EARTHDAWN

Social Armor

A Little Confidence Goes a Long Way

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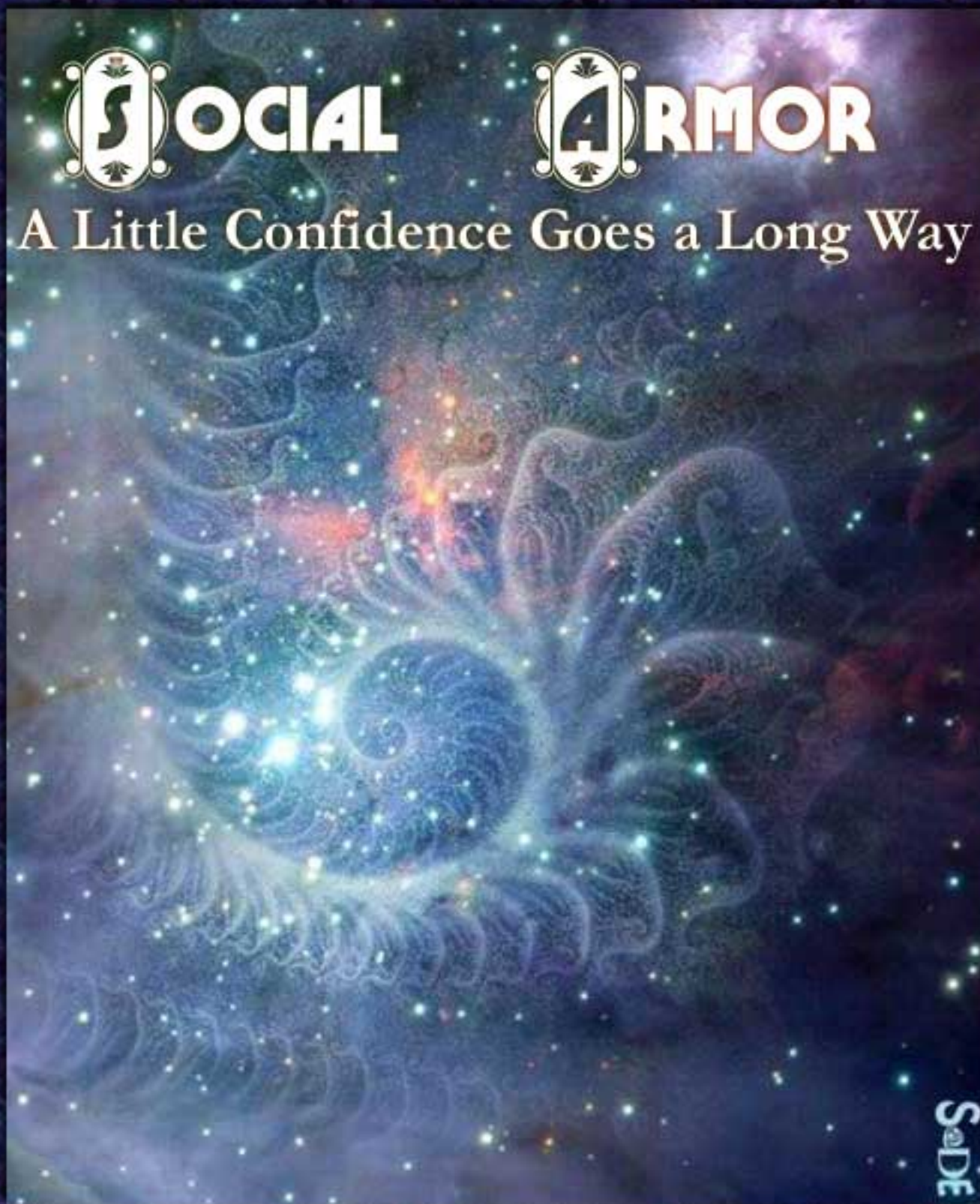
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An Excerpt Concerning Confidence

First, I must apologize to the reader for my tardiness in publishing the following transcript from my conversations with Vasdenjas. During our conversations concerning Barsaive's creatures, Vasdenjas digressed into many additional topics, most of which were not included in the Creatures of Barsaive volume because they often had no direct connection to creatures. However, the following has sat on my desk too long and I am now releasing it so that others may gain a better understanding of both creatures and ourselves.

