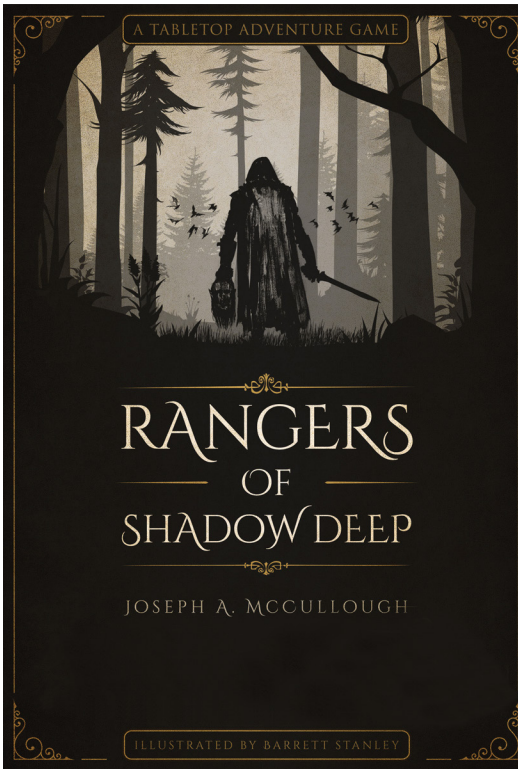


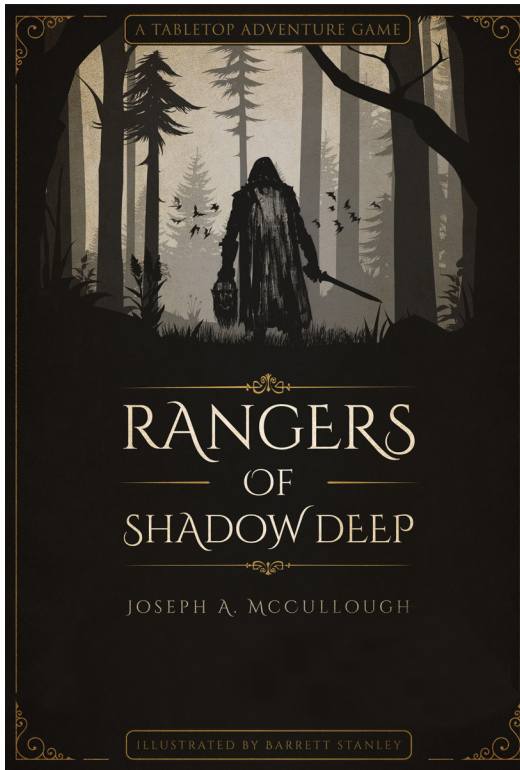




Blood Bat

M	F	S	A	W	H	Notes	XP
8	+1	+0	12	+3	1	Animal, Flying	1

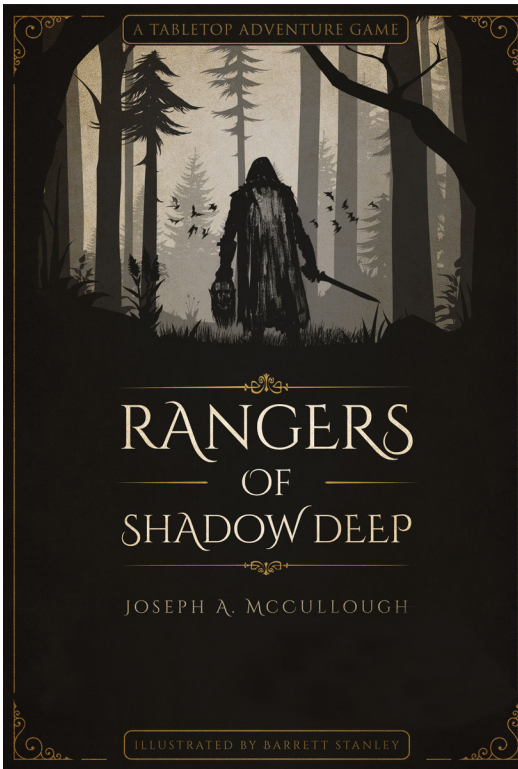




Burrow Worm

M	F	S	A	W	H	Notes	XP
5	+3	+0	10	+3	14	Animal, Burrowing	8





Civilian

M	F	S	A	W	H	Notes	XP
6	+0	+0	10	+0	10	Dagger	0





Darkroot (Vine)

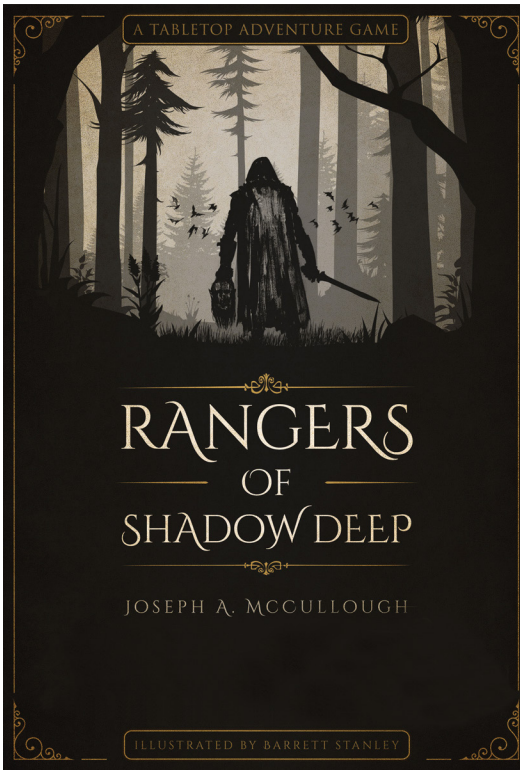
M	F	S	A	W	H	Notes	XP
6	+1	+0	10	+0	6	Die if body dies	0



Darkroot (Body)

M	F	S	A	W	H	Notes	XP
-	+3	+0	14	+0	8		6
Missile weapons against it only do 2 damage							

