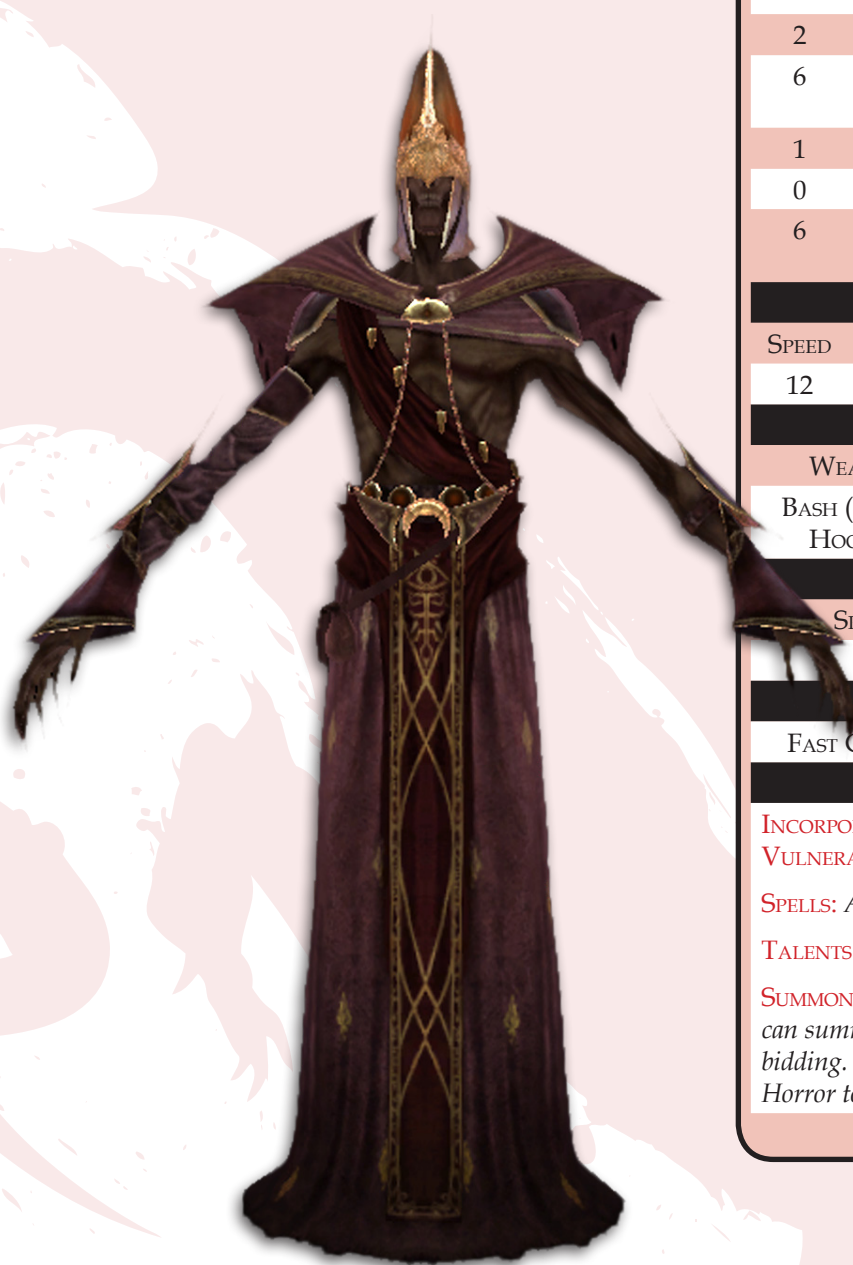
A mage's connection to the Fade creates a desirable and easy target for a Demon. The power of the resultant Abomination depends entirely on the power of the demon not the mage. No two Demons are alike, and each may have unique powers.

### ABOMINATION

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
2	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
2	CUNNING (ARCANE LORE, ANY 3)		
3	DEXTERITY		
4	MAGIC (ANY 2)		
1	PERCEPTION		
3	STRENGTH (CLAWS, INTIMIDATION)		
4	WILLPOWER (SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	32	13	5
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+5	1D6+3	
SPELLCASTER			
SPELLPOWER		MANA	
14		32	
FAVOURIED STUNTS			
FAST CASTING, MIGHTY BLOW, MIGHTY SPELL			
SPECIAL RULES			
NATURAL ARMOUR, FEAR (11), RESISTANT (FROST, POISON)			
SPELLS: Any 3 (in addition to those of the Demon).			
TALENTS: Any two Magic Schools (Journeyman).			
ABOMINATION FORM: Abominations take on the abilities of the Demon possessing them. Apply the Special Rules from the controlling Demon to the Abomination.			

## ARCANE HORROR

The powerful Arcane Horror is the result of a Pride Demon possessing the body of a dead mage. They may appear to have little substance, but this is a deception. They are exceptionally strong and aggressive creatures, that have all the spellcasting abilities of the dead mage they have possessed, but may also have the power to animate, command and heal other corpses in their vicinity.



### ARCANE HORROR

RANK	SIZE		
VETERAN	TYPICAL		
ABILITIES (FOCUSES)			
2	COMMUNICATION (BARGAINING, COERCION, DECEPTION, LEADERSHIP, PERSUASION)		
4	CONSTITUTION (STAMINA)		
5	CUNNING (ARCANE LORE, CULTURAL LORE, HISTORICAL LORE, RELIGIOUS LORE)		
2	DEXTERITY (INITIATIVE)		
6	MAGIC (BATTLE MAGE, CREATION, ENTROPY, SPIRIT, PRIMAL)		
1	PERCEPTION (EMPATHY, LIFE, SEARCHING)		
0	STRENGTH		
6	WILLPOWER (FAITH, MORALE, SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
12	70	12	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (PALTRY HOOVES)	0	1D6	
SPELLCASTER			
SPELLPOWER		MANA	
16		86	
FAVoured STUNTS			
FAST CASTING, MIGHTY SPELL, SKILLFUL CASTING			
SPECIAL RULES			
INCORPOREAL, FEAR (15), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)			
SPELLS: Any 12.			
TALENTS: Any three Magic Schools (Journeyman).			
SUMMON MINIONS: As a Stunt the Arcane Horror can summon Ordinary Shades/Possessed to do its bidding. This costs 4 SP and allows the Arcane Horror to summon 1D3 Corpses or 1D3 Skeletons.			



## CORPSES

Areas where there have been a large number of deaths (especially if they were horrific) are where the veil is thinnest. Demons take advantage of this weakness and cross-over in to our world. Most possessed are found at the sites of ancient battles or in the aftermath of a terrible tragedy like plague.

For the Demons who reach out for life this is a terrible irony, as they can cross more easily, but find themselves with only the broken shell of a Corpse rather than the vibrant living host that they wished for. Their fury and hunger knows no bounds as they are trapped as securely as if they were still in the Fade, but tantalisingly closer to that which they covet. This drives the Demon within the Corpse into madness. Rage, Hunger and occasionally Sloth are most likely to animate Corpses, stronger Demons create Revenants instead.



## DEVOURING CORPSE

A Hunger Demon is rarely encountered outside a host form, as their desire to feed draws them swiftly to a body, living or dead.

The Devouring Corpse is the most commonly encountered form of this Demon. Yet this host will not satisfy the Demon for long, instead serving only to provide a tantalising taste and drive it onwards in the search for more sustenance.

### CORPSE, DEVOURING (HUNGER)

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2	COMMUNICATION		
4	CONSTITUTION (STAMINA)		
0	CUNNING		
0	DEXTERITY		
2	MAGIC		
0	PERCEPTION		
3	STRENGTH (CLAWS, INTIMIDATION)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	32	10	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+5	1D6+3	
FAVOURD STUNTS			
DRAIN LIFE.			
SPECIAL RULES			
<b>HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>DRAIN LIFE:</b> <i>Devouring Corpses will instinctively attempt to draw the life out of anything nearby. This is a special stunt for 3 SP and counts as casting the Drain Life Spell (SP12).</i>			

## ENRAGED CORPSE

An Enraged Corpse is possessed by a Rage Demon recently escaped through the Veil. It is motivated even more by the frustration of being within a dead body rather than the living being it craved. This serves to infuriate the Demon with in which subsequently turns all its effort into exacting revenge on any living beings that enter its domain.

Although a clumsy unarmed opponent, and Enraged Corpse has the ability to throttle a victim with a vice-like grip .



### CORPSE, ENRAGED (RAGE)

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
4		CONSTITUTION (STAMINA)	
-1		CUNNING	
2		DEXTERITY	
2		MAGIC	
0		PERCEPTION	
4		STRENGTH (CLAWS, INTIMIDATION)	
2		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
12	32	12	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+6	1D6+4	
FAVOURIED STUNTS			
STRANGLE.			
SPECIAL RULES			
<b>HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>STRANGLE:</b> <i>Rage Demons are so incoherent when they possess a corpse they cannot even tap into their fiery nature. Instead they just attempt to throttle anything in reach. This is a special stunt for 3 SP. The victim immediately takes 1D6 penetrating damage. Once the Strangle is started the Corpse will continue performing it as a Major Action with the target taking 1D6 penetrating damage every round unless they can win an opposed Strength (Might) test to break free.</i>			

## SHAMBLING CORPSE

It can be hard to escape a Shambling Corpse, their erratic movement distracting from their draining presence. Getting too close to one of these undead creatures will often result in it lashing out with a debilitating effect to slow the target down.