To understand the context of the following conversation, I refer the reader to pages 88-89 of the Creatures of Barsaive volume, which contains the skeorx description. Near the end of that text, Vasdenjas stated that skeorxes were resistant to Beastmaster Talents. In our conversation, I asked Vasdenjas if he knew why they were so resistant and as you will read, the conversation blossomed into a discussion concerning confidence and emotional control. I will begin the following discourse at the end of the published skeorx conversation.

—By the Hand of Tiabjin the Knower, Scribe of the Great Library of Throal and the First Scholar of Khavro'am

Oh, I have also heard that skeorxes can resist the magical abilities of Beastmasters. Explorers with such abilities should therefore be wary—your Talents will not save you from this ravening beast. Fleet feet and a good, strong bow—or better yet, flaming breath—will serve you much better.

Excuse me, noble sir, but why do you think the skeorx is so resistant to Beastmaster magic?

Were you not paying attention to my description of the skeorx? Did I not tell you that it was not intimidated by my great size?

Forgive me, but I do not understand how being fearless relates to resisting a Beastmaster's ability to control creatures?

Not surprising. Your kind is obsessed with labeling and compartmentalizing anything that seems different, even if they are quite similar. You need to look for commonality more and focus on differences less. No matter. First, consider the following: what do skeorxes and obsidimen have in common? *He paused for a few minutes while I thought; fortunately, he continued without requiring me to venture a guess.* I can see that this question is very difficult for you to answer. You are wondering what a calm, even-tempered Name-giver could have in common with a fearless, voracious hunter. The answer is simple: emotional control. Skeorxes are not mindless predators who do not understand fear; for an animal, they are intelligent and also have an instinctive control of their emotions. They are not easily intimidated or controlled. Likewise, obsidimen are not lazy as some other Name-givers think; their calmness is derived from an inner confidence that is as much a part of them as their stone skin. This is not to say that obsidimen cannot be enraged or terrified, but when they are, they are able to stabilize their

emotions quicker than other Name-givers. This is what makes them so good at hunting Horrors; of course, their penchant for wearing living armor only amplifies their natural confidence.

Does living armor make one more resistant to fear? Blood charm merchants often make this claim, but magicians, particularly Nethermancers, seem to scoff at the idea, saying it's only a way to boost sales.

Fear is a potent weapon; Nethermancers love to use it and they do not want others to learn how to resist their magics. Horrors also use fear effectively, so any aspiring Horror hunters should believe me when I tell you that living armors enhance everybody's emotional control and confidence, even wearing fernweave provides some benefit.

How would wearing fernweave increase its wearer's confidence?

The same way all living armors do.

(Here I must apologize to our readers; I chose not to pursue this line of questioning because I was trying to steer the conversation back to Barsaivian creatures. In hindsight, I wish I had asked more about how living armors function.) Are there any other creatures that have exceptional emotional control?

While not creatures, Horrors and their constructs exhibit a disturbing lack of emotion, which is often confused with calmness and emotional control. There are those among you who think that Horrors are immune to fear, but I assure you that this is not true. I have witnessed many Horrors and their constructs cowering and running in front of me just before I incinerated them. But, they are more resistant to fear and other emotional manipulations because of their unnatural origins. I remember this one Horror that resembled a giant dwarf with three heads that…

Please Master of Secrets, could we return to the discussion of creatures?

Since you insist on avoiding digressions at all costs, leviathans are very resistant to fear and immune to the magics of Beastmasters.

(Here, our conversation turned to the discussion of leviathans and this is included in the Creatures of Barsaive volume. In retrospect, I wish I had enjoyed our digressions a little more.)