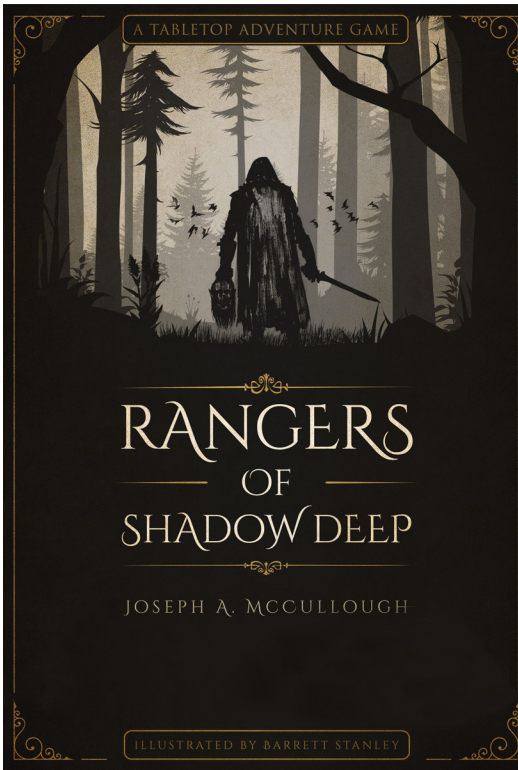




Flesh Golem

M	F	S	A	W	H	Notes	XP
5	+4	+0	10	+0	16	Undead, Horrific (TN8)	5

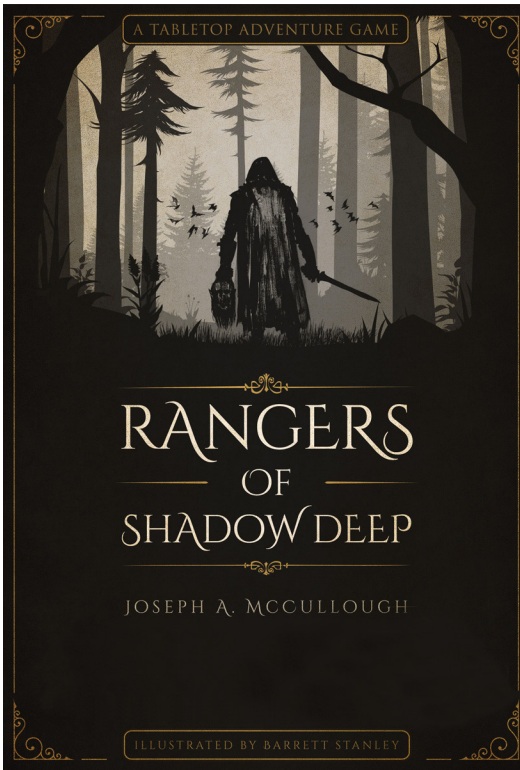




Giant Fly

M	F	S	A	W	H	Notes	XP
6	+0	+0	6	+0	5	Animal, Flying, Disease (TN8)	2

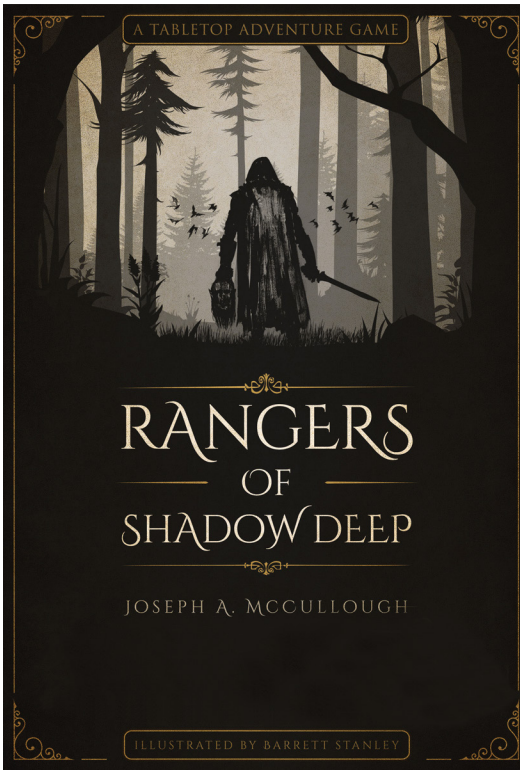




Giant Rat

M	F	S	A	W	H	Notes	XP
6	+0	+0	6	+0	1	Animal, Disease (TN8)	2

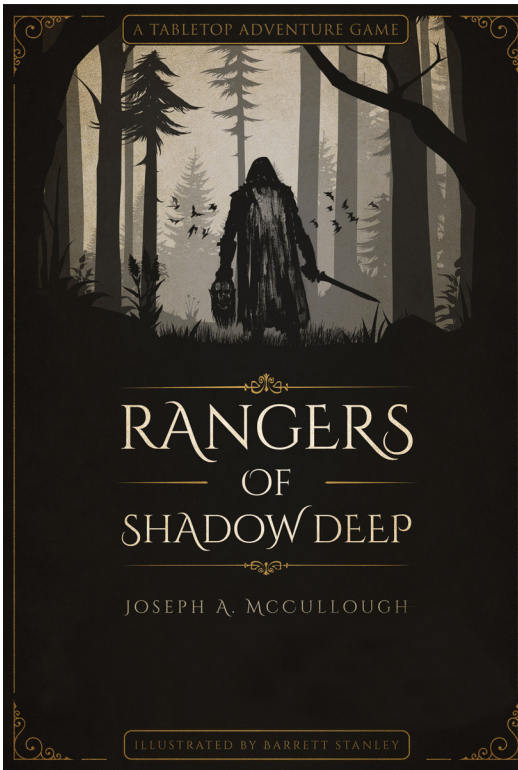




Giant Spider

M	F	S	A	W	H	Notes	XP
6	+0	+0	8	+0	4	Animal, Poison,	2
No movement penalty for rough ground or climbing							

