

Savage Bestiary



Fantasy Foes



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Base Monster statistics were created using Richard Woolcock's Savage Worlds Monster Builder. This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

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Introduction

Within these pages lie 40 foes for a Game Master to throw at an unsuspecting party of adventurers. Seven of these creatures also have statistics to be playable races. The beasts and adversaries seen here are assumed to be used in a fantasy setting but they could work in most settings with a few tweaks.

The goal of this book is a simple one: to provide more creatures for a Game Master to use and develop his or her own world. It probably goes without saying that a Bestiary is an integral part of any setting as it says a lot about the place which the player characters occupy. Every time a Game Master introduces a new monstrosity to his or her players they are adding a little bit to the world, fleshing out the details right down to the horns and scales.

Savage Bestiary: Fantasy Foes is designed to be a toolbox of fantasy goodness from which a Game Master can throw bits and pieces into the blender that is their homebrew setting.

A Note about Treasure

Each creature has a note about treasure, listed as meager, worthwhile, rich, or trove. This is simply using the statistics found in the Savage Worlds Fantasy Companion. This is for GMs who use the Companion for their classic dungeon crawls but would like to add more monsters to their repertoire. Now they can do so easily. However, while this feature is

included, the Fantasy Companion is not required.

Monsters as Player Characters

Several of the creatures found in this Bestiary have statistics to be player characters.

This is partially inspired by other role playing games that include the statistics for

monster player characters in their

Bestiaries. At many game

tables it is not uncommon

for a player to really like

the description and

personalities of certain

enemies, often wanting to

play one of those creatures

themselves. With the ease

of use of Savage World's race

creation system there is very little

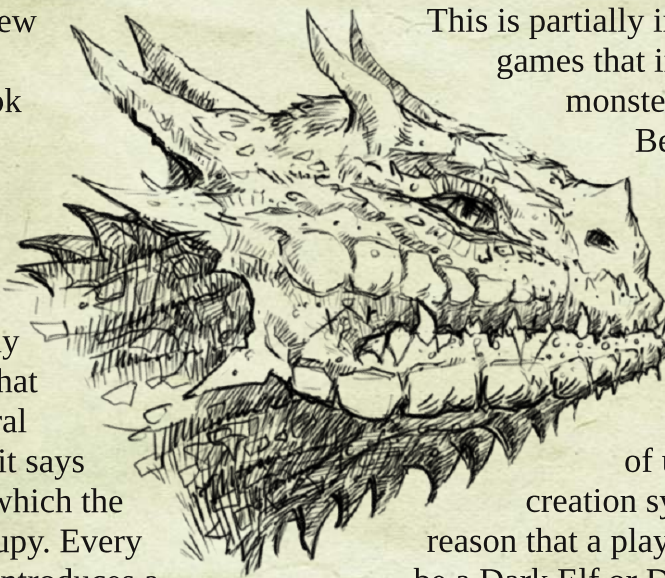
reason that a player's next character couldn't

be a Dark Elf or Doppelganger. The playable


races within this book include: Bugbear,

Doppelganger, Drow, Eagle Men, Half Demon,

Hyena Men, and Iron Born.



Wild Cards

The dragon symbol () frequently found throughout this book represents when a character is typically a Wild Card.

Badger Men

Feral and angry creatures, Badger Men are territorial humanoids that are easily provoked, particularly if they feel threatened. While they are perfectly capable of using weapons, they tend to stick to the use of their own claws. Most Badger Men live underground, serving their Badger Lords, who are usually the biggest and strongest of their kind.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Tracking d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Mean

Edges: Berserk

Treasure: Meager per 5

Special Abilities:

- **Burrow:** May dig equal to their pace.
- **Claws:** Str+d6
- **Low Light Vision:** Badger Men can see well in very little light. They ignore penalties for dim or dark lighting.



Badger Lords

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Tracking d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Mean

Edges: Berserk

Treasure: Worthwhile

Gear: Great Sword (Str+d10, -1 Parry, Two-Handed)

Special Abilities:

- **Burrow:** May dig equal to their pace.
- **Claws:** Str+d6
- **Low Light Vision:** Badger Men can see well in very little light. They ignore penalties for dim or dark lighting.
- **Size +1:** Badger Lords are slightly larger than humans.
- **Intimidating Presence:** May Intimidate once per round as a free action.