ACKNOWLEDGEMENTS

WHY CHANGE EARTHDAWN?

I was fortunate enough to participate in a long Earthdawn campaign where many of the PCs were around 10th Circle at the end of the campaign. As the Circles grew higher, it became evident that the power of social and fear attacks was enormous. In ED1, a character affected by Rank 10 Taunt, Battle Shout, and Battle Bellow has his Steps reduced by 30! And unlike physical and mystical attacks, where armor and Durability compensated for the increased potency at high Circles, nothing protected against these attacks.

A few years after that, I began my own campaign and as a group, we began developing rules to address this problem; soon, Social Armor was born. Social Armor reflects a character's confidence, emotional resilience, and composure. Some characters are more difficult to enrage or intimidate, particularly powerful beings such as dragons. These characters have high Social Armor ratings. Social Armor also gauges how rapidly a character regains their composure after being enraged by an insult, frozen by fear, etc.

A word of caution before continuing, gamemasters and players should carefully consider the rules before adding them to an existing campaign. They substantially change the world; of course, I think Social Armor improves the game, but it may not be appropriate for every group.

HOW DOES SOCIAL ARMOR WORK?

Social Armor decreases the potency of certain effects, similar to the way that Physical and Mystic Armor reduce damage. As with other types of armor, Social Armor can be Armor-Defeated. Assuming an attack is not Armor-Defeating, Social Armor modifies the effects of Talents, spells, etc. in three different ways: (1) If the Talent's duration is based on Rank, Social Armor reduces the duration by the target's Social Armor rating. If the duration is reduced to zero, the target is unaffected. (2) If the Talent creates a Step bonus or penalty based on Rank, reduce the modifier by the target's Social Armor. If the modifier is reduced to zero, the Talent has no effect. (3) If an effect allows for a Test to break free (usually a Willpower Test), all characters gain a cumulative +1 Step bonus for each failed attempt even on an Armor-Defeating attack. If the Attack Test was not Armor-Defeating, Social Armor is added to this bonus, making it more likely for a character to break free quickly. (Part 3 was inspired by ED2, p. 155.) For example, a character with Social Armor 3 would normally gain a +4 Step cumulative modifier to break free from Terror, but only a +1 Step cumulative modifier if the Attack Test was Armor-Defeating.

Social Armor does NOT reduce the Difficulty of breaking free nor does it reduce the number of total targets, even if the number of targets is based on Rank

Area Effect

Area Effect and multiple target abilities require an additional Level of Success to Armor-Defeat to reflect that they are not target-specific. This is the case even if the area effect or multiple target ability only attacks one character. Also, an individual Attack Test must be made for each target (PCs, main antagonists, etc.).

While the Social Armor rules may seem complex initially, they are simple to implement and are illustrated in the following examples.

Example: Taunt

Bellatrix, a 4th Circle elven Swordmaster, is in single combat with a Horror (Social Defense 9, Social Armor 3). Bellatrix decides to use his Rank 4 Taunt against his opponent and the result of the Talent Test is a 10, which is not Armor-Defeating so the Horror only suffers a –1 Step penalty for one round. The next round, Bellatrix taunts again and his Talent Test result is an Armor-Defeating 20. The Horror's Steps are initially reduced by 4 with the penalty decreasing by one each subsequent round. (See the revised Taunt rules below for details.)