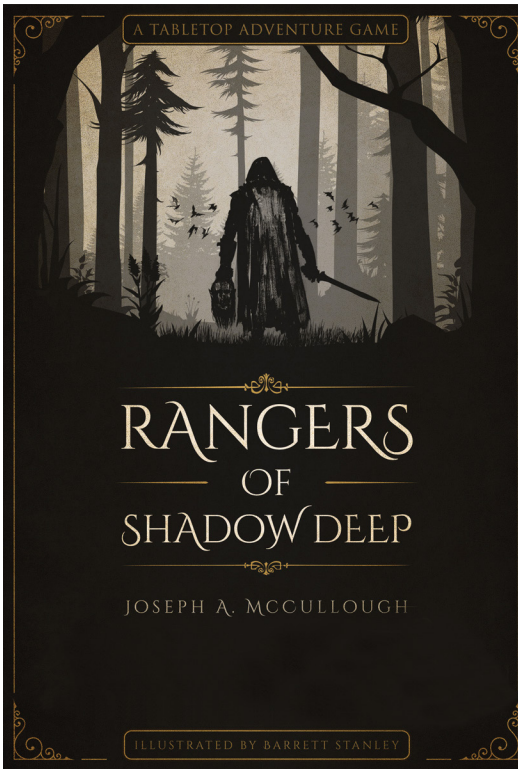




Ghoul

M	F	S	A	W	H	Notes	XP
6	+2	+0	10	+2	10	Undead	3

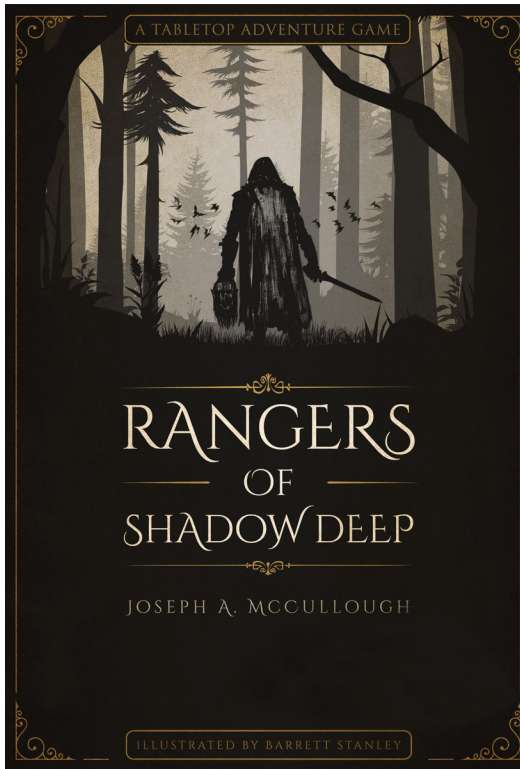




Ghoul Fiend

M	F	S	A	W	H	Notes	XP
6	+3	+0	11	+6	14	Undead	4

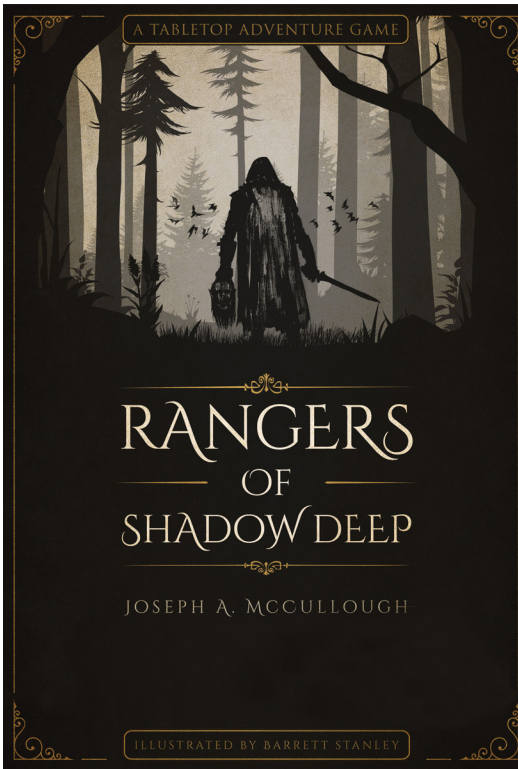




Ghoul Flinger

M	F	S	A	W	H	Notes	XP
6	+1	+1	10	+2	10	Undead, Throw bones	3

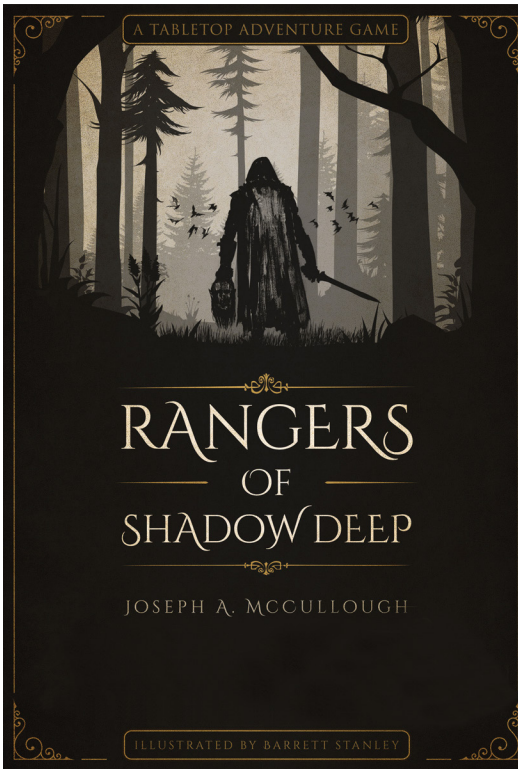




Ghoul Rotter

M	F	S	A	W	H	Notes	XP
6	+1	+1	10	+0	8	Undead, Disease TN14	2

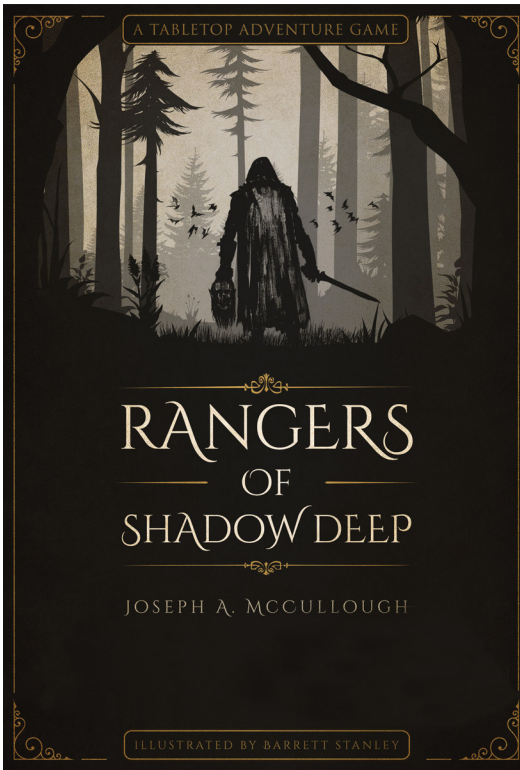




Ghoul Snake

M	F	S	A	W	H	Notes	XP
5	+2	+0	8	+0	16	Undead	3

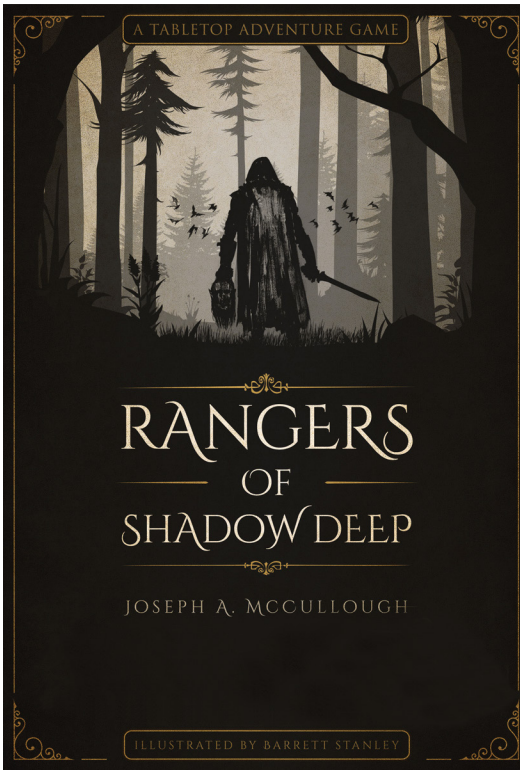




Giant Snake

M	F	S	A	W	H	Notes	XP
5	+2	+0	8	+0	10	Animal,	3
Amphibious (giant water snake) Poison (giant viper)							