The Shambling Corpse is particularly persistent, and will pursue a victim relentlessly, unless the corpse is utterly destroyed. These undead have even been known to drag themselves in pursuit even after their legs have been removed.



### CORPSE, SHAMBLING (SLOTH)

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-1		COMMUNICATION	
4		CONSTITUTION (STAMINA)	
1		CUNNING	
-1		DEXTERITY	
3		MAGIC	
1		PERCEPTION	
3		STRENGTH (CLAWS, INTIMIDATION)	
2		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
9	32	9	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+5	1D6+3	
FAVOURD STUNTS			
WEAKNESS.			
SPECIAL RULES			
<b>HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>WEAKNESS:</b> Shambling Corpses sap the vitality from those that get too close. This is a special stunt for 3 SP and counts as casting the Weakness Spell (SP13).			

*Don't let your guard down  
- they can move as swiftly on  
their hands as on their feet!*



## REVENANT

When a demon of Pride or Desire possesses a corpse it is usually not of an ordinary mortal. The resulting Revenant retains much of it's former knowledge and this is combined with the Demon's powers to create a formidable opponent.

Often wielding weapons and armour beyond normal quality the Revenant prefers to attack foes in Melee combat. Here the Revenant can use it's magical abilities to manipulate the flow of battle, and allow it to attack the target of it's choosing while ignoring others momentarily. The Revenant requires careful tactics to engage although avoidance might be a better tactic if at all possible.

The strength and ethereal force of a Revenant means that it is capable of sweeping an attack through multiple opponents. The Pull is perhaps the most devastating of it's abilities: careful placement falls into disarray when your warriors are ignored and vulnerable mages are dragged screaming into melee combat.



### REVENANT

RANK		SIZE	
VETERAN		TYPICAL	
ABILITIES (FOCUSES)			
2	COMMUNICATION		
5	CONSTITUTION (STAMINA)		
2	CUNNING (MILITARY LORE)		
4	DEXTERITY (INITIATIVE, LIGHT BLADES)		
4	MAGIC (ENTROPY, SPIRIT)		
3	PERCEPTION		
6	STRENGTH (AXES, CLAWS, HEAVY BLADES, INTIMIDATION, MIGHT, SPEARS)		
7	WILLPOWER (MORALE, SELF DISCIPLINE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
14	78	14	2 + EQUIP.
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
CLAWS	+8	2D6+6	
SPELLCASTER			
SPELLPOWER	MANA		
14	70		
FAVoured STUNTS			
DUAL STRIKE AND MIGHTY BLOW			
SPECIAL RULES			
<b>REGENERATION, FEAR (17), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>CAN'T TOUCH THIS:</b> Such is the Revenant's aura that it has an AR of 2 plus the Armour it is wearing.			
<b>SPELLS:</b> Paralyse, Pull, Mass Pull.			
<b>AURA OF WEAKNESS:</b> Any enemy adjacent to the Revenant suffers the effects of the Weakness spell with no resistance possible. This effect will only disappear once the Revenant is dead.			
<b>TALENTS:</b> Armour Training (Journeyman), All five Melee Weapon Styles (Journeyman).			
<b>WEAPON GROUPS:</b> All Melee Weapon Groups.			
EQUIPMENT			
Any Heavy Armour, any Melee Weapons, any Shield.			

## SKELETON

The Skeleton is, like the Corpse, a dead body possessed by a Demon. The Skeleton has usually been possessed for longer and any remaining flesh has long since disintegrated leaving only bones and armour. The Demons are usually those of Rage and Hunger, but occasionally a Sloth Demon will also possess a skeleton.

If the skeleton belonged to a warrior originally armed and armoured, then the animated dead retain that equipment and are capable of using it in battle. Their ferocity drives them to attack any living being that crosses their path until they are victorious, or smashed to pieces. An unarmed, or disarmed Skeleton will continue to attack with any means possible including wielding their own severed limbs or clawing with smashed fingers.

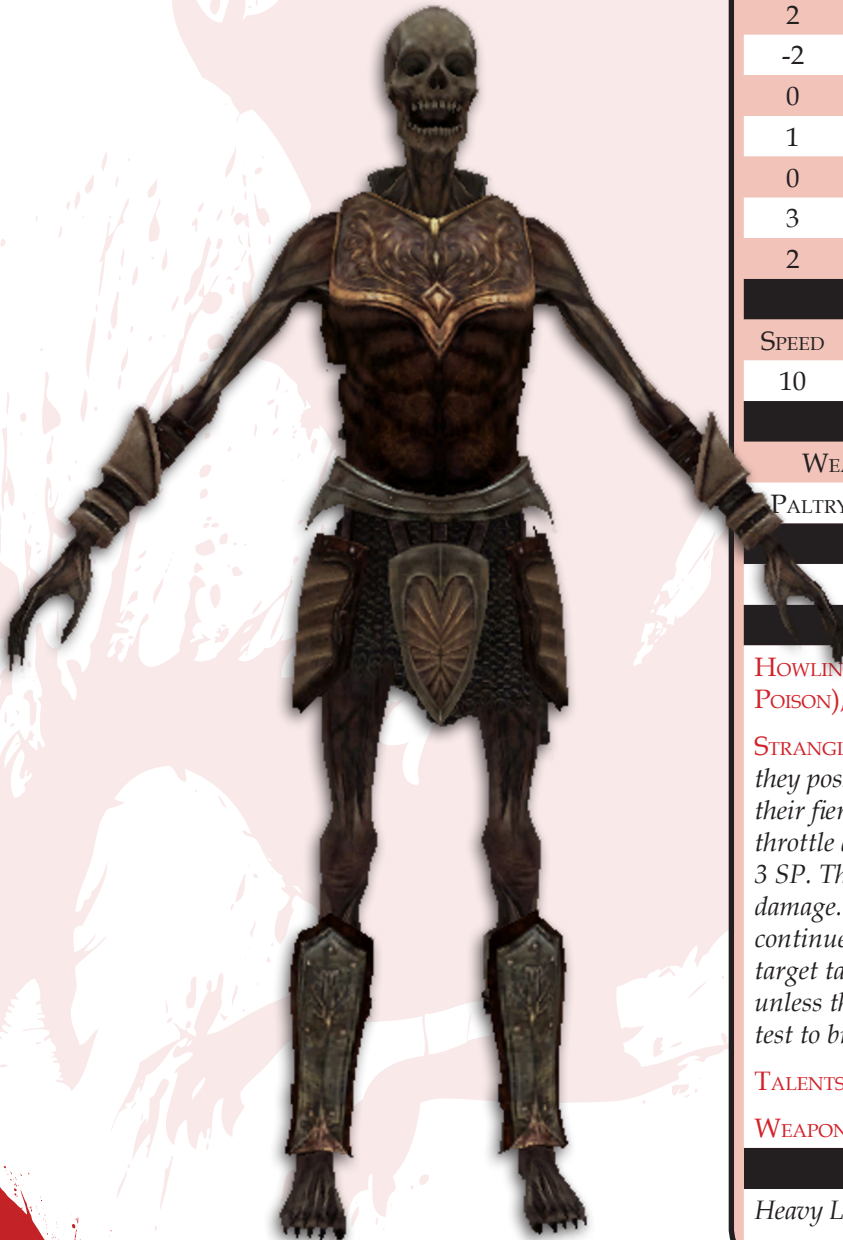
## ENRAGED SKELETON

Like an Enraged Corpse, when a Rage Demon possesses a skeleton it retains little but the fury that drives it to kill.

Without even the wits to wield a weapon more complicated than a club, it will most likely take the hands-on approach to the slaughter of it's victims.

### SKELETON, ENRAGED (RAGE)

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
2		CONSTITUTION (STAMINA)	
-2		CUNNING	
0		DEXTERITY	
1		MAGIC	
0		PERCEPTION	
3		STRENGTH (CLAWS)	
2		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	26	10	4
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+5	1D6+3	
FAVOURIED STUNTS			
STRANGLE.			
SPECIAL RULES			
<b>HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>STRANGLE:</b> Rage Demons are so incoherent when they possess a skeleton they cannot even tap into their fiery nature. Instead they just attempt to throttle anything in reach. This is a special stunt for 3 SP. The victim immediately takes 1D6 penetrating damage. Once the Strangle is started the Corpse will continue performing it as a Major Action with the target taking 1D6 penetrating damage every round unless they can win an opposed Strength (Might) test to break free.			
<b>TALENTS:</b> Armour Training (Novice).			
<b>WEAPON GROUPS:</b> Bludgeons.			
EQUIPMENT			
Heavy Leathers. May carry clubs.			



## FANGED SKELETON

A Fanged Skeleton is driven by a Hunger Demon powerful enough to warp the bones of it's host, causing their teeth to elongate and sharpen. They retain more sense than other undead and have the ability to seek out a weapon if they are disarmed.

Through their demonic abilities, a Fanged Skeleton is able to draw sustenance from its victims. Due to their insanity however, this, like their other actions, is an erratic process.