Example: Terror

Terrina, a 5th Circle human Horror-stalker, enters the fray with Bellatrix. The enraged Horror is done playing with Bellatrix and does not wish to fight two Adepts at once. It uses Terror (Spellcasting Step 20, Terror Step 13). Terrina has a Spell Defense of 12, Social Armor of 3, and a Willforce Step of 12 while Bellatrix has a Spell Defense of 7, Social Armor of 1 and Willpower Step of 5. The Horror shrills momentarily shocking its opponents; its Spellcasting Test result is 19 for Terrina and 20 for Bellatrix. The Horror makes a two Terror Tests and the results are 33 and 24 for Bellatrix and Terrina, respectively. Before continuing the fight, Terrina and Bellatrix must break free from the Terror. Unlike Terrina, Bellatrix was Armor-Defeated so he gains no benefit from his Social Armor. The Horror pauses to take pleasure in its victims floundering in fear. For their first attempt, Terrina rolls Step 12 (her Willforce Step) and Bellatrix rolls Step 5 (his Willpower Step) to break free and both fail. For their second attempt, each receives a bonus. Bellatrix receives the base +1 Step bonus, while Terrina receives a +4 Step bonus (the standard +1 and +3 from her Social Armor). This allows Terrina to roll Step 16 and Bellatrix to roll Step 6 to break free, but once again neither one is successful. For the third attempt, their Steps continue to increase (+4 for Terrina and +1 for Bellatrix) allowing Terrina roll Step 20 and Bellatrix Step 7. This round Terrina is successful in breaking free, while Bellatrix continues to suffer the effects of Terror.

Example: Heartening Laugh

Terrina, realizing that Bellatrix will probably never break free from his fear on his own, mocks the Horror and makes her Rank 5 Heartening Laugh Test against the Horror's Social Defense (9). Her Test result is a 17, which does not Armor-Defeat the Horror's Social Armor (3), Therefore, Bellatrix only receives a +2 Step bonus to his attempts to break free and the bonus would only lasts for two rounds. Bellatrix attempts to break free this round, but Step 10 was not enough. Seeing her friend is still terrified, Terrina attempts Heartening Laugh again, which results in an Armor-Defeating 21. For 5 rounds, Bellatrix has an additional +5 Step bonus to his attempts to break free. Bellatrix attempts to break free again (Step 14) and fails. (Next round, Bellatrix will use Step 15 for his attempt.) Terrina grins; now she can focus on destroying the Horror…

WHICH TALENTS AND ABILITIES ARE AFFECTED BY SOCIAL ARMOR?

Social Armor protects against many Talents and Skills that affect the target's emotions or confidence, create a distraction, or force the target to do something against its will. Skills related to the Talents are reduced in the same manner as the Talents. Either ED1 or ED2 Skills can be used; I prefer the latter. In the case of ED2, many of the Skills are ineffective against powerful characters because they only provide a 1 Step modifier, meaning that an Armor-Defeating hit is required if the target has any Social Armor.

TALENTS AND SKILLS AFFECTED BY SOCIAL ARMOR

Animal Bond	Encore	Lasting Impression
Animal Leadership	Engaging Banter	Leadership
Animal Possession	Fearsome Charge	Mind Wave
Animal Training	First Impression	Screaming Arrow
Arcane Mutterings	Frighten	Slough Blame
Bardic Voice	Frighten Animal Servants	Spirit Hold
Battle Bellow	Graceful Exit	Steely Stare
Battle Shout	Heartening Laugh	Stopping Aim
Champion Challenge	Howl	Taunt
Dangerous Shot	Hypnotize	Water Dancing
Dominate Beast	Impressive Shot	Winning Smile
Elemental Hold	Incite Mob	
Emotion Song	Incite Stampede	

REVISED TALENTS

Social Armor requires a mixture of ED1 and ED2 Talents, but mostly ED1 Talents are used. The ones using the ED2 version have it noted after the name. A few Talents required revision to make them more compatible with the Social Armor rules and others benefit from changes or clarification. Unless otherwise stated, assume the Talent attributes (Step Number, Action, etc.) are identical to the ED1 published rules. The ED2 Conflicting Talent Effect rules (p. 85) should not be used in conjunction with Social Armor. With Social Armor, the modifiers of social and fear attacks are cumulative. Also, the "Immunity to Fear" ability of Horrors (ED2, p. 315) is incompatible with Social Armor. Horrors can be scared too.