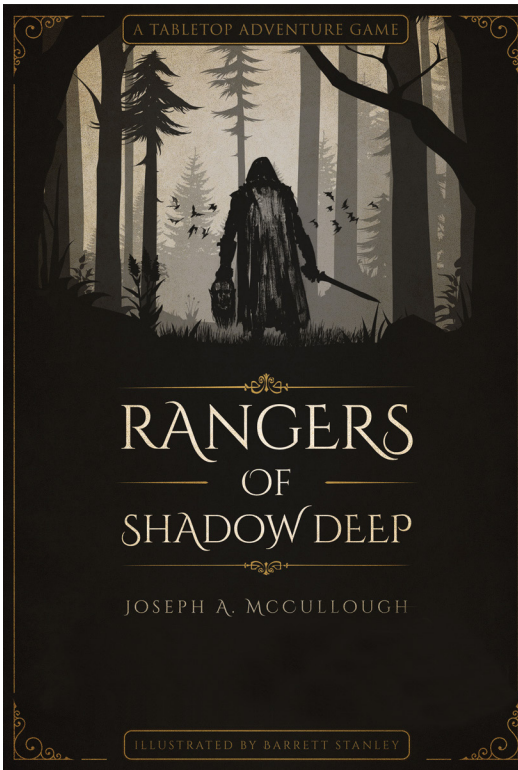




Gnoll Fighter

M	F	S	A	W	H	Notes	XP
6	+2	+0	11	+0	10	Hand Weapon, Light armor	3

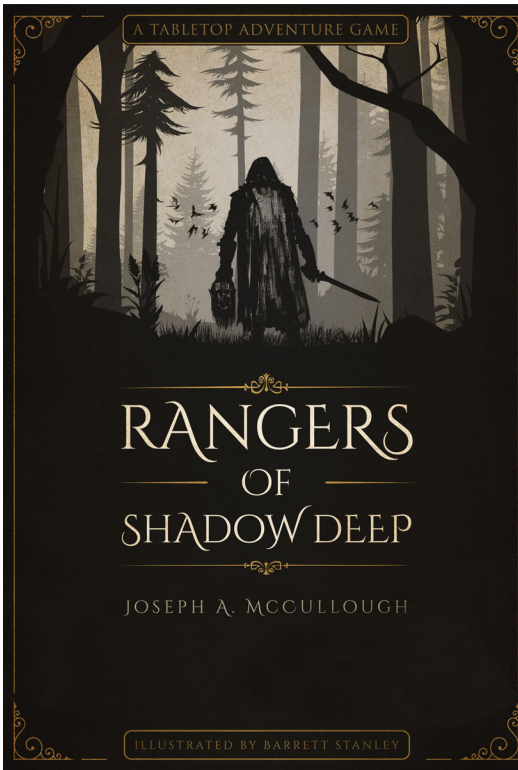




Gnoll Archer

M	F	S	A	W	H	Notes	XP
6	+1	+2	11	+0	10	Dagger, Bow or crossb, quiver, light amour	3

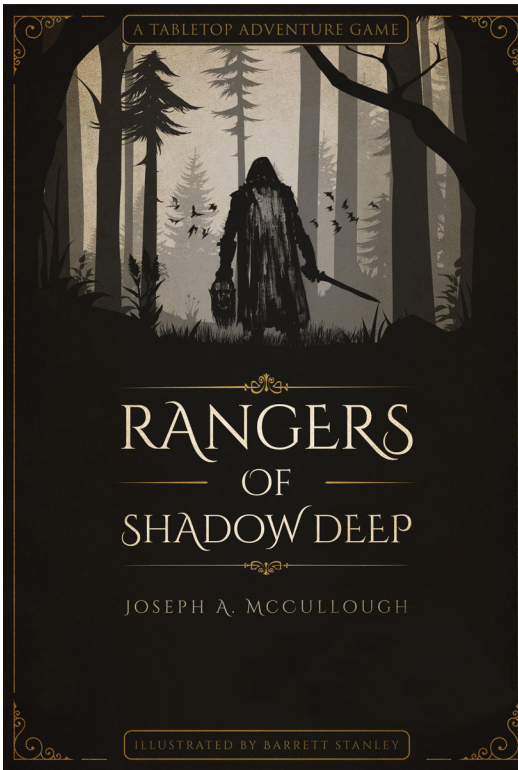




Gnoll Sergeant

M	F	S	A	W	H	Notes	XP
6	+3	+0	11	+0	12	handed weapon, light armor,	3

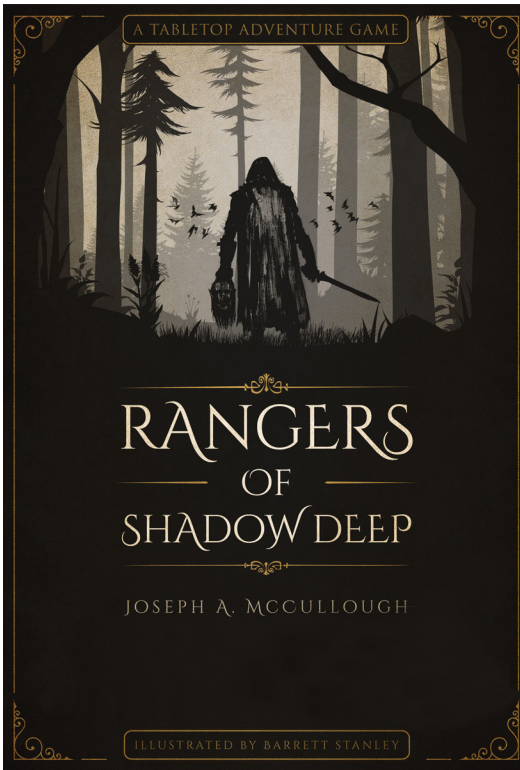




Gnoll Shaman

M	F	S	A	W	H	Notes	XP
6	+1	+0	11	+5	12	Hand weapon, poison, Inspiring : +2 will all gnolls within 6"	5