### SKELETON, FANGED (HUNGER)

RANK	SIZE
ORDINARY	TYPICAL
ABILITIES (FOCUSES)	
-2	COMMUNICATION
2	CONSTITUTION (STAMINA)
0	CUNNING
1	DEXTERITY (LIGHT BLADES)
1	MAGIC
0	PERCEPTION
2	STRENGTH (AXES, CLAWS, HEAVY BLADES, SPEARS)
2	WILLPOWER

#### COMBAT RATINGS

SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	26	11	5

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
PALTRY CLAWS	+4	1D6+2

#### FAVOURED STUNTS

DRAIN LIFE AND KNOCK PRONE.

#### SPECIAL RULES

**HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)**

**DRAIN LIFE:** *Devouring Corpses will instinctively attempt to draw the life out of anything nearby. This is a special stunt for 3 SP and counts as casting the Drain Life Spell (SP11).*

**TALENTS:** *Armour Training (Novice), Dual Weapon Style (Novice) and Weapon and Shield Style (Novice).*

**WEAPON GROUPS:** *Axes, Heavy Blades, Light Blades, Spears.*

#### EQUIPMENT

*Light Chain, Single hand weapon and Shield or two hand weapons.*





## SHAMBLING SKELETON

As Sloth is far more powerful than its brothers Rage and Hunger, it is able to rekindle more of a corpse's abilities.

The Shambling Skeleton is invariably the most heavily armed and armoured, carrying great two handed swords and wearing heavy chain. Some prefer to use bows at range instead. Along with the skills extracted from the dead this produces a potent combination.

Despite these advantages the Demon is still crazed from confinement in an emotionless corpse and will lash out randomly with half remembered arcane abilities, sapping the strength from any enemies that get too close.



### SKELETON, SHAMBLING (SLOTH)

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
2		CONSTITUTION (STAMINA)	
1		CUNNING	
1		DEXTERITY (LIGHT BLADES)	
2		MAGIC	
1		PERCEPTION	
3		STRENGTH (AXES, CLAWS, HEAVY BLADES, SPEARS)	
2		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	26	11	7
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
PALTRY CLAWS	+4	1D6+2	
FAVoured STUNTS			
KNOCK PRONE AND MIGHTY BLOW.			
SPECIAL RULES			
<b>HOWLING MADNESS, FEAR (9), IMMUNE (FATIGUE, POISON), VULNERABLE (FIRE), RESISTANT (FROST)</b>			
<b>WEAKNESS:</b> Shambling Corpses sap the vitality from those that get too close. This is a special stunt for 3 SP and counts as casting the Weakness Spell (SP11).			
<b>TALENTS:</b> Armour Training (Journeyman), Archery Style (Journeyman) and Two-Hander Style (Journeyman).			
<b>WEAPON GROUPS:</b> Axes, Bows, Heavy Blades, Light Blades, Spears.			
EQUIPMENT			
Heavy Chain, Two hand weapon or Bow.			

## OTHER SPIRITS

We have very little evidence of benevolent spirits from the Fade, perhaps because they are rare, or perhaps they are less inclined to encroach upon the mortal world. In slightly greater number we see spirits or Demons in non-humanoid forms, although their numbers are slight when compared to the other possessed. There are also the Spirits of dead mortals that haunt the ground of their death, often mindlessly attacking anything that comes within reach.

## UNQUIET SPIRIT

Sometimes, when their death is traumatic or the veil is thin, a mortal's spirit will remain in the real world. These ghostly apparitions wander the place of death reenacting their last living actions over and over again.

If their death was particularly brutal they may instinctively lash out at anything entering their territory in a vain defence of something long dead. Given the protracted and bloody war that is Dwarven history it is not surprising that many Spirits can be found haunting lost Thaigs. There, in the bowels of the earth they relive the last hours of their deaths at the hands of the Darkspawn.

Due to their incorporeal nature Spirits are very hard to kill as blades and weapons pass straight through their bodies. Only magical energies can disrupt their form, hopefully sending them to a more peaceful rest.

### UNQUIET SPIRIT, VARIOUS

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION		
3	CONSTITUTION		
0	CUNNING		
3	DEXTERITY		
3	MAGIC		
2	PERCEPTION (LIFE)		
0	STRENGTH		
5	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	29	13	0
ATTACKS			
WEAPON		ATTACK ROLL	DAMAGE
SPIRIT BLADES		+3	2D6+3
KNOCK PRONE.			
SPECIAL RULES			
INCORPOREAL, IMMUNE (FATIGUE, FEAR), VULNERABLE (SPIRIT), FEAR (7)			
SPIRIT BLADES: Spirits use ethereal re-creations of their mortal weapons. These use Magic for Hit and Damage rolls and cause Penetrating Spirit Damage.			



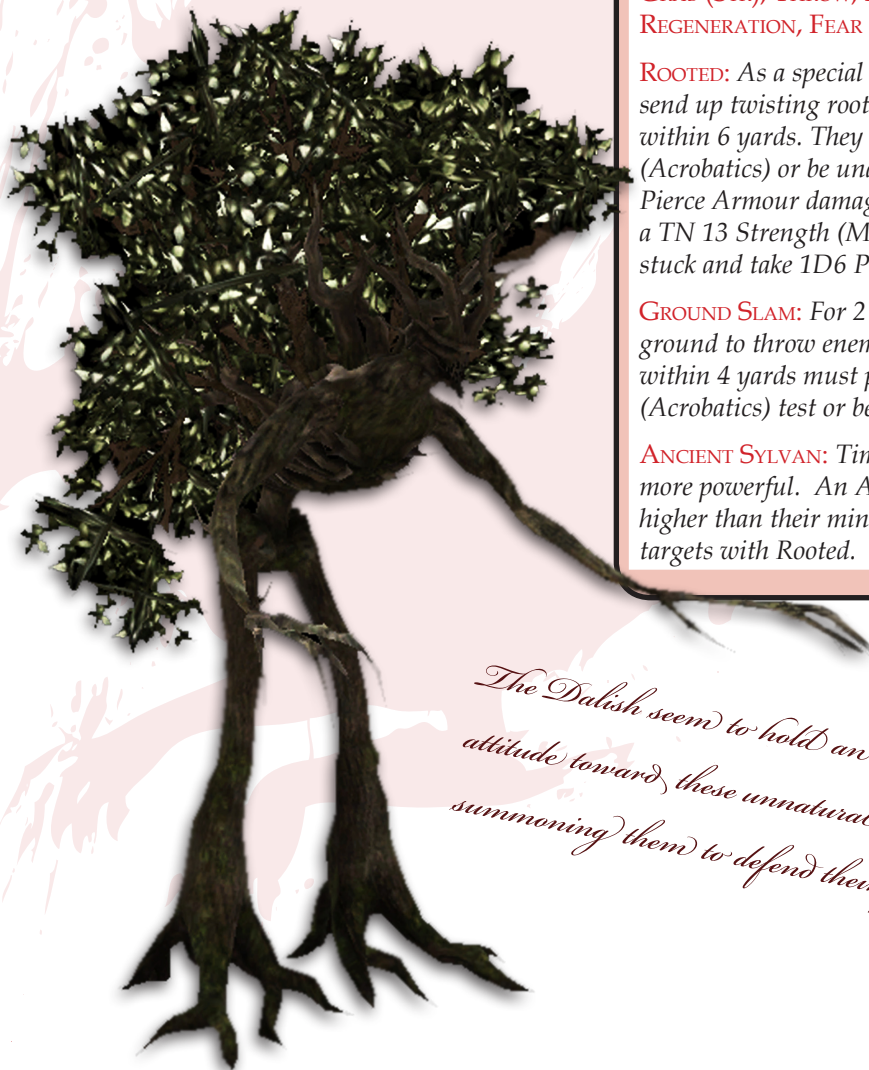
*It is a truly sad sight to see the souls of such fine warriors left drifting in an eternal state of unrest. Surely the Maker would not let such things pass...*

## SYLVAN

Usually only Rage Demons are hasty enough to possess a tree. These then spend many long years twisting and shaping their host until it becomes a moveable Sylvan. With long branching arms and trunk-like legs the Sylvan is capable of blending in with other trees or moving to a more desirable location.

This creature is a powerful force, able to withstand the mighty storms of both weather and time; mere mortals are but insects to be swatted and exterminated. Wild Sylvans tend to remain hidden in ambush, undetectable until they sense a life form within their reach; one that sparks their rage at not being in their possession.

Other, more intelligent, spirits have also been known to become Sylvans, and are generally much less violent, but these are rare.



*The Dalish seem to hold an ambivalent attitude toward these unnatural creatures, oft times summoning them to defend their people.*

## SYLVAN

RANK		SIZE	
VETERAN		LARGE	
ABILITIES (FOCUSES)			
0		COMMUNICATION	
7		CONSTITUTION (STAMINA)	
0		CUNNING	
-2		DEXTERITY (THROW)	
1		MAGIC	
0		PERCEPTION (LIFE, SMELLING)	
8		STRENGTH (INTIMIDATION, MIGHT)	
3		WILLPOWER (COURAGE, MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	115	8	6
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (HOOVES)	+8	3D6+8	
FAVoured STUNTS			
GROUND SLAM AND MIGHTY BLOW.			
SPECIAL RULES			
<b>GRAB (STR), THROW, NATURAL ARMOUR, REGENERATION, FEAR (13), DEFENCELESS (FIRE)</b>			
<b>ROOTED:</b> As a special stunt for 2 SP, the Sylvan may send up twisting roots to ensnare up to two targets within 6 yards. They must take a TN13 Dexterity (Acrobatics) or be unable to move and suffer 1D6 Pierce Armour damage. Every round they must pass a TN 13 Strength (Might) to break free or remain stuck and take 1D6 Pierce Armour damage.			
<b>GROUND SLAM:</b> For 2 SP the Sylvan may slam the ground to throw enemies off their feet. All creatures within 4 yards must pass a TN 13 Dexterity (Acrobatics) test or be Knocked Prone.			
<b>ANCIENT SYLVAN:</b> Time allows the Sylvan to become more powerful. An Ancient Sylvan will be 1 Rank higher than their minions and can ensnare up to four targets with Rooted.			