A number of effects described below force the target to flee from the attacker; for these rules, a "fleeing" target must move at least their Combat Movement away from the attacker for every round they are affected. This allows the target to use their Action to attempt to break free from the effect, but an attempt is not required.

Animal Bond

The required training or bonding period is (1 + the animal's Social Armor) weeks.

Animal Leadership

Animal Leadership only requires an Average Success to affect the targets. The duration is Rank hours, regardless of Success Level.

Arcane Mutterings

Arcane Mutterings only requires an Average Success to affect the targets.

Battle Bellow (ED2)

Battle Bellow only requires an Average Success to affect the targets.

Battle Shout (ED2)

Battle Shout only requires an Average Success to affect the target.

Bardic Voice

Bardic Voice only requires an Average Success to affect the targets.

Champion Challenge

If the Test is not Armor-Defeating, the leader is Harried for Rank rounds (of course, the duration is reduced by Social Armor). On an Armor-Defeating Test, the leader must choose between Flight or Fight. For Flight, the leader must flee the combat for Rank rounds during which the rest of his group is considered Harried. For Fight, the leader must fight the challenging character. No other character may interfere with the combat. The magic of Champion Challenge joins the two combatants and any outside interference produces undesirable effects. Any damage inflicted on one combatant usually damages both. Magical spells behave unpredictably when cast on one of them, sometimes affecting both and other times neither. (Changes to the "Fight" part were inspired by Blood Duels, written by Keith Graham in Book of Tomorrow #3. Read it for more details on magically enforced duels; however, Champion Challenge does not force a Blood Duel.)

Dangerous Shot (ED2)

After the Attack Test, the character makes a Dangerous Shot Test against the target's Social Defense. If successful, the target will not act against the attacker for Rank hours, unless attacked by the character or his allies, or until the target makes a Willpower Test equal to or higher than the result of the Dangerous Shot Test. The target may only make one attempt per hour.

Emotion Song

Regardless of the Test result, Emotion Song cannot Armor-Defeat Social Armor. The +1 modifier is not reduced by Social Armor.

Engaging Banter

The –1 penalty is not reduced by Social Armor.

First Impression

The duration is Rank days, regardless of the Test result.

Fearsome Charge (ED2)

Regardless of Success Level, the target must flee from the attacker. The duration is Rank rounds. To break free, the target needs to achieve a Good Success on a Willpower Test vs. the Fearsome Charge Step.

Frighten (ED2)

The ED2 version works well with Social Armor.

Heartening Laugh

Heartening Laugh targets a single opponent, designated by the attacker, and can benefit up to Rank allies. For the duration of the effect, the beneficiaries receive a Step bonus equal to the user's Rank in Heartening Laugh resisting fear attacks made by the target. This bonus applies to all resistance rolls made within Rank rounds of the Heartening Laugh Test.

Howl

Regardless of Success Level, the target must flee from the attacker. Howl's duration is Rank rounds. The target must achieve an Excellent Success on the Willpower Test with a Difficulty equal to the attacker's Howl Step to overcome the effect.

Hypnotize

The attacker does not know how much Social Armor a target has and if the suggestion requires more time than the reduced duration, the suggestion has no effect.

Impressive Shot

After the Attack Test, the character makes an Impressive Shot Test against the target's Social Defense. If successful, the target will not act against the attacker, unless attacked by the character or his allies, for Rank hours or until the target makes a Willpower Test equal to or higher than the result of the Impressive Shot Test. The target may only make one attempt per hour.

Incite Mob and Incite Stampede

Regardless of the Test result, neither Talent can Armor-Defeat Social Armor.

Lasting Impression

The duration of Lasting Impression is Rank weeks.

Leadership

Regardless of the Leadership Test result, Leadership cannot Armor-Defeat Social Armor.

Screaming Arrow

On a successful Screaming Arrow Test, the target flees from the attacker. If the Screaming Arrow Test is Armor-Defeating, the target irrationally discards her equipment in the hope that it will allow her to retreat faster. This behavior continues for Rank rounds or until the target achieves an Extraordinary Success on a Willpower Test with a Difficulty equal to the attacker's Screaming Arrow Step.