Bladelings

These armored humanoids have sharp blades built into their arms and a wicked looking metallic tail. They roam the land in search of a worthy foe to slay and will challenge any tough-looking fighter. Bladelings are known to travel in groups, taking on parties of adventurers they believe might present a challenge.

This constant need to find and fight worthy foes has made them great mercenaries who will take very little pay in exchange for the location of potential adversaries. They will also do their best to make sure the odds are even (or against them) as they find that honorable.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d6, Tracking d6, Knowledge (Battle) d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Code of Honor

Edges: Two-Fisted, Ambidextrous, Florentine

Treasure: Meager per 5

Special Abilities:

- **Armor +2:** Metallic Form
- **Arm Blades:** (Str+d6, AP 1)

Blood Ogres

These creatures are almost suicidal in their fighting habits, doing just about anything for a meal. Their skin is a dark shade of red and their form is bloated. Any who have faced the creatures before and emerged triumphant will tell you that they go down much easier than a normal Ogre. However, the Blood Ogre's own life fluid acts as a vengeful weapon after the creature is destroyed.

Blood Ogres will eat just about anything as long as it's still alive. It is not unheard of for Orcs to keep "pet" Blood Ogres the way they keep their larger brethren, letting them loose in battle to die violently, showering their enemies in deadly blood.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Notice d6, Taunt d6

Pace: 5; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Vengeful (Major)

Edges: Sweep

Treasure: Meager

Gear: Longsword (Str+d8)

Special Abilities:

- **A armor +1:** Thick Skin
- **Boiling Blood:** When a Blood Ogre is killed, all adjacent creatures suffer 2d6 damage. Those within a Medium Burst Template make an Agility roll or suffer 2d6 damage. Blood Ogres also add a +4 bonus to resist the effects of hot weather.
- **Size +2:** Blood Ogres tend to be about 7 feet tall and are particularly bloated creatures.

Bugbears

Kin to goblins and hobgoblins, Bugbears are large, nasty creatures who are surprisingly quiet when they need to be. Their big stature makes them intimidating, but their true danger lies in their hunter-like instincts. While they are by no means intelligent, their deceptive nature makes them worthy foes.

Attributes: Agility d8, Smarts d6-2, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d8



Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Treasure: Meager

Gear: Longsword (Str+d8), Shield (+1 Parry, +2 Armor against ranged attacks), Chain Hauberk (+2 Armor)

Special Abilities:

- **Infravision:** Much like Goblins, Bugbears can see on the infrared spectrum, halving penalties for bad lighting.

Bugbears as Player Characters

Some players may get the inkling to play a Bugbear and really, who wouldn't? The strong, silent type of character can be easily personified in a Bugbear. Below is a racial template to make a Bugbear Player Character.

- **Strong:** By nature, Bugbears are very muscular. They gain a free d8 in the Strength Attribute. This Attribute can be raised to a d12+2 through Advances.
- **Silent Hunter:** These beasts are naturally sneaky. Bugbears start with a free d6 in the Stealth skill.
- **Infravision:** Much like Goblins, Bugbears can see on the infrared spectrum, halving penalties for bad lighting.
- **Dumb:** Bugbears are not the brightest of creatures, making any Smarts roll suffer a -2 penalty.
- **Outsider:** Bugbears are shifty. They gain the Outsider (Minor) Hindrance.



Cave Crawlers

These nasty beetle-like beasts are known to hide in caves where their back armor acts as a natural camouflage. They rarely need to eat, slowly digesting their food over a long period of time. However, when they do eat, they favor adventurers who pass through their lair unwittingly. Cave Crawlers sometimes live in groups, making them particularly deadly.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 12 (2)

Treasure: Worthwhile in lair

Special Abilities:

- **Armor +2:** Tough Skin
- **Pincers:** Str+d8, AP 2
- **Infravision:** Cave Crawlers halve the penalties for bad lighting against living targets.
- **Size +4:** Cave Crawlers are massive insects that weigh around 4,000 pounds.
- **Large:** Cave Crawlers take a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks against them.
- **Wall Walk:** Cave Crawlers can walk across most surfaces at their pace without needing a climbing roll.
- **Cave Stealth:** When a Cave Crawler is in its natural environment and does not move, it adds a +2 bonus to its stealth rolls.