## WEREWOLF

The Werewolf is a beast of legend made more terrible as it is not pure fiction. Wolves possessed and twisted by Rage Demons take on a humanoid shape in a terrible mockery of that which the Demon truly covets. The Rage Demon makes the most of the original wolf's characteristics giving their new Werewolf host Superb speed, rending strength and blind fury.

It is said that the bite of the Werewolf can spread the curse to others, infecting them so that they are also transformed. Perhaps the very thought of being doomed in this manner opens the unfortunate up to possession in turn, or perhaps there is some other force, similar to the blight taint, at work here. There are conflicting reports of the triggers of these cursed victims, some say that they cannot control their transformations, while others say that the cycles of the moon are involved, or that the transformation can be done at a whim. It is most likely that all these have been true on occasion.

There were recent rumours of Werewolves in the Brecelean Forest, but it has not been confirmed if these are true, or if they pose a threat to travellers in the vicinity.

During the Black Age a crusade was mounted to eliminate the threat posed by the Werewolf, and their numbers have not ever risen to problematic proportions since then. Occasionally a pack is reported in some remote location, but by the time any offensive action is taken there are usually little traces remaining. This leads one to wonder if perhaps there is more to the intelligence of these beasts than has been previously credited.



*Word just received that a pack of Werewolves has been sighted in the North and that they appear to be infected with the Blight Taint.*

*- This is extremely worrying.*

### WEREWOLF

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
1	COMMUNICATION		
4	CONSTITUTION (STAMINA, RUNNING)		
0	CUNNING		
4	DEXTERITY (STEALTH, BITE, SPEED)		
-1	MAGIC		
4	PERCEPTION (HEARING, SMELLING)		
5	STRENGTH (CLAWS, MIGHT)		
2	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
16	32	14	2
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+7	1D6+7	
CLAWS	+7	2D6+7	
FAVoured STUNTS			
KNOCK PRONE AND OVERWHELM.			
SPECIAL RULES			
<b>PACK TACTICS, RENDING, NATURAL ARMOUR, FEAR (11), VULNERABLE (FROST)</b>			
<b>OVERWHELM:</b> A Werewolf may, as part of a Knock Prone Stunt, make a Bite attack on the target. Subsequent doubles do not count.			
<b>RABID BITE:</b> A Werewolf bite may be toxic and carries the risk of spreading the curse. Although not debilitating at the time, the victim may suffer later effects if the wound is not treated and cleaned correctly, or they receive magical healing. There is no known antidote if the bite was cursed and the infection has had time to spread.			

## WISP

It is often forgotten that Demons vary greatly in power, and that some encroach lightly upon our world, still maintaining a strong link to the fade, while others possess a host as we have previously seen. Yet we occasionally see remnants, Wisps of what they once were - the faded remains of Demons who have lost their power, been unable to find a proper host or been vanquished, perhaps even by another demon. The Wisp is all that remains of the spirit's mind, still linked to the Fade, but capable only of one all-pervading thought - a hatred of all living things, of everything it can never be.

A Wisp is most likely to be encountered in the Fade, where it can do little against a mortal target, but will mindlessly attack regardless.

In our world they are most often encountered in areas of mist and shadows. Appearing as tantalising lights and luring the unwary into boggy ground to drown: Weary travellers mistaking them for lanterns and the promise of a warm shelter.

### WISP

RANK		SIZE	
ORDINARY		PALTRY	
ABILITIES (FOCUSES)			
-2		COMMUNICATION	
-1		CONSTITUTION (STAMINA, RUNNING)	
-2		CUNNING	
3		DEXTERITY	
1		MAGIC	
3		PERCEPTION (HEARING, SMELLING)	
-4		STRENGTH	
1		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
8	12	13	0
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
-	-	-	
SPELLCASTER			
SPELLPOWER		MANA	
11		23	
FAVOURSED STUNTS			
MIGHTY SPELL.			
SPECIAL RULES			
INCORPOREAL, IMMUNE (ELECTRICITY, POISON)			
SPELLS: Arcane Bolt, Shock.			



PART IV

# CONSTRUCTS.

AN IMITATION OF LIFE...



# GOLEMS

The Golem was once a crucial part of the defence of the subterranean Dwarf realm. Virtually all Golems have now been lost, used as a last resort weapon against the invading Darkspawn. The secret of creating more Golems has also vanished, with only a few tantalising references in the keeping of the Dwarf Shaperate.

## STONE GOLEM

The process of creating a Golem is said to involve more than just Lyrium, magic, enchantment and the construction of the shell. Recent rumours have reached our ears that once again the Dwarf smiths have been desperate enough to make an attempt at recreating the work of their Paragon Caradin... Their attempts met with dismal failure.

There are still a few remaining Golems outside of Orzammar, as many were sold to the Tevinter mages in centuries past.

The Golem is a construct with no will of it's own. It must follow the orders of anyone holding their Control Rod. Thus the Golem can be used as a weapon, crushing enemies, hurling them about, or throwing rocks into their midst in the manner of a conventional siege weapon.

It is strange that one would know more about a Darkspawn Ogre than is known about the abilities of a Golem. It is surmised that they have abilities on par with an ogre, with the added advantages of needing



### GOLEM, STONE

RANK		SIZE	
VETERAN		TYPICAL	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
8	CONSTITUTION (STAMINA)		
0	CUNNING		
3	DEXTERITY (THROW)		
1	MAGIC		
0	PERCEPTION		
6	STRENGTH (INTIMIDATION, MIGHT)		
5	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	102	13	8
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (LARGE HOOVES)	+6	3D6+6	
FAVOURIED STUNTS			
GROUND SLAM AND MIGHTY BLOW.			
SPECIAL RULES			
<b>NATURAL ARMOUR, THROW, FEAR (7), IMMUNE (FATIGUE, POISON)</b>			
<b>STALWART:</b> Gain +2 on ability tests to resist the effects of spells and other magical attacks and -2 to base movement.			
<b>AUTOMATON:</b> Golems are Immune to Fear and psychological effects. Their minds may still be used to oppose spells however. A Golem performs whatever actions the person that holds their control rod commands. Without a control rod a Golem becomes immobile and unresponsive.			
<b>GROUND SLAM:</b> For 2 SP the Golem may slam the ground to throw enemies off their feet. All creatures within 4 yards must pass a TN 13 Dexterity (Acrobatics) test or be Knocked Prone.			

*Perhaps there is a great deal more to these Golems! I have just heard of a Golem travelling through Ferelden, apparently operating without a Control Rod.*

## STEEL GOLEM

The pinnacle of Golem engineering, Caradin crafted many of these Steel Golem automata, designing indefatigable warriors to protect the Dwarven people from the destruction at their door. However over the years through battlefield attrition the Steel Golems have all but disappeared, a scant handful remaining.

The Steel Golem is stronger and more resilient than the average Golem. The armour plating that makes up their body is staggeringly thick, capable of taking the blows of an Ogre with little effort.

Incorporated into the armour are Lyrium runes that charge the Golem with electrical energy. The main advantage Steel Golems have over their stone brethren is the ability to use this energy as a weapon. They can direct the electricity outwards in all directions, burning and shocking everyone in range.

*I have heard a disturbing legend that the Paragon Caradin himself was turned into a Steel Golem by his king for some real or imagined slight..*  
*- The Horror!*



### GOLEM, STEEL

RANK	SIZE
VETERAN	TYPICAL

#### ABILITIES (FOCUSES)

0	COMMUNICATION
8	CONSTITUTION (STAMINA)
0	CUNNING
3	DEXTERITY (THROW)
2	MAGIC
1	PERCEPTION
7	STRENGTH (INTIMIDATION, MIGHT)
5	WILLPOWER

#### COMBAT RATINGS

SPEED	HEALTH	DEFENCE	ARMOUR RATING
11	102	13	10

#### ATTACKS

WEAPON	ATTACK ROLL	DAMAGE
BASH (LARGE HOOVES)	+7	3D6+7

#### FAVOURED STUNTS

LIGHTNING ARC AND MIGHTY BLOW.

#### SPECIAL RULES

**NATURAL ARMOUR, THROW, FEAR (7), RESISTANT (ELECTRICITY), IMMUNE (FATIGUE, POISON)**

**STALWART:** Gain +2 on ability tests to resist the effects of spells and other magical attacks and -2 to base movement.

**AUTOMATON:** Golems are Immune to Fear and psychological effects. Their minds may still be used to oppose spells however. A Golem performs whatever actions the person that holds their control rod commands. Without a control rod a Golem becomes immobile and unresponsive.

