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| AILANDER [S 3, A 3, W 3, E 3] | |
| Melee 2, Move 2, Marksmanship 2, Healing 1 | Shortsword, short bow |
| FRAILER [S 2, A 3, W 4, E 4] | |
| Lore 2, Insight 2, Manipulation 2 | Dagger, quill and ink |
| SILENT GUARD [S 4, A 3, W 3, E 2] | |
| Might 2, Melee 3, Insight 4 | Short spear, large shield, chainmail, great helm, heavy crossbow |
| ALDERLANDER [S 3, A 3, W 3, E 3] | |
| Melee 2, Move 1, Insight 2 | Shortsword, short bow |
| ASLENE [S 3, A 4, W 3, E 2] Horseback Fighter | |
| Melee 2, Marksmanship 2, Move 2, Animal Handling 2 | Short spear, short bow, leather armor, riding horse |
| MAIDEN DRUID [S 2, A 3, W 4, E 3] Path of Shifting Shapes 2 | |
| Melee 2, Marksmanship 2, Lore 2, Manipulation 2, Move 1 | Short bow, dagger, leather armor |
| STILLELF [S 3, A 3, W 5, E 2] Path of Shifting Shapes 2 | |
| Melee 2, Crafting 4, Lore 5, Insight 4 | Wooden staff |
| UNRULY ELF [S 3, A 4, W 3, E 2] | |
| Melee 2, Endurance 2, Stealth 3, Marksmanship 2, Scouting 2, Survival 2 | Longbow, short spear, knife |
| GOLDEN BOUGH DRUID [S 3, A 3, W 4, E 3] Path of Healing 2 | |
| Melee 2, Scouting 2, Lore 3, Marksmanship 2, Survival 3, Animal Handling 3 | Throwing spear, falcion, leather armor |
| MELDER [S 3, A 4, W 4, E 3] Path of Sight 2 | |
| Melee 2, Crafting 4, Stealth 5, Lore 4, Survival 3 | Knife |
| REDRUNNER [S 4, A 5, W 3, E 3] Path of the Enemy 2 | |
| Endurance 3, Melee 4, Stealth 2, Move 3, Marksmanship 4, Insight 3, Survival 2 | Longbow, dagger, leather armor |
| BELDERRANIAN [S 4, A 2, W 3, E 3] | |
| Might 3, Melee 3, Crafting 2 | Battleaxe, large shield, chainmail, closed helmet |
| MEROMANNIAN [S 4, A 3, W 3, E 2] | |
| Might 2, Melee 2, Insight 2, Marksmanship 2 | Warhammer, crossbow, studded leather armor |
| CANIDE [S 5, A 3, W 2, E 2] | |
| Might 4, Endurance 2, Melee 3, Scouting 2, Survival 2 | Two-handed axe, plate armor, closed helmet |
| CROMBE [S 3, A 3, W 4, E 3] | |
| Melee 2, Crafting 3, Lore 2, Performance 3, Healing 2 | Mace, leather armor |
| OGRE [S 6, A 2, W 1, E 2] + MAGIC RESILIENCE (page 61) | |
| Might 4, Endurance 2, Melee 2 | Large wooden club |
| URHUR [S 4, A 3, W 3, E 2] | |
| Might 2, Melee 2, Lore 1 | Scimitar, large shield, studded leather armor |
| ROKA [S 5, A 2, W 2, E 2] | |
| Might 2, Melee 2, Scouting 1, Survival 1 | Flail, studded leather armor |
| ISIR [S 4, A 3, W 3, E 2] + POISON (page 66) | |
| Might 2, Melee 3, Marksmanship 2, Survival 2 | Two-handed sword, studded leather armor, closed helmet |
| VIRAGA [S 3, A 4, W 4, E 3] Path of the Killer 2 | |
| Melee 2, Stealth 2, Move 2, Marksmanship 2, Lore 2, Insight 3, Manipulation 2 | Shortsword, dagger, leather armor |
| DRIFTER [S 4, A 3, W 2, E 2] | |
| Might 1, Melee 2, Insight 2 | Scimitar, studded leather armor, studded leather cap |
| WOLFKIN [S 4, A 4, W 2, E 2] Path of the Forest 2 | |
| Might 1, Endurance 3, Melee 3, Scouting 3, Survival 2 | Short spear, knife, leather armor |
| SAURIAN [S 4, A 3, W 2, E 2] Scales AR 3 | |
| Endurance 1, Melee 2, Scouting 2, Survival 3 | Trident |
| WHINER [S 1, A 3, W 2, E 2] | |
| Melee 2, Stealth 3, Move 3 | Short spear |
| HALFLING [S 2, A 4, W 3, E 4] | |
| Melee 1, Crafting 2, Stealth 2, Sleight of Hand 1, Insight 2, Manipulation 2 | Shortsword, sling, leather armor |
| GOBLIN [S 2, A 4, W 4, E 2] + NOCTURNAL (page 7) | |
| Melee 1, Move 1, Stealth 2, Marksmanship 1, Insight 2, Manipulation 2 | Shortsword/short spear, sling, D6 copper |