- **Drop Attack:** When falling from a height of 6" or more to attack a foe, everyone within a Medium Burst template of impact must make an agility roll or be Shaken. This can cause a wound.

Demilon

Often seen as a weeping woman in a gown, the Demilon is a terrifying sight to any unfortunate adventurer. Sorrow is the drive of these monsters. Many believe them to be the souls of the dead manifested in new bodies.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: Meager

Special Abilities:

- **Touch of Sorrow:** When making a touch attack (+2 Fighting) any foe hit makes a Spirit roll (-2 if hit with a raise) or becomes Shaken. If the victim is already Shaken this may cause a wound.



Weeping Queen

These more powerful Demilons have a truly deadly touch. They are constantly weeping and wailing, commanding their lessers between sobs.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Frenzy (may be used with Greater Touch of Sorrow.)

Treasure: Worthwhile

Special Abilities:

- **Greater Touch of Sorrow:** May make a touch attack (+2 Fighting Roll) which causes the Shaken condition on the target automatically. This may cause a wound if the target is already Shaken.
- **Wail:** Opposed Spirit roll vs all non-Demilon targets within a medium burst template. Those who fail are Shaken. If this is a second Shaken result, it does not cause a wound.



Denfir

Often compared to a Griffin, a Denfir is a cross between a crow and a lion. While they fly and have similar tactics to a Griffin, they don't have the same obsession with horses. Instead, they enjoy shiny baubles and trinkets, often taking what they can carry back to their nests.

Denfir usually group together and attack unsuspecting travelers from their homes in the treetops. Something as simple as a glint of shiny armor in the sun could be enough to provoke them. Denfir rarely kill their targets, but instead steal anything that looks valuable.

While they have mere animal intelligence, they are still known to taunt foes in their own way, cawing loudly and scratching their claws in the ground.

Attributes: Agility d12, Smarts d10 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d10, Stealth d8, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Greed (Major)

Edges: Extraction

Treasure: Worthwhile in lair

Special Abilities:

- **Bite or Claw:** Str+d6
- **Low Light Vision:** Denfirs take no penalties for dim or dark lighting.
- **Swoop:** Much like Griffins, Denfirs swoop on their prey to pin it to the ground. But in their case, they do so to try and steal from their victims before flying off. They gain +4 to their attack and damage for this action. However, their Parry is reduced by -2 until their next action when performing the maneuver.
- **Flight:** Despite their appearances, Denfir are rather agile flyers with a Flying Pace of 12" and Climb of 2.
- **Size +2:** Denfirs weigh over 500 pounds.

Doppelgangers

Subversive and manipulative creatures, no one really knows exactly what a Doppelganger looks like in its true form. These humanoids prefer to take on the appearance of the most common sentient life (usually humans in a typical fantasy setting). In many stories, Doppelgangers sneak their way to the top of the social ladder and control societies in secret.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d6, Notice d6, Stealth d6, Persuasion d10, Knowledge (Politics) d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Hindrances: Curious

Treasure: Meager per 3

Gear: Short Sword (Str+d6)

Special Abilities:

- **Changing Form:** A Doppelganger can take on the appearance of most people with very little effort. They may use the disguise power and have 15 Power Points for its use. To use the ability a Doppelganger simply rolls Smarts instead of an arcane skill.

Doppelgangers as Player Characters

Being a tricky Doppelganger can be an interesting choice for a Player Character. These creatures can offer quite a few fun concepts, and would fit very well in a game of intrigue.