Steely Stare

The target needs two additional Levels of Success to be successful in actions against anybody's Social Defense and prevents the target from achieving an Armor-Defeating hit. The duration is Rank rounds.

Stopping Aim

Stopping Aim convinces the target that he will be the next target of the Archer, and because of this, the target must try to leave the Archer's line of sight and remain hidden from the Archer's view. If this is not possible, the target is Harried until he finds cover or the effect ends. The target may act normally, whether it is to try to overcome the effects of Stopping Aim or to continue combat. The Archer does not have to continue aiming at that target after a successful Test and the effect lasts Rank rounds. To break free, the victim must achieve a Good Success on a Willpower Test with a Difficulty equal to the Stopping Aim Step (not the Test result).

Taunt

A successful Taunt Test means the opponent is so angered that he must initially subtract the character's Rank from all Tests he makes. As the effect slowly wears off, reduce the modifier by one every round until it is 0. For example, the Swordmaster Bellatrix successfully taunts a lowly cadaverman with a Rank 6 Taunt, but does not Armor-Defeat. During the initial round, the cadaverman (Social Armor 3) has a 3-Step penalty to all of its Tests. On the next round, the cadaver man only suffers a -2 modifer. One round later, it's -1 and it's gone the following round. Even though a target can only suffer the effects of a single Taunt, the target is affected by the Taunt providing the largest Step reduction. Taunt is a Discipline Talent for Troubadours and Swordmasters.

Social Armor protects also protects against many spells, especially those that manipulate the target's emotions, distract, induce fear, or force the target to do something against its will. Either ED1 or ED2 spells can be used; I prefer to use ED2 spells in my games, although I have a lot of house rules for spells. Here is a list of spells reduced by Social Armor, which reduces the duration of most of them and provides bonuses to break free of those that allow it.

SPELLS AFFECTED BY SOCIAL ARMOR

Elementalist

Plant Talk

Illusionist

Afterlife
Astral Nightmare
Clarion Call
Crafty Thought
Disaster
Grim Reaper
Hunger
Innocent Activity
Memory Blank
Mind Fog
Nightmare of Foreboding
Nobody Here
Pleasant Visions
Rebel Limb

Reversal of Passion
Soothe the Savage Beast
Stop Right There
Stop Right There
Thundering Walls
Unseen Voices
Vertigo

Nethermancer

Bone Dance
Bone Puppet
Command Nightflyer
Control Being
Dark Messenger
Dark Spy
Death Trance
Death's Head
Fog of Fear
Horror Call

Insect Repellent
Pain
Pervert Emotion
Repel Animal
Restrain Entity
Restrain Horror
Tears of the Scourge
Undead Struggle
Visions of Death
Visit Death

Wizard

And His Money
Bedazzling Display of
    Logical Analysis
Peace Bond
Sleep
Trust

Terror

   While not a spell, Terror is similar enough to be described in this section. A target affected by Terror is crippled by fear. Treat the character as Surprised for the duration of the effect. Because Social Armor reduces the potency of Terror by making is much easier to break free, it only costs 3 Strain points.

Fear

   The game mechanics of the dragon power are not changed, although Social Armor does aid in breaking free of this power.

How Do Name-Givers Get Social Armor?

As a race, obsidimen are very calm and have 2 points of innate Social Armor. The arrogance of elves is a reflection of a natural confidence; elves have 1 point of innate Social Armor. All of the other races have no innate Social Armor. Characters with a great deal of social presence and confidence also have innate Social Armor; those with a Cha 15+ have an additional 1 point of Social Armor while those with a Cha 21+ have 2 points.

Dragons are the pinnacle of self-confidence and seem immune to most insults and intimidation. Their innate Social Armor is: Cathay (6), Common (7), and Great (10). Like their other protections, a dragon's Social Armor is difficult to Armor-Defeat, normally requiring an additional Level of Success and some dragon's Social Armor cannot be Armor-Defeated.