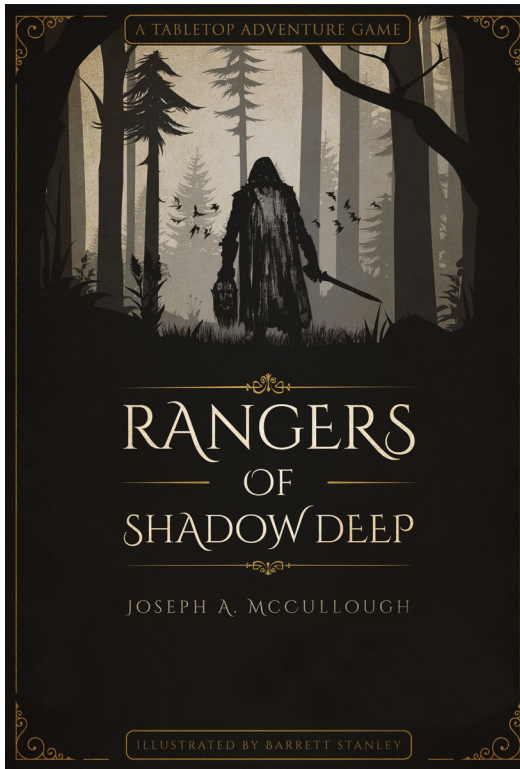




Ogre

M	F	S	A	W	H	Notes	XP
6	+3	+0	12	+0	14	Large, 2-handed weapon,	5

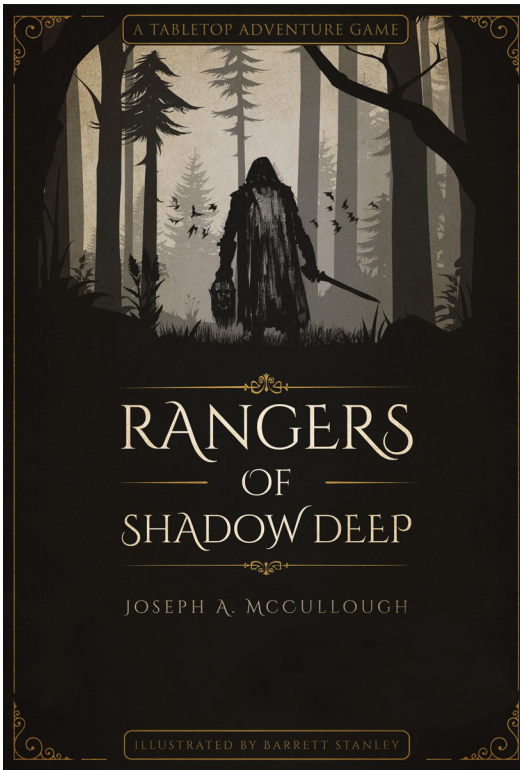




Shadow Knight

M	F	S	A	W	H	Notes	XP
6	+4	+0	12	+0	14	Undead, half dmg from non magic weapons	10

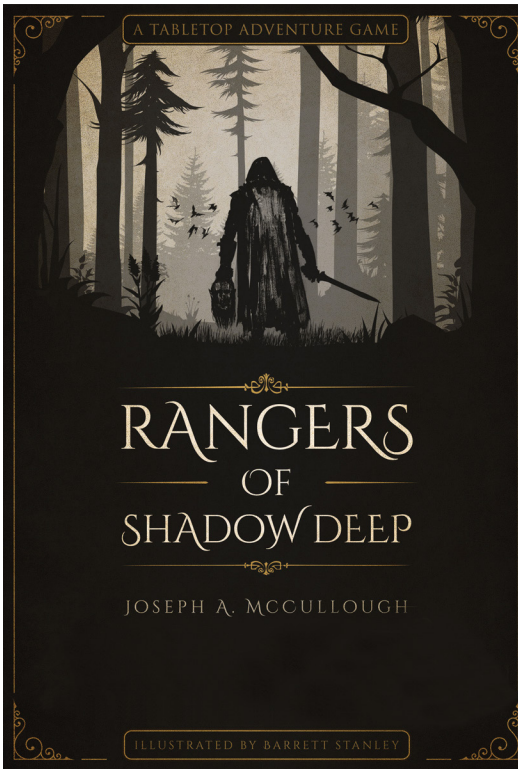




Skeletal Knight

M	F	S	A	W	H	Notes	XP
6	+3	+0	13	+0	1	Undead	2

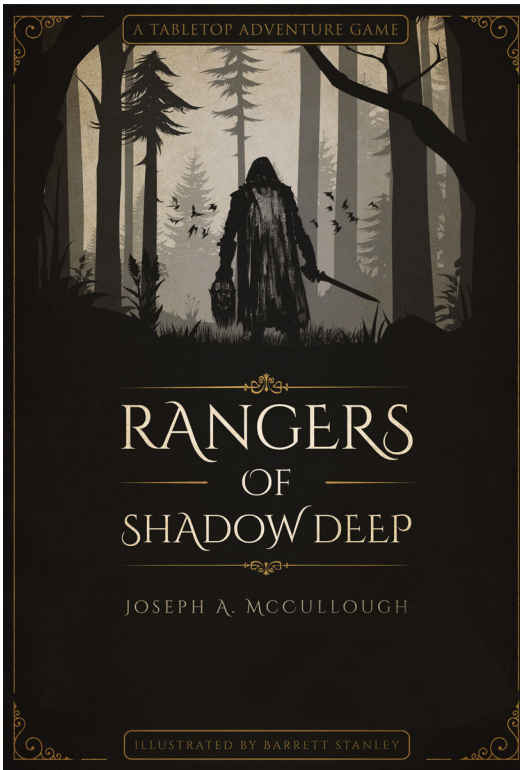




Skeleton

M	F	S	A	W	H	Notes	XP
6	+1	+0	10	+0	1	Undead	1

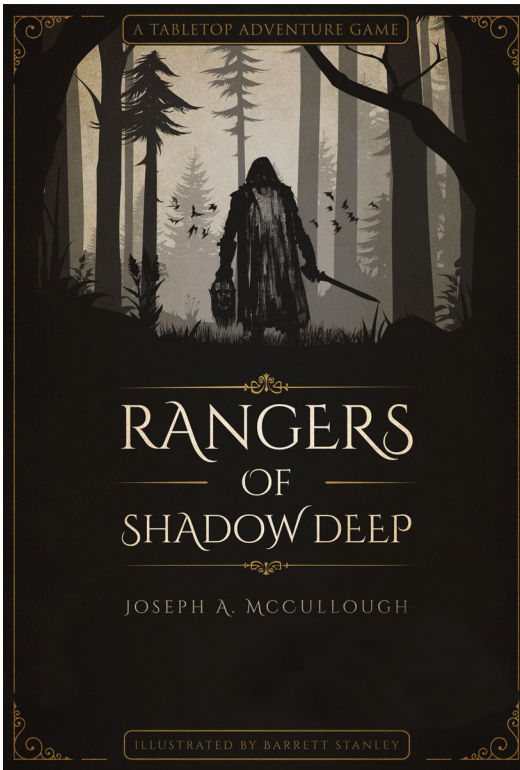