**GROUND SLAM:** For 2 SP the Golem may slam the ground to throw enemies off their feet. All creatures within 4 yards must pass a TN 13 Dexterity (Acrobatics) test or be Knocked Prone.

**LIGHTNING ARC:** Steel Golems can generate a lightning arc as a special Stunt for 3 SP. Any target within 4 yards of the Golem must make a Constitution (Stamina) test vs TN 13 or suffer 1D6+2 Penetrating Damage.



## INFERNO GOLEM

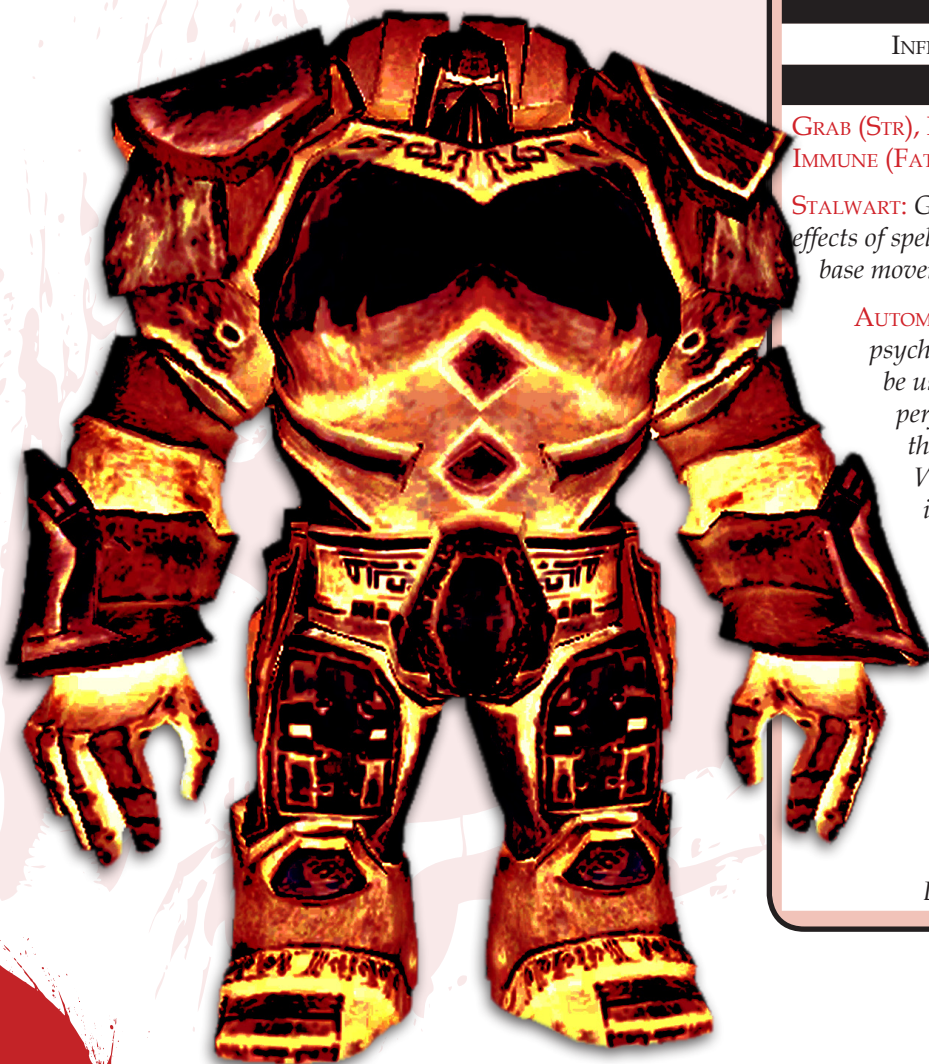
Not content with the puissant might of their War Golems, the Dwarves of Kal Hirol set about creating the ultimate battle machine.

Infusing Lyrium into the steel carapace of a Golem they allowed molten magma to flow through it, turning it into a burning monster of metal. With the power of this Golem they attempted to suppress the endless Darkspawn Horde. It was not enough.

Standing as tall as an Ogre the Inferno Golem is virtually indestructible. Protected by inches thick steel plating and fuelled by the unquenchable fires held within it smashes all before it, leaving burning devastation in its wake.

Any enemy that comes within its considerable reach is likely to be burned from the incredible heat emanating from it. Concentrating its fires it can also send flame blasting in all directions, knocking foes to the ground and setting them alight.

Few Inferno Golems were ever made and their controls were lost when the Thaug was overrun. Who can say what creatures command their loyalty now?



### GOLEM, INFERNO

RANK		SIZE	
ELITE		LARGE	
ABILITIES (FOCUSES)			
-1		COMMUNICATION	
10		CONSTITUTION (STAMINA)	
-1		CUNNING	
0		DEXTERITY (THROW)	
3		MAGIC	
0		PERCEPTION	
9		STRENGTH (INTIMIDATION, MIGHT)	
6		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
13	216	10	10
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (LARGE HOOVES)	+9	3D6+9	
FAVoured STUNTS			
INFERNO SLAM AND MIGHTY BLOW.			
SPECIAL RULES			
GRAB (STR), NATURAL ARMOUR, THROW, FEAR (17), IMMUNE (FATIGUE, FIRE)			
STALWART: Gain +2 on ability tests to resist the effects of spells and other magical attacks and -2 to base movement.			
AUTOMATON: Golems are Immune to Fear and psychological effects. Their minds may still be used to oppose spells however. A Golem performs whatever actions the person that holds their control rod commands. Without a control rod a Golem becomes immobile and unresponsive.			
INFERNO SLAM: For 4 SP the Golem may let out a burst of flame in all directions. All creatures within 6 yards must pass a TN 15 Dexterity (Acrobatics) test or take 2D6 Pierce Armour Damage and be Knocked Prone.			
FLAMING FIST: The Golem strikes out with molten gauntlets, burning everything it contacts. It does 1D6 Fire Damage in addition to its normal Bash Damage.			



PART V

# DRAGONS.

THE MIGHTIEST OF BEASTS...

# DRAGONS

The life-cycle of this near-mythical beast is a matter of great conjecture. Some believe that the various reptiles we refer to as dragons are all different species, while others believe that they are simply different sexes and maturities of a single type.

Needless to say that there is very little chance of someone studying them long enough to find out the answers. One thing is known, the winged 'female' is the more deadly version and more likely to encroach upon the domain of man. In times past all types of dragon were more common, but they were hunted virtually to extinction; some believed they had become extinct. The current Dragon Age is named for the reappearance of a High Dragon.

Dragons are extremely tough, and their hide, scales and bones are all highly prized by smiths for creating high quality weapons and armour.

## DRAGONLING

Dragonlings are four legged scaled beasts that live in the cave networks and occasionally the forests of Thedas. They are quick and vicious predators about the size of a young deer. Dragonlings frequently hunt in small packs of three to five members, but even a solitary one is not to be underestimated as they have hooked claws and sharp teeth. They are fairly clever creatures, but not especially tough, just very fast. Like the near-legendary dragons from which they take their name, they can spit small gouts of fire.

Further research has led some (including the author) to believe that the Dragonling is simply the immature version of the Dragon, unlike most creatures they may take almost a hundred years to reach maturity: If they are not eaten by their stronger siblings.

### DRAGONLING

RANK		SIZE	
ORDINARY		TYPICAL	
ABILITIES (FOCUSES)			
-1	COMMUNICATION		
3	CONSTITUTION (RUNNING)		
-1	CUNNING		
5	DEXTERITY (INITIATIVE)		
1	MAGIC		
3	PERCEPTION (SEEING, SMELLING)		
4	STRENGTH (JUMPING)		
3	WILLPOWER		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
15	29	15	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+5	1D6+4	
CLAWS	+4	2D6+4	
FIRE GOUT	+5	2D6	
FAVoured STUNTS			
MIGHT BLOW AND PIERCE ARMOUR.			
SPECIAL RULES			
<b>PACK TACTICS, NATURAL ARMOUR.</b>			
<b>QUICK STRIKE:</b> With Bite after Successful Claw attack.			
<b>FIRE GOUT:</b> A Dragonling can spit fire as a ranged 6/12 yard attack.			
<b>OVERWHELM:</b> A Dragonling may, as part of a Knock Prone Stunt, make a Bite attack on the target. Subsequent doubles do not count.			



## DRAKE, MALE

Male dragons never develop into the winged monsters of myth. At most, their forelegs grow vestigial spurs where wing membrane might have been.

Once they have fully matured, males immediately seek out the lairs of adult females. When they find one, they move into her lair and spend the rest of their lives there, hunting for her and defending her young. They will aggressively defend her nest, and many would-be dragon hunters have been lost to their fiery breath and crushing blows from their tails.