For many Name-givers, particularly those hunting Horrors, their innate Social Armor will not be enough. There are several ways to gain more Social Armor; some types of armor and magic items grant it and Name-givers develop Social Armor naturally as their Legend grows.

Legendary Name-givers: As Name-givers grow in experience and fame, they also increase their confidence and are more resistant to insults and intimidation. All characters increase their innate Social Armor by their Legendary Status. For example, a Legendary Status 3 obsidimen Warrior would have 5 points of innate Social Armor. (*Option:* Some GMs may prefer to use Circles instead of Legendary Status. If this is the case, Adepts gain 1 additional point of innate Social Armor at Circles 3, 6, 9, 12, and 15.)

Armor: Some types of armor grant the wearer bonuses to their Social Armor; in particular, living armors boost the confidence of those who wear them. The following list includes bonuses given by standard armor from the Earthdawn book: fernweave (2), blood pebble (2), crystal ringlet (2), living crystal (3), crystal plate (3), ferndask (1), crystal viking shield (1), and obsidiman skin (1). Regular armors, such as plate mail and leather, do not grant Social Armor.

Thread items can grant Social Armor, although Social Armor bonuses granted by increasing thread Ranks should be granted at half the rate of Physical and Mystical bonuses. For example, a thread Rank could give +1 Physical and Mystic Armor OR a +1 to Social Armor.

Confidence Booster: This is the only potion that grants Social Armor by increasing a character's resistance to fear and intimidation attacks. Confidence Boosters give the character +2 points of Social Armor and a +3 Step bonus to resist fear/intimidation, including Terror. The potion takes 1 minute to take effect and lasts for 2 hours. At the end of the duration, the drinker briefly feels extreme lethargy, which causes 3 points of Strain. This effect lasts for only a minute. Cost: 150sp (Adapted from Arcane Mysteries of Barsaive, p. 70)

WHAT ABOUT CREATURES AND HORRORS?

Many creatures and Horrors have innate Social Armor. When considering how many points to give, the GM needs to determine how resistant the creature is to fear, intimidation, etc. Powerful creatures usually have a high resistance to these effects and some weaker creatures can be resistant as well. Creatures with little fear or emotion usually have high Social Armor. Mundane animals normally do not have Social Armor, although animals that are difficult to train or are diseased may have 1 point (GM discretion). The "Immunity to Fear" ability of Horrors (ED2, p. 315) is incompatible with Social Armor. Although many Horrors and their constructs are resistant to the effects of fear and intimidation, they are not immune to them.

The published statistics for some creatures, such as cadaver men and gnashers, have a high Social Defense to reflect their lack of fear; I normally reduce their Social Defense and give the creatures Social Armor to compensate. Creatures changed in this manner are marked by an asterisk (*) and the format of the numbers following the name is (Social Armor-New Social Defense). Some creatures and Horrors have Social Armor that cannot be Armor-Defeated; these are marked by the pound sign (#). Below are my suggestions for the Social Armor of numerous published creatures and Horrors, but as with all things, these should be changed to suit the GM's desires.

If the GM uses the LP tables in ED1 Companion (p. 155-157) to calculate LP for new creatures, multiply a creature's Social Armor by three before determining the value from the Armor Rating column. For example, 3 points of Social Armor adds 15 LP to a creature's total while 6 points adds 500. GMs should be careful awarding these LP; some creatures, such as behemoths and fire eagles, have high Social Armor to reflect the difficulty in taming them. The creature is not otherwise powerful enough to warrant such a high Armor value. Simply killing the creature should not earn the Social Armor LP; it should only be awarded if the creature is tamed.