- **Changing Form:** A Doppelganger can take on the appearance of most people with very little effort. They may use the disguise power and have 15 Power Points for its use. The Power Points recharge at a rate of 1 per hour. To use the ability a Doppelganger simply rolls their Smarts as an arcane skill. Edges or any other outside source may not adjust this ability.
- **Thirsty for Truth:** Despite their love of hiding behind their abilities, Doppelgangers have a need to find out the truth behind secrets. They gain the Curious (Major) Hindrance.

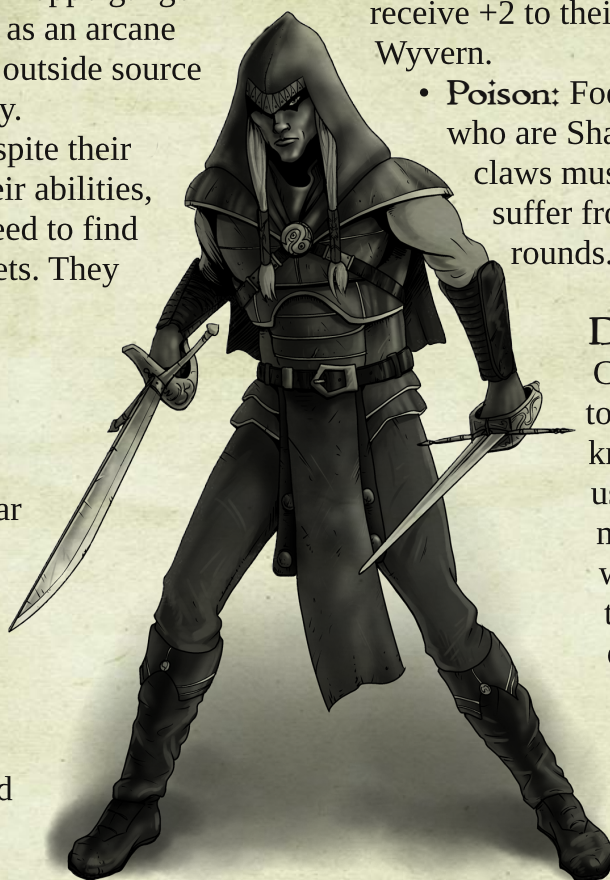


Dread Wyvern

These creatures are similar in many respects to a traditional Wyvern. The main differences lie in their tactics in catching prey. They prefer to strike head on and terrorize foes with their powerful size and abilities. While they are poisonous, they carry their poison in their fangs instead of a stinging tail. They aren't as fast as their brethren but make up for it in scare tactics.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+6, Vigor d8
Skills: Fighting d10, Intimidation d12, Notice d6, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 12 (2)
Edges: Extraction, Improved Extraction
Treasure: Worthwhile in Lair
Special Abilities:

- **Armor +2:** Scales
- **Claws:** Str+d8
- **Infravision:** Dread Wyverns halve the vision penalties for darkness.
- **Terrifying Scream:** As an action, a Dread Wyvern may let out a horrendous scream. All within a medium burst template centered on the Dread Wyvern must make a Spirit roll at -2 or roll on the fear table. Extras are panicked. A Dread Wyvern may not use this



- ability two turns in a row.
- **Flight:** Flying Pace of 12" and Climb 1.
- **Size +4:** These beasts weigh over 4000 pounds.
- **Large:** Dread Wyverns have a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks to strike the Dread Wyvern.
- **Poison:** Foes of the Dread Wyvern who are Shaken or wounded by its claws must make a Vigor roll or suffer from paralysis for 2d6 rounds.

Drow

Creatures who stick closely to the shadows, Drow (also known as Dark Elves) usually live in caves, and in many fantasy settings, worship dark gods. While they may not be inherently evil, they do seem to lean in the direction of wrongdoing.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8,

Intimidation d8, Notice d6, Stealth d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Outsider, All Thumbs

Edges: Two-Fisted, Ambidextrous

Treasure: Meager per 5

Gear: Two daggers (Str+d4) Range: 3/6/12, Leather Armor (+1 Armor)

Special Abilities:

- **Infravision:** Dark Elves see infrared, halving vision penalties for darkness.