Swamp Zombie

M	F	S	A	W	H	Notes	XP
4	+0	+0	12	+0	6	Undead, amphibious	2

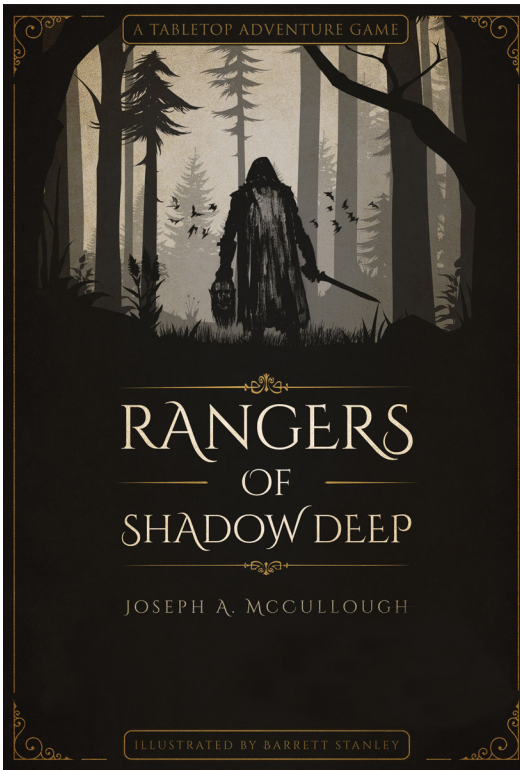




Terror Wing

M	F	S	A	W	H	Notes	XP
6	+5	+0	14	+8	16	Horrific TN12, Flying, Spellcaster	20

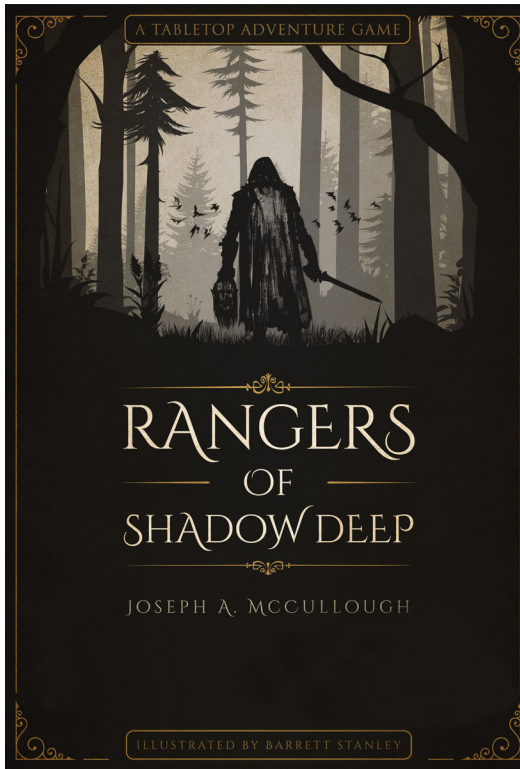




Tortured Soul

M	F	S	A	W	H	Notes	XP
6	+-	+-	-	-	-	Undead, Will Sap, Will/ leadership to free p139	10

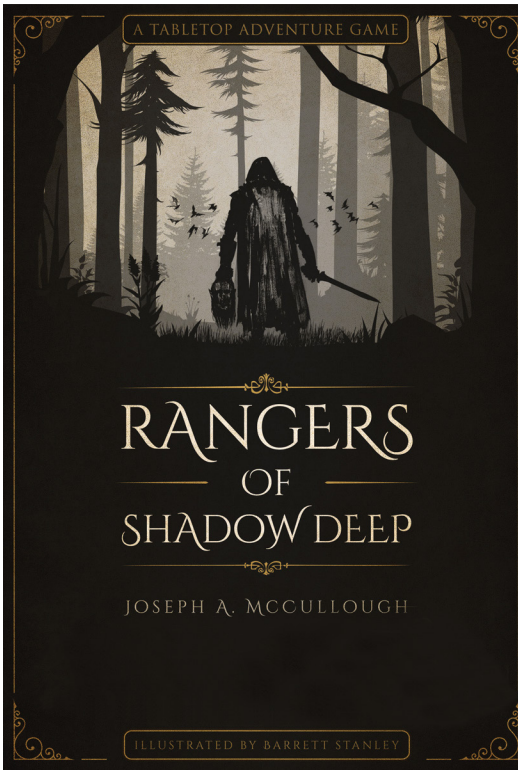




Troll (pg 140)

M	F	S	A	W	H	Notes	XP
4	+4	+0	14	+2	16	Large, 2 hand weapon, potentially 2 heads	8