CREATURES AND CONSTRUCTS

Basilisk (0)
Behemoth[#] (7)
Black Mantis* (4-11)
Blood Bee (0)
Blood Monkey (0)
Blood Raven (0)
Blood Wasp* (2-8)
Bone Shambler* (4-10)
Brain Millipedes (0)
Brithan (1)
Broccha (2)
Cadaver man* (3-7)
Cave Crab (0)
Cave Troll (0)
Chakta Birds (1)
Changling (2)
Chimera (0+)

Cloud Birds (3)
Cockatrice (2)
Crakbill (1)
Crojen (0/Immune)
Death Moth (0)
Demiwraith (2)
Drakes (5)
Dyre (1)
Earth Q'wril (0)
Espagra (2)
Ethandrille (2)
False Drake (3)
Felux (1)
Fire Eagle[#] (7)
Fire Wraiths (2)
Firebird (3)
Firescale (1)

Foul Folk (0)
Gargoyle (2)
Gate Hound[#] (4)
Genhis (0)
Ghoul (1)
Ghoul Lizard (0)
Giant Carnivorous Squirrel (0)
Giant Spider (0)
Giant Trapdoor Spider (0)
Globberog (2)
Granlain (0)
Greater Termite (0)
Griffin (2)
Harbinger[#] (8)
Harpy (0)
Hell Hound (0)
Henghyoke Otter (1)

Horse-Riding (0)
Horse-War (1)
Hulker (4)
Hunger Fish (0)
Huttawa (0)
Hydra# (5)
Inshalata (0)
Jehuthra (0)
Jub Jub (0)
Jungle Griffin (5)
K'sathra (0)
Kraken (4)
Krillra (2)
Krilworm (0)
Kue (0)
Leech Rat (0)
Leviathan (6)
Lightning Lizard (2)
Magma Beast (4)
Manticore (2)
Messenger Bats (0)
Molgrim (1)
Naga (4)
Nautilid (0)
Nightwists (5)
Ogre (0)
Ogre Twins (2)
Pangolus (0)

Plague Lizard (0)
Plagues (4)
Porcupine Snake (0)
Preces (0)
Prisma (0)
Quadrilobe (0)
Qural'lotectica (2)
Relan (0)
River Steed (0)
Rockworm (3)
Root Walker (2)
Sand Lobster (0)
Saural (0)
Sea Snake (0)
Selachi (2)
Sentinel Hawk (1)
Shadow (3)
Shadowmants (1)
Shard (4)
Shilagrue (1)
Shilagrue Horror (3)
Shrieker Bat (0)
Skeorx# (6)
Snow Badger (1)
Song Sprite (1)
Spectral Dancer (3)
Stajian (1)
Steelmen# (NA/5)

Stinger (0)
Stone Lion (3)
Stonemen# (NA/4)
Storm Crow (0)
Storm Wolf (3)
Storm Wraiths (2)
Strawmen# (NA/2)
Thorn Men* (4-10)
Thundra Beast (0)
Troajin (0)
Unicorn (4)
Velos (1)
Vestrivan# (9)
Vetta (0)
Viraas (1)
Volus (2)
Water Strider (0)
Waxmen# (NA/3)
Whirlclaw (0)
Wild Boar (0)
Will o' the Wisp (0)
Witherfang (0)
Wood Elemental (Varies)
Wood Lion (0)
Wyvern (3)
Zoak (0)

HORRORS

Aazhvat Many-Eyes (8)
Artificer (5)
Baggi (7)
Bloatform (10)
Bone Crown the Usurper (9)
Buualgathor# (10)
Chantrel's Horror (12)
Crystal Entity (2)
Deceivers (6)
Despairthought (3)
Doppler (5)

Dread Iota (0)
Druistadt (8)
Gharmhek (2)
Giftbringer (9)
Gnasher* (3-14)
Hate (8)
Joie (7)
Kreescra (0)
Mindslug (0)
Nebis* (7-15)
Nemesis# (10)

Ristul (NA)
Scurrier (4)
Slipshade (5)
Taint (4)
Tempter (6)
Ubyr (10)
Verjigorm# (13)
Wingflayers (7)
Wormskull (7)
Ysrgrathe (8)