**FLAME BREATH:** *Dragons and Drakes spews intense flames from their mouths. This is a ranged attack that does Fire Pierce Armour Damage. Roll to hit once and compare to the Defence of anyone within the area of effect. See the pertinent entry for range and Damage.*

*Where there is one Drake there are usually more.  
Watch your back....*



### DRAKE

RANK		SIZE	
VETERAN		LARGE	
ABILITIES (FOCUSES)			
-1	COMMUNICATION		
5	CONSTITUTION (STAMINA)		
0	CUNNING		
4	DEXTERITY (BITE)		
1	MAGIC		
5	PERCEPTION (SMELLING, TRACKING)		
6	STRENGTH (INTIMIDATION)		
3	WILLPOWER (COURAGE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
19	99	14	6
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+6	2D6+6	
CLAWS	+6	3D6+6	
TAIL	+4	2D6+6	
FLAME BREATH	+4	2D6	
FAVOURSED STUNTS			
OVERWHELM AND TAIL STRIKE.			
SPECIAL RULES			
<b>PACK TACTICS, RENDING, NATURAL ARMOUR, FEAR (13), RESISTANT (FIRE).</b>			
<b>FLAME BREATH:</b> 2 yards wide; 6/12 yards long.			
<b>OVERWHELM:</b> As part of a successful Claws attack, the Drake can use Overwhelm as a special stunt for 3 SP. This combines Knockdown with a Bite attack against the same target.			
<b>SCREAM:</b> TN12.			
<b>TAIL STRIKE:</b> May Dual Strike for 3 SP with tail.			



## DRAGON, FEMALE

Female dragons take much longer to mature than their male counterparts. They undergo a metamorphosis of sorts at adulthood; females actually grow a third set of limbs specifically to serve as wings. Young females travel great distances looking for a suitable nesting site. Because of their nomadic habits, these are the dragons most frequently encountered by man.

Dragons are immature females, the precursors to High Dragons. They are strong opponents, capable of breathing fire, catching opponents beneath their talons and striking them with their tails.

*Trap in tight spaces to prevent them taking wing.*

### DRAGON, FEMALE

RANK		SIZE	
ELITE		LARGE	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
7	CONSTITUTION (FLIGHT, STAMINA)		
1	CUNNING		
5	DEXTERITY (BITE, TAIL)		
2	MAGIC		
3	PERCEPTION (SEEING, SMELLING)		
8	STRENGTH (INTIMIDATION, MIGHT)		
4	WILLPOWER (COURAGE, MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
20	177	15	8
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+7	2D6+10	
CLAWS	+8	3D6+10	
TAIL	+7	2D6+10	
FLAME BREATH	+5	2D6+4	
FAVOURIED STUNTS			
TAIL BLOW AND WHIPPING FLAME.			
SPECIAL RULES			
<b>GRAB (DEX), NATURAL ARMOUR, RENDING, FEAR (17), RESISTANT (FIRE).</b>			
<b>SCREAM: TN13.</b>			
<b>FLAME BREATH: 3 yards wide; 8/16 yards long.</b>			
<b>WHIPPING FLAME: For 3 SP the Dragon can Whip a Flame Breath attack from side to side, increasing the width to 6 yards.</b>			
<b>TAIL BLOW: May Dual Strike for 3 SP with tail and it will hit up to 3 targets.</b>			



## HIGH DRAGON

The High Dragon is Lord over all she surveys. The appearance of one of these creatures usually spells the doom of most others in the vicinity. Thankfully this is event is so rare that it has given name to this, the Dragon Age.

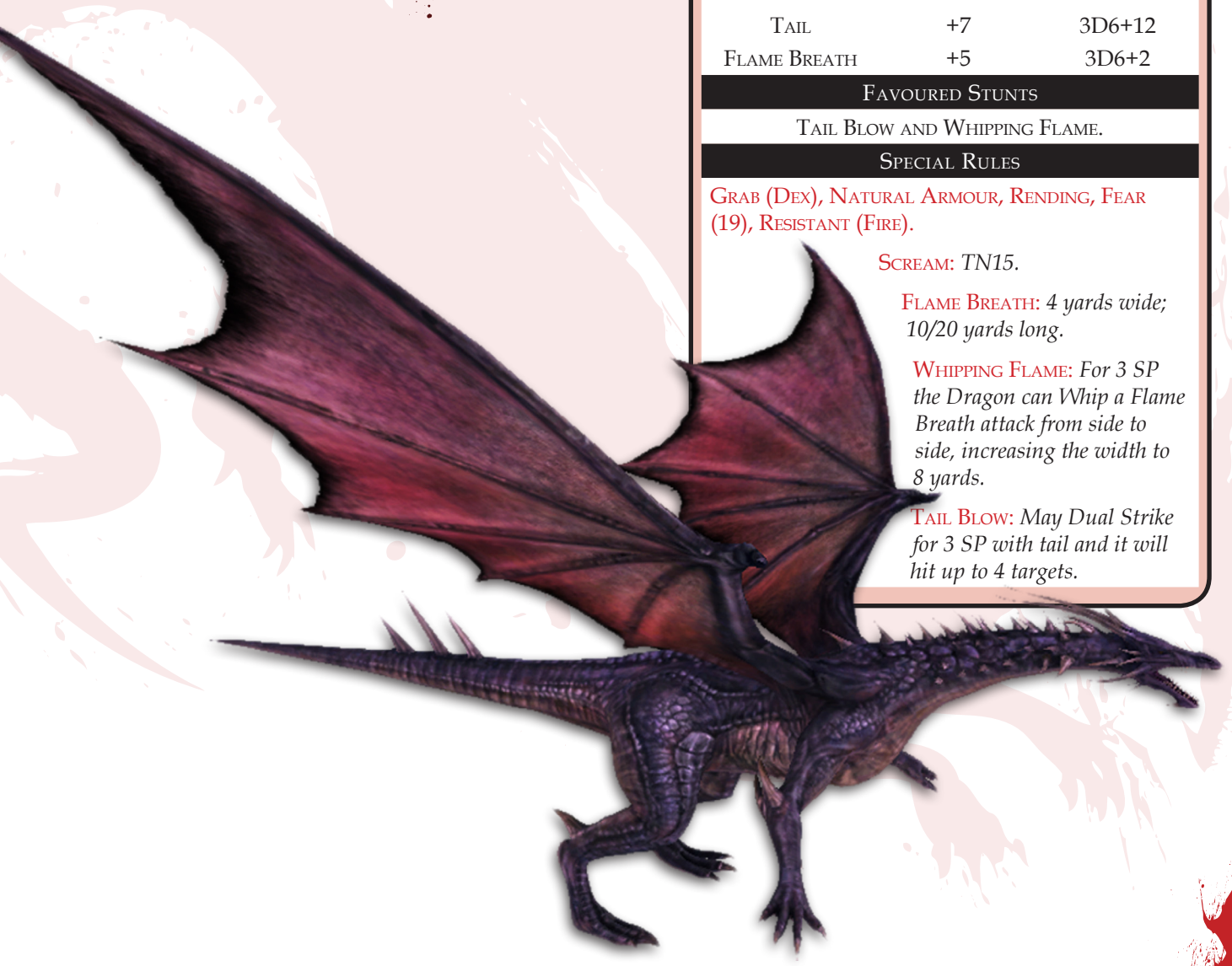
The fully mature female dragon will be attended upon by her harem of Drakes and her numerous offspring. Should you survive your encounters with her lair's defenders, there is little chance you will evade her wrath for your trespass.

However, no matter the danger of an encounter with a beast like this; the lure of treasure and the bounty of Dragon Scales will always draw the unwise to their fate.

*Run!*

### HIGH DRAGON

RANK		SIZE	
LORD		ENORMOUS	
ABILITIES (FOCUSES)			
0	COMMUNICATION		
9	CONSTITUTION (FLIGHT, STAMINA)		
3	CUNNING		
5	DEXTERITY (BITE, TAIL)		
2	MAGIC		
5	PERCEPTION (SEEING, SMELLING)		
10	STRENGTH (INTIMIDATION, MIGHT)		
5	WILLPOWER (COURAGE, MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
25	308	15	10
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+7	3D6+12	
CLAWS	+10	4D6+12	
TAIL	+7	3D6+12	
FLAME BREATH	+5	3D6+2	
FAVoured STUNTS			
TAIL BLOW AND WHIPPING FLAME.			
SPECIAL RULES			
GRAB (DEX), NATURAL ARMOUR, RENDING, FEAR (19), RESISTANT (FIRE).			
SCREAM: TN15.			
FLAME BREATH: 4 yards wide; 10/20 yards long.			
WHIPPING FLAME: For 3 SP the Dragon can Whip a Flame Breath attack from side to side, increasing the width to 8 yards.			
TAIL BLOW: May Dual Strike for 3 SP with tail and it will hit up to 4 targets.			



## ARCH DEMON

As there have been only five Arch Demons, amassing a reliable account of their abilities is difficult. The best estimation is that they have all the power of a High Dragon, combined with potent magical ability and the enhanced toughness inherent in any creature tainted by the Darkspawn Blight.

*The Dragon of Silence, Dumat, was first amongst the Old Gods. Slain on this day, 5th Drakonis 992 TE by the hand of Grey Warden*

*In Death, Sacrifice.*

*The hero Garahel did lay down his life to end this, the fourth blight, by dispatching Andoral the Enchained.*

*We will remember you always, beloved.*

*5:24 Exalted.*

*Rejoice! In 1:95 Divine at Starkhaven did Faxibel, Bringer of Chaos fall. Run through by valiant Grey Warden steel.*

*The Grey Wardens united with Orlais and Tevinter to bring down Toth, the Dragon of Fire at Hunter Fell. 3:25 Towers.*

*The fifth Blight is ended in 9:32 Dragon. The Archdemon we assume to have been Ulthemiel, is destroyed by the hand of an unknown Grey Warden.*

*Alas he who was once a divine creature of beauty and grace was corrupted to become a maddened husk of his former self, filled with nothing but a desire to destroy all life.*





PART VI

# APPENDIX.

NEW DISCOVERIES...