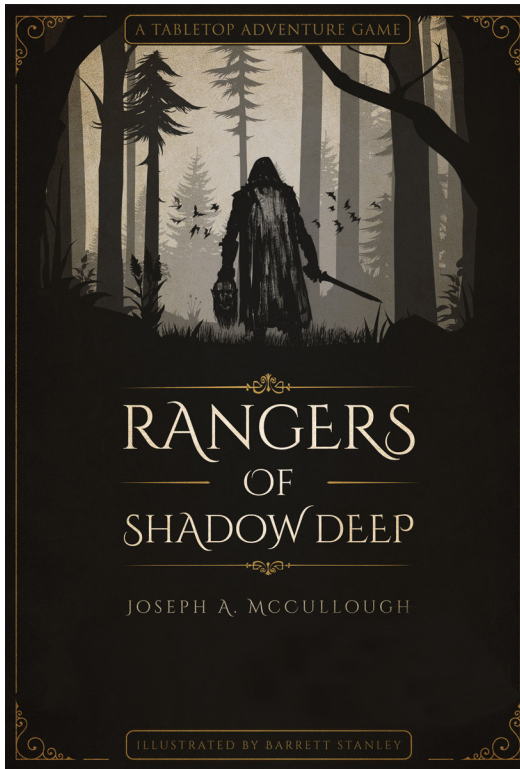




Vulture

M	F	S	A	W	H	Notes	XP
6	+0	+0	14	0	4	Animal, Flying	3

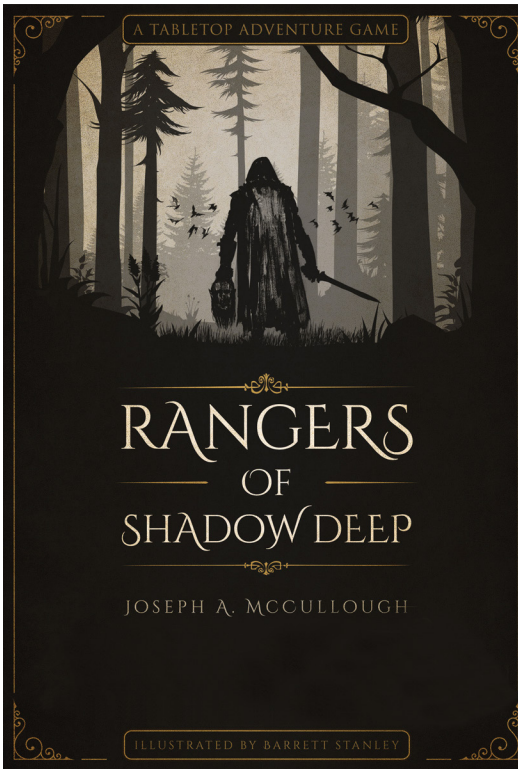




wolf

M	F	S	A	W	H	Notes	XP
8	+1	+0	10	0	6	Animal	2

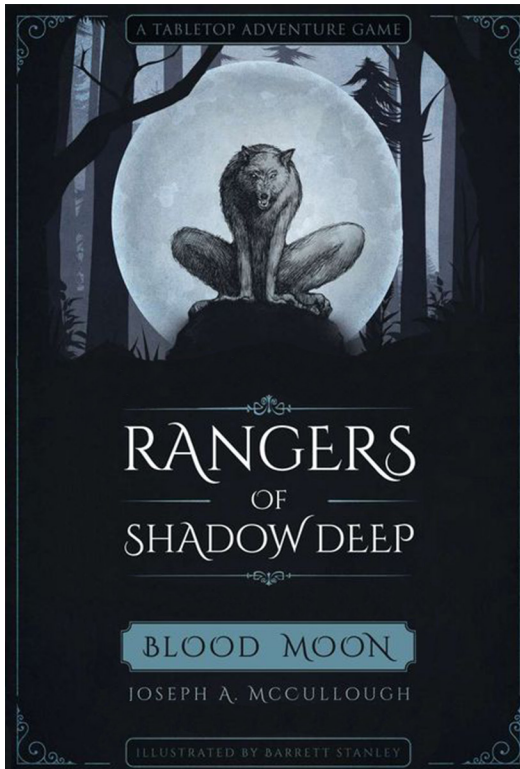




Zombie

M	F	S	A	W	H	Notes	XP
4	+0	+0	12	0	6	Undead	2

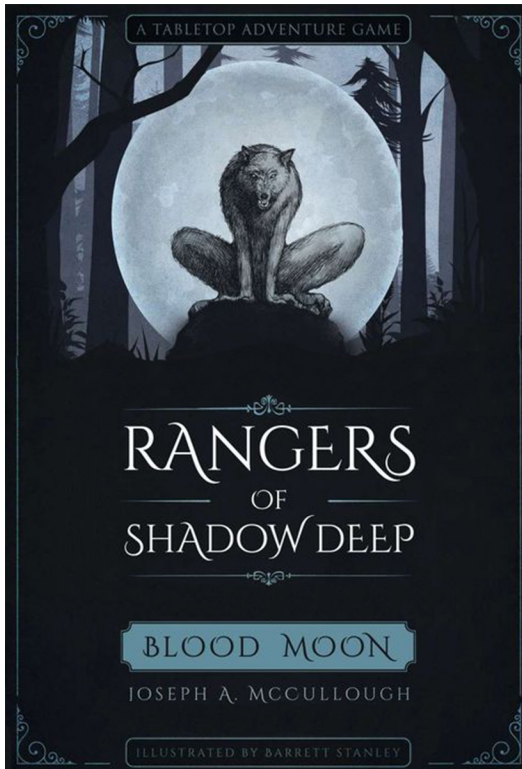




Grim Wolf

M	F	S	A	W	H	Notes	XP
8	+3	+0	10	0	10	Animal	2

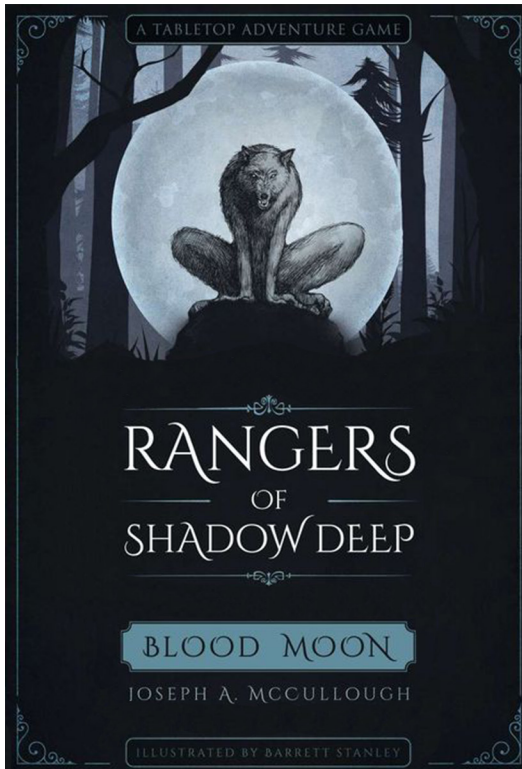




Werewolf

M	F	S	A	W	H	Notes	XP
6	+4	+0	12	+5	18	Infection p.22 <i>BM</i>	10
Regenerate (+2 per activation), Silver allergy (+2F, +2 DMG), Strong: +2 dmg, Expert climber: no move penalty							

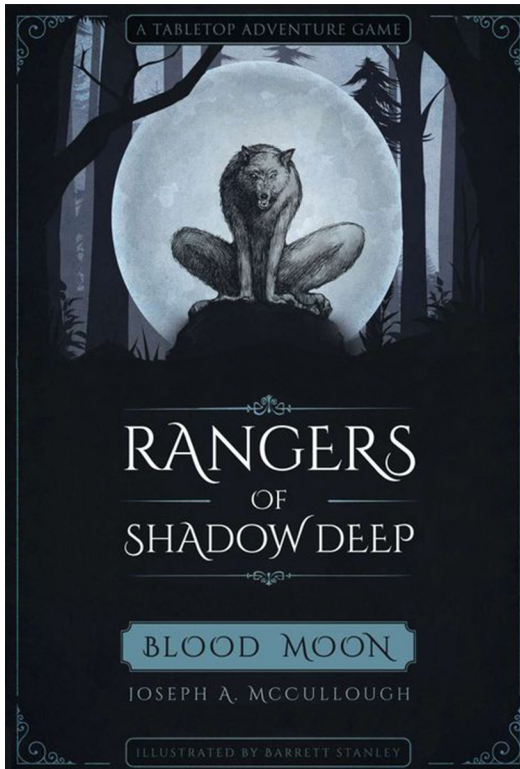




Orla

M	F	S	A	W	H	Notes	RP
6	+1	+2	11	+3	10	Bow, quiver, dagger,	20
Light armor, Track (+4) Stealth (+3)							

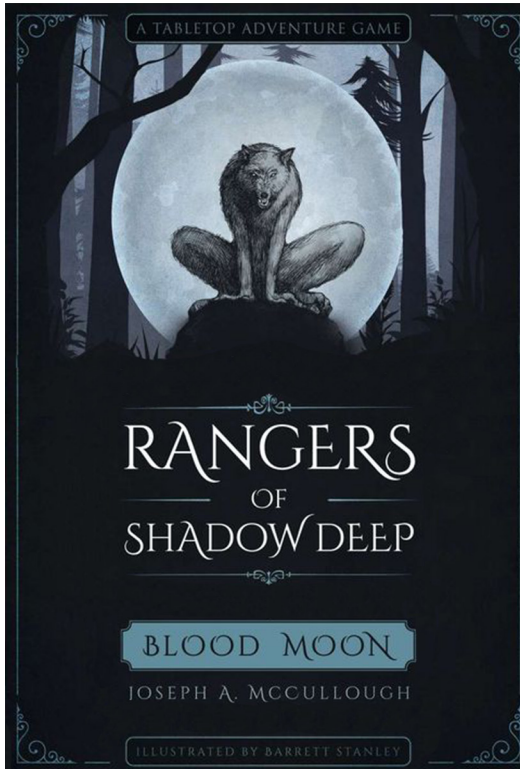




Covin

M	F	S	A	W	H	Notes	RP
6	+2	+0	11	+1	12	Hand weapon	15
Light armor, Leadership (+3) Perception (+3)							