Drow Noble

The elite of Drow society, these leaders rules with terrible cruelty and cunning.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d10, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Outsider, All Thumbs
Edges: Two-Fisted, Ambidextrous, Quick Draw, Assassin, Noble

Treasure: Meager

Gear: Four daggers (Str+d4) Range: 3/6/12, Leather Armor (+1)

Special Abilities:

- **Infravision:** Dark Elves see infrared, halving vision penalties for darkness.

Drow as Player Characters

The idea of playing a Dark Elf is a staple in many fantasy settings and is enjoyed by many players. While there is a strong stereotype of Drow being evil, it can be fun to take this in a different direction and play a hero.

- **Infravision:** Dark Elves are able to see in the dark fairly well by recognizing body heat. They halve penalties (round down) for bad lighting.
- **Nimble:** Much like the Elves, Dark Elves are agile creatures, they gain a free d6 in the Agility Attribute.
- **Shadow Stalker:** Dark Elves are adept at using the shadows for cover. They gain a free d6 in the Stealth skill.
- **Mysterious:** Their secluded and often violent nature make Dark Elves a suspicious group to those who do not truly understand their culture. As such, they gain the Outsider (Minor) Hindrance.
- **Secluded:** Technology does not come easy to Dark Elves who prefer to stay hidden from much of civilization. They have the All Thumbs (Minor) Hindrance.

Eagle Folk

These odd crosses between humans and eagles tend to stick close to the trees. They often have small communities known as nests that are considered by some to be very tribal and "savage" in nature.

If one were to dive into the culture of the Eagle Folk they would find a complex society that is actually very compassionate. Their willingness to help others is truly astounding.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6



Skills: Fighting d4, Notice d10, Shooting d8

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Loyal, Heroic

Edges: Dodge, Alertness

Treasure: Meager

Gear: Longbow (Shooting; range 15/30/60; 2d6) Leather Armor (+1)

Special Abilities:

- **Claws:** Str+d6
- **Low Light Vision:** Ignores penalties for dim or dark lighting.
- **Flight:** Eagle Folk can fly equal to their Pace and have a Climb of 0.



Eagle Folk Nest Leader

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Shooting d12

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Loyal, Heroic

Edges: Dodge, Alertness, Acrobat, Marksman, Common Bond

Treasure: Worthwhile

Gear: Longbow (Shooting; range 15/30/60; 2d6) Leather Armor (+1)

Special Abilities:

- **Claws:** Str+d6.
- **Low Light Vision:** Ignores penalties for

dim or dark lighting.

- **Flight:** Eagle Folk can fly equal to their Pace and have a Climb of 0.

Eagle Folk as Player Characters

A player may wish to be an Eagle Folk, and in many fantasy settings they could easily be incorporated as playable characters. Below are the abilities used to make Eagle Folk playable.

- **Flight:** Eagle Folk have beautiful wings that allow them to fly equal to their pace. They may also use a running action while flying. Eagle Folk have a climb of 0.
- **Aware:** Eagle Folk have naturally heightened senses. They gain the Alertness Edge for free.
- **Claws:** These majestic humanoids can be deadly with powerful claws that deal Str+d6 damage.
- **Good-Hearted:** Eagle Folk are naturally noble people with good intentions. They gain the Heroic (Major) Hindrance.
- **Loyal:** Eagle Folk are loyal to a fault. They have the Loyal (Minor) Hindrance.



Emerald Snake

This large snake appears to be made of pure emerald. Even though their bodies look like that of a snake, they show no sign of scales. They often haunt large treasure hoards, burying themselves beneath the riches, making themselves look like a part of the prize while they await greedy adventurers. Legend has it they were created by a powerful wizard who sought to protect his treasures.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 16 (4)

Edges: Frenzy, Improved Frenzy, First Strike, Improved First Strike

Treasure: Trove in lair

Special Abilities:

- **Armor +4:** Gem-like Body
- **Bite:** Str+d8
- **Treasure Stealth:** Due to its gem-like appearance, an Emerald Snake can appear

to be a part of the hoard. They gain a +2 bonus to stealth rolls when in a treasure trove.