## DAR'HALL'N

The exact origin of the Beast is unknown. The following has been pieced together from the accounts of the Dalish of the Frostback Mountains and those working for the Grey Wardens who were able to subdue the Beast.

The Dar'Hallan was created by Darkspawn forces to cause havoc amongst the Dalish people and prevent them from becoming a cohesive force that might stand against the blight. The originator of the plan is unknown, but Genlocks, perhaps working with a tainted mage or blood mage came up with the means to perform the transformation. It is likely that more than one of these creatures was created, but perhaps natural forces have taken care of the others, for no more have been sighted as yet.

The Beast was first seen in the southern parts of the mountains, (a fact not realised until much later) and almost immediately became a problem to the Dalish Clans.

Although it is a far cry from the Halla that it once was, it's physique and presence had been considerably enhanced. It quickly gathered a harem of females, and dispatched any who stood in its way, elf, human, halla or other creature.

The Beast appears to have no intelligence, beyond its enhanced animal instinct. It has heightened senses, and produces a unique and powerful pheromone that makes it irresistible to female Halla. Males from the herd will often object to this usurper in their territory, and combat will like ensue. The Beast however is superior but will abandon the combat as soon as the challenger desists in favour of taking his new consorts away to its home range. Once there the females were content, bound by the magnetism of their new lord. It seems as if the plan were a multi-edged sword, the halla were removed from the Dalish, many of the halla stags were wounded or killed (forcing the clans to halt their migrations & searches for the remainder), and the Beast itself appears to have been rendered sterile by the transformation process (thus the reproductive cycle is broken).

It is stranger still, but it seems this Beast was drawn not only to female halla, but to any humanoid virgin. There are reports that it approached Dalish children and others, before being scared off. If this was a deliberate or accidentally created ability it is not known.

More information may come to light if another of these creatures is encountered.

### DAR'HALL'N

RANK		SIZE	
VETERAN		TYPICAL	
ABILITIES (FOCUSES)			
2	COMMUNICATION (SEDUCTION)		
3	CONSTITUTION		
1	CUNNING		
3	DEXTERITY (SPEED)		
0	MAGIC		
3	PERCEPTION (SMELLING)		
4	STRENGTH (HORNS)		
2	WILLPOWER (MORALE)		
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
20	46	13	3
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
LARGE HORNS	+6	3D6+4	
HOOVES	+4	2D6 +4	
FAVoured STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			
<b>FEAR (9), FLEET, RENDING.</b>			
<b>BEGUILE:</b> <i>The Da'Hall'n can make Communication (Seduction) tests on humanoid creatures if they are virgins. If successful they will compel the individual to follow them.</i>			



## THE CHILDREN

It is hard to believe that there are things more foul and corrupt than the Darkspawn Genlocks, Hurlocks and Ogres that spew froth from the Deep roads during a blight, yet there are indeed worse nightmares discovered recently in the the Deep Roads adjoining the Northern parts of Ferelden.

Many who dared venture into the Deep Roads after the Fifth Blight sought unguarded riches, but found only their own doom. Those who searched for them found no trace – as if their quarry had vanished completely, not even a trace of weapon nor armour was left behind.

Eventually the source of these disappearances was discovered by the Grey Wardens; who then did their best to eradicate them... their origin and horror is as follows:

These are the Children – Darkspawn birthed from a once Dwarven Boodmother who had been awakened by a Darkspawn Mage known as the Architect. The Mother was mad, the result of a failed experiment to free the Darkspawn from the siren song of the Ancient Gods. Perhaps due to her specific nature, or to the the experimental processes she was subjected to, but her offspring were completely different to normal darkspawn.

The young are birthed as Childer Grubs, giant maggot-like creatures with twisted faces vaguely humanoid. They construct cocoons in which to sleep, and lie dormant until they sense the approach of any living being. They wake voracious, and crawl with surprising speed towards their victim, overwhelming it and devouring it bones and all. Once they have ingested enough resources they can then then metamorphose into the next stage of their development – the Childer Hatchling. In this stage it has spine-like feet and claws, and is more agile and stronger than the larval form. Yet this is not the final form, for with enough food, they can metamorphose once again.

### CHILDER (GRUB)

RANK		SIZE	
NORMAL		TYPICAL	
ABILITIES (FOCUSES)			
-1		COMMUNICATION	
0		CONSTITUTION	
1		CUNNING	
2		DEXTERITY (BITE)	
0		MAGIC	
3		PERCEPTION (SMELLING)	
2		STRENGTH	
2		WILLPOWER (MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
12	20	12	2
ATTACKS			
WEAPON	ATTACK ROLL		DAMAGE
BITE	+4		1D6+4
FAVOURED STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			
<b>FEAR (9), RENDING</b>			
<b>CHILDER HATCHLING:</b> A mature Childer Grub is called a Hatchling. If you want to use Hatchlings use the Grub profile above, give it +1 Dexterity, Strength and Constitution and a Claws attack (2D6+5) with the Claw Focus.			

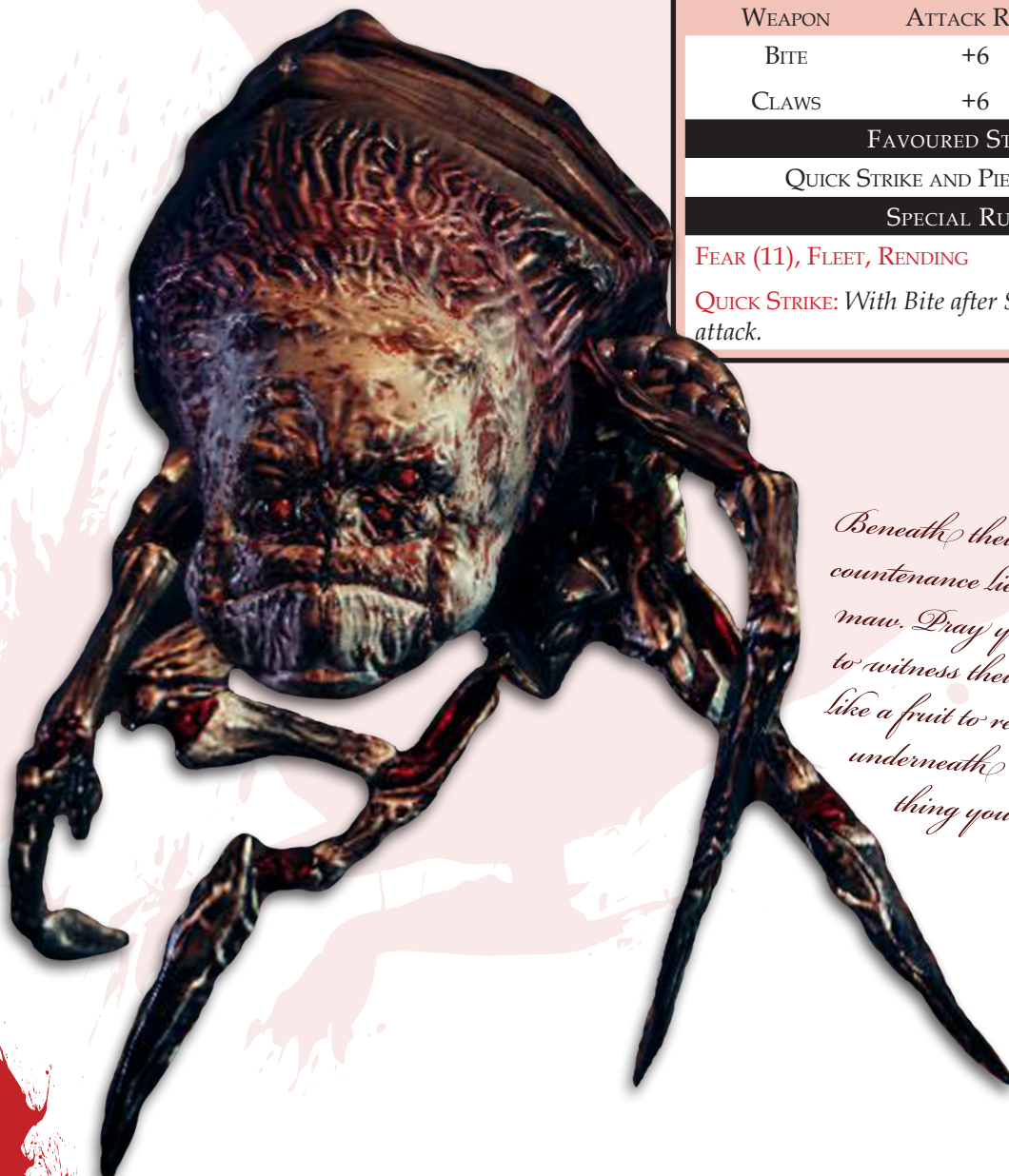




## CHILDER ADULT

The final horrific stage is the Adult Childer. These have long segmented legs with wickedly sharp claws and their whole body has become protected by a chitinous armour. This stage is by far the most difficult to kill; their speed alone makes them difficult to combat with traditional melee techniques, and much more of a challenge than the immature Children.