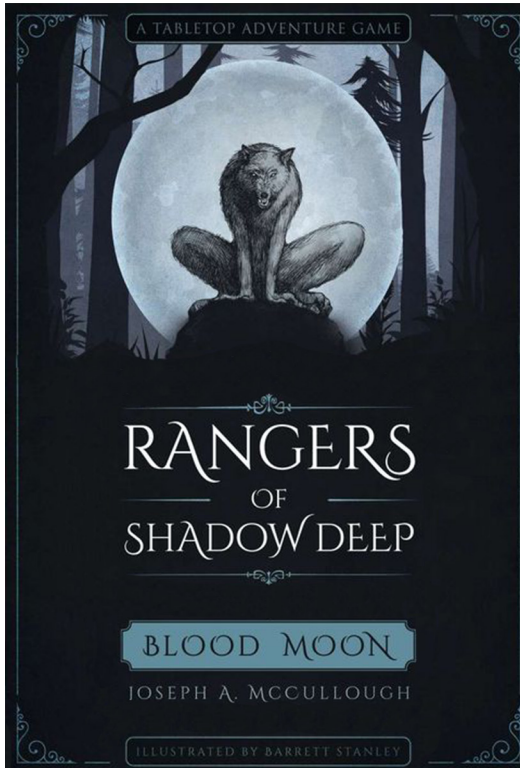




Nicolan

M	F	S	A	W	H	Notes	RP
6	+3	+0	11	+1	12	Hand weapon, dagger	20
Light armor, Ancient Lore (+3) Armory (+3) Read Runes (+2)							





Seb

M	F	S	A	W	H	Notes	RP
6	+3	+0	10	+2	14	2-handed weapon	20
Strength (+4)							





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RANGERS OF SHADOW DEEP

GHOST STONE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Cultist

M	F	S	A	W	H	Notes	XP
6	+2	+0	11	+2	10	handed weapon	3
Light armor							





RANGERS OF SHADOW DEEP

GHOST STONE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Cultist Leader

M	F	S	A	W	H	Notes	XP
5	+4	+0	12	+6	14	Handed weapon	5
Shield, light armor, +1 damage							





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RANGERS OF SHADOW DEEP

GHOST STONE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Spectral Horseman

M	F	S	A	W	H	Notes	XP
6	+4	+0	12	+10	14	Undead, flying	10
1/2 dmg from non magic, victim max armor (11), attack highest F							





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RANGERS OF SHADOW DEEP

GHOST STONE

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Spectre

M	F	S	A	W	H	Notes	XP
6	+1	+0	10	+10	10	Undead, flying	3
1/2 dmg from non magic, Death scream (Will TN 12): loose activation, ignore terrain for movement							





RANGERS OF SHADOW DEEP

GHOST STONE

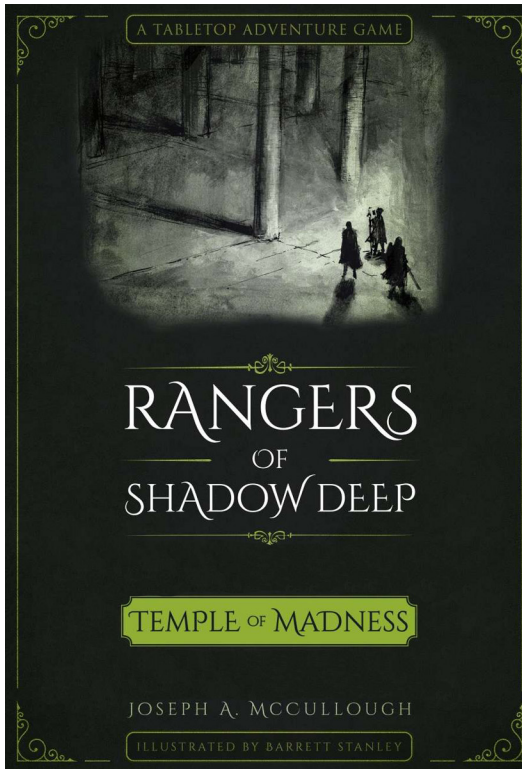
JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Wounded Alladorean Soldier

M	F	S	A	W	H	Notes	XP
5	+1	+0	12	+0	1	Wounded	NA
Only takes one action per activation							





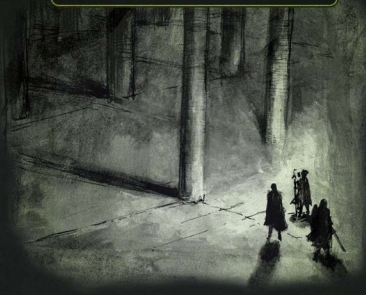
Greviks, man-beast

M	F	S	A	W	H	Notes	XP
6	+4	+0	14	+3	18	2-handed weapon	10
Bodyguard to Trekatis (says in 1"), takes all shooting attacks against Trekatis, forces all combat against Trekatis							





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RANGERS OF SHADOW DEEP

TEMPLE OF MADNESS

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

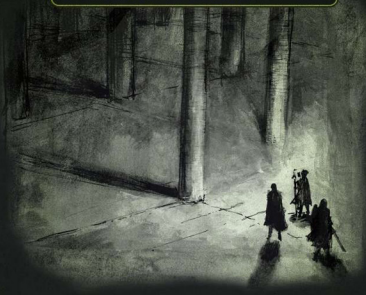
Trekatis, evil sorcerer

M	F	S	A	W	H	Notes	XP
6	+2	+0	12	+8	16	Staff, robes of protection	20
Imbue staff (Will TN14 or pushed 6" and lose next activation), Spellcaster							





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RANGERS OF SHADOW DEEP

TEMPLE OF MADNESS

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

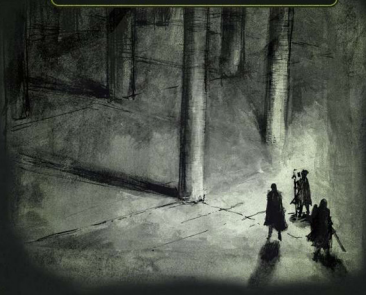
Temple Guardian

M	F	S	A	W	H	Notes	XP
6	+2	+0	11	+2	10	2-handed weapon	3
light armor							





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RANGERS OF SHADOW DEEP

TEMPLE OF MADNESS

JOSEPH A. MCCULLOUGH

ILLUSTRATED BY BARRETT STANLEY

Temple Guardian Archer

M	F	S	A	W	H	Notes	XP
6	+1	+1	11	+2	10	handed weapon	3
bow, quiver, light armor							