It is important to note that the Children aren't picky about their choice of food, and all other types of Darkspawn have been known to become their victims. As you would expect killing them while they are in their larval stage is by far the easiest, if impractical, method of destruction.



### CHILDER (ADULT)

RANK		SIZE	
NORMAL		TYPICAL	
ABILITIES (FOCUSES)			
-1		COMMUNICATION	
3		CONSTITUTION (STAMINA)	
1		CUNNING	
4		DEXTERITY (BITE)	
0		MAGIC	
3		PERCEPTION (SMELLING)	
4		STRENGTH (CLAWS, MIGHT)	
2		WILLPOWER (MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
19	29	14	4
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+6	1D6+4	
CLAWS	+6	2D6+4	
FAVOURIED STUNTS			
QUICK STRIKE AND PIERCE ARMOUR.			
SPECIAL RULES			
FEAR (11), FLEET, RENDING			
QUICK STRIKE: With Bite after Successful Claw attack.			

*Beneath their disturbingly human countenance lies a foul multi-toothed maw. Pray you do not have to witness their face peel back like a fruit to reveal the horror underneath - it will be the last thing you ever see...*

## ROCK WRAITH

The legends of the dwarves recorded in the Shaperate are usually those of great battle and worthy Paragons, but hidden in the oldest texts are mentions of older, darker entities. In death, the Dwarves believe that they return to the stone, but what of those whom the stone rejects?

The legends tell of spirits doomed to wander forever amongst the Deep Roads, caught between life and death. They hunger for the life they have lost, and yet yearn for the rest they can never have. Rarely encountered, or perhaps it is better said that they are rarely survived, these spirits become Rock Wraiths or the Profane. The Profane try to draw closer to the stone, and are often surrounded by an aura of rock fragments which they are able to move at will with electrical energy.

Due to their desperate hunger, sustained only by the energy they are able to draw from raw Lyrium, it is small wonder that these spirits may also fall prey to possession by Demons.



### ROCK WRAITH

RANK		SIZE	
NORMAL		TYPICAL	
ABILITIES (FOCUSES)			
-1		COMMUNICATION	
6		CONSTITUTION (STAMINA)	
0		CUNNING	
2		DEXTERITY (BITE)	
1		MAGIC	
0		PERCEPTION	
5		STRENGTH (INTIMIDATION, MIGHT)	
5		WILLPOWER	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
10	38	12	6
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BASH (HOOVES)	+5	2D6+5	
FAVoured STUNTS			
KNOCK PRONE AND SKIRMISH.			
SPECIAL RULES			
<b>NATURAL ARMOUR, THROW, FEAR (11), IMMUNE (ELECTRICITY, FATIGUE, POISON, FEAR), VULNERABLE (FROST, SPIRIT).</b>			
<b>STALWART:</b> Gain +2 on ability tests to resist the effects of spells and other magical attacks and -2 to base movement.			
<b>MAGNETIC PULL:</b> For 2 SP the Rock Wraith may attempt to drag an enemy towards it. Use the Pull spell rules.			
<b>ANCIENT ROCK WRAITH:</b> An Ancient Rock Wraith is powerful and nigh indestructible. Ancient Rock Wraiths are Elite Rank and have 8 Natural Armour. It may use the Mass Pull spell for 4 SP in addition to the Magnetic Pull Stunt.			



## VARTERRAL

Originally guardians of Arlathan, serving the ancient elves, these huge creatures are formidable opponents.

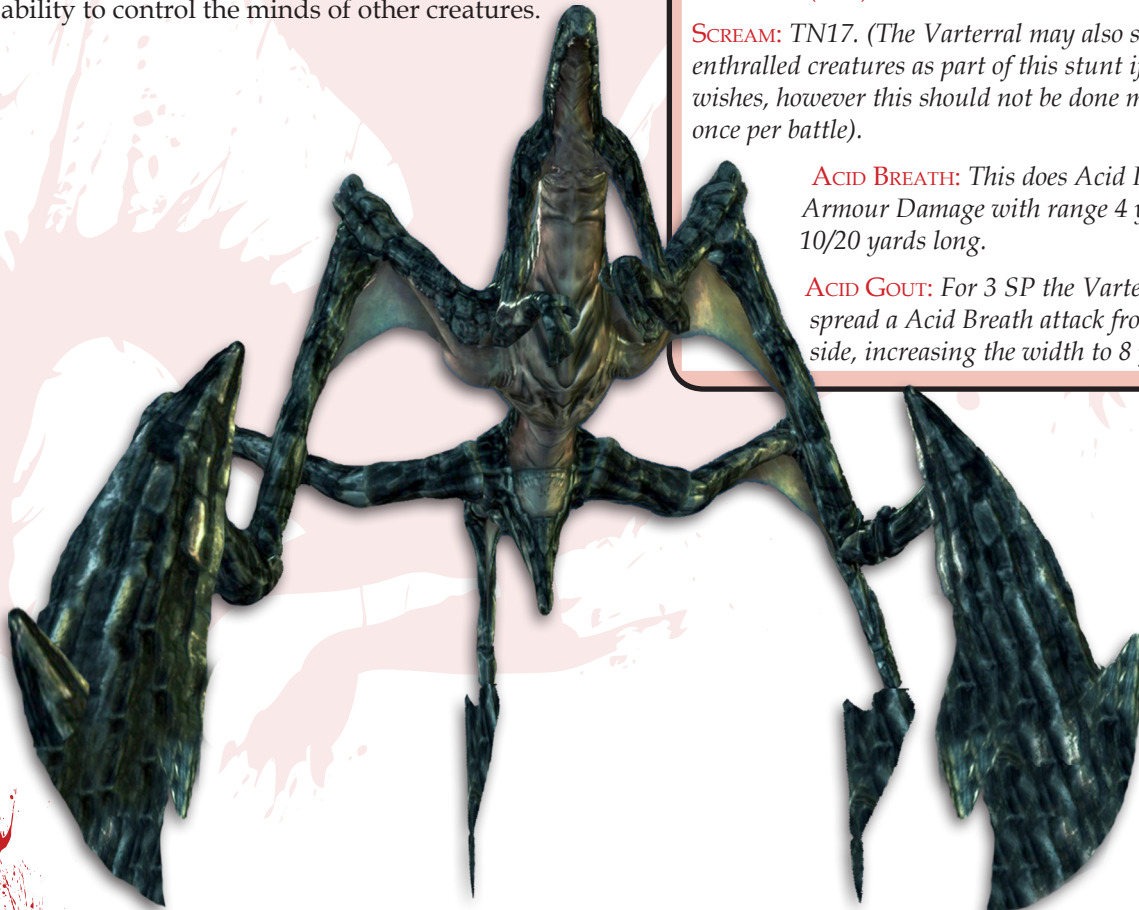
Varterral or striders stand upon four solid legs, but they also possess additional limbs, perhaps as a remnant of their original forms. They are created animals, and their forms may provide some clue to their origins.

They have the ability to spit corrosive poison and great strength to leap into the air and pounce upon an opponent or unsuspecting prey.

Elven legend says that the Varterral were created by the gods from the elements of wind and rain, and from the very fabric of the forest itself. However it seems more likely from the abilities and the basic appearance of the creature, that they are of draconic origin, although heavily altered by magic and time.

Now perhaps rarer even than the dragons, Varterral are most often found guarding the remnants of Arlathan. Still protecting the treasures of the Ancient Elves from any who would encroach upon them. Yet it has been so long since the fall that even the Elves themselves are considered outsiders and the Varterral will attack any trespassers without hesitation.

The Varterral has also been known to call other creatures to its aid in defence of its domain. Even dragons are not immune from its call, and will provide aid if they are summoned. It is not known if this is given willingly or if the Varterral has the ability to control the minds of other creatures.



### VARTERRAL

RANK		SIZE	
LORD		ENORMOUS	
ABILITIES (FOCUSES)			
0		COMMUNICATION	
8		CONSTITUTION (STAMINA)	
3		CUNNING	
6		DEXTERITY (ACROBATICS, BITE)	
2		MAGIC	
5		PERCEPTION (SEEING, SMELLING)	
9		STRENGTH (INTIMIDATION, MIGHT)	
5		WILLPOWER (COURAGE, MORALE)	
COMBAT RATINGS			
SPEED	HEALTH	DEFENCE	ARMOUR RATING
26	290	16	7
ATTACKS			
WEAPON	ATTACK ROLL	DAMAGE	
BITE	+8	3D6+9	
CLAWS	+9	4D6+9	
ACID BREATH	+6	3D6+2	
FAVOURIED STUNTS			
ACID GOUT AND WHIPPING FLAME.			
SPECIAL RULES			
<b>GRAB (DEX), NATURAL ARMOUR, FEAR (17), RESISTANT (FIRE).</b>			
<b>SCREAM:</b> TN17. (The Varterral may also summon enthralled creatures as part of this stunt if the GM wishes, however this should not be done more than once per battle).			
<b>ACID BREATH:</b> This does Acid Pierce Armour Damage with range 4 yards wide; 10/20 yards long.			
<b>ACID GOUT:</b> For 3 SP the Varterral can spread a Acid Breath attack from side to side, increasing the width to 8 yards.			