- **Infravision:** Much like a flesh and blood snake, Emerald Snakes see infrared, halving vision penalties for darkness (round down).
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Size +4:** Emerald Snakes are large beasts that weigh several thousand pounds.
- **Large:** Due to their size, Emerald Snakes have a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks to strike the Emerald Snake.



Flail Drake

With dark red scales and blackened eyes, this monster gets its name for its five long tails, with thick bone cudgels. They are fearsome foes who enjoy toying with their prey as much as possible.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 15 (2)

Special Abilities:

- **Armor +2:** Scales
- **Infravision:** Halve vision penalties for darkness.
- **Tails:** Str+d4 damage
- **Size +6:** Flail Drakes weigh almost 5,000 pounds.
- **Large:** Flail Drakes have a -2 penalty to attack medium-sized foes. Their enemies they receive a +2 bonus to their attacks against the Flail Drake.
- **Tail Attacks:** A Flail Drake may swing all of its tails by rolling 1 fighting die per tail (a total of 5) and assigning who they struck from there. If they are a Wild Card they get one wild die for the whole attack.



Gollog

A massive lizard-like creature, the Gollog is a rare breed of monster with a particular taste for the flesh of sentient creatures. Thankfully, the Gollog hibernates for a long time. It has been reported that they sleep as long as 200 years. However, when the Gollog awakens, it rampages for weeks at a time, decimating villages if given the chance.

Attributes: Agility d4, Smarts d12 (A), Spirit d6, Strength d12+7, Vigor d10

Skills: Fighting d12, Notice d4

Pace: 7; **Parry:** 8; **Toughness:** 19 (4)

Special Abilities:

- **Armor +4:** Scales
- **Bite:** Str+d10
- **Tail:** Str+d8
- **Infravision:** Halve vision penalties for darkness (round down).
- **Wail:** Opposed Spirit roll vs all living targets within 6", those who fail are Shaken.
- **Size +8:** A Gollog is about 35 feet tall and weighs well over 20,000 pounds.
- **Huge:** Gollogs have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 bonus to their attacks against the Gollog.

Gremlins

These small, scaled creatures are tenacious with a need for fresh meat. They are by nature very ugly little beasts. Jagged teeth jut from their jaws, with a large snout protruding from their face.

Despite their primitive nature, these creatures are very cunning, often taunting foes into traps and using guile to get their way.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Taunt d8, Stealth d6, Shooting d6, Persuasion d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Small, Ugly

Edges: Steady Hands

Treasure: Meager per 3

Gear: Bow (Shooting; range 12/24/48; 2d6)



Gremlin Chief

The particularly clever Gremlins are often the leaders of the tribes.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Taunt d10, Stealth d6, Shooting d8, Persuasion d6, Notice d8

Pace: 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Small, Ugly.

Edges: Steady Hands, Marksman

Gear: Bow (Shooting; range 12/24/48; 2d6), Leather (+1 Armor)

Abilities:

- **Mischievous:** May Taunt as a free action once per round.



Half-Demon

Born of a sinister bloodline, half-demons are known for their devil-like looks, though these creatures aren't necessarily evil. All the same, many serve the dark forces that had a hand in their conception, but some actively fight against the forces of hell.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Climbing d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Combat Reflexes

Treasure: Meager per 3

Special Abilities:

- **Claws:** Str+d6
- **Infernal Immunity:** Half Demons are immune to Poison and Disease.



Half-Demon Cultist

Perhaps the most dangerous of the half demons are those devoted to the supernatural evils of their heritage. They typically lead lesser Half-Demons in profane rituals.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d8, Climbing d6, Notice d6, Stealth d6, Faith d10

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Combat Reflexes

Treasure: Worthwhile

Gear: Longsword (Str+d8)

Special Abilities:

- **Miracles:** Half Demon Cultists have 15 Power Points to use on the following powers: light/obscure (obscure only), invisibility, and boost/lower trait (lower only.)
- **Claws:** Str+d6
- **Infernal Immunity:** Half Demons are immune to Poison and Disease.

Half-Demons as Player Characters

A hero who struggles against his or her dark heritage can be a very compelling story. A game with shady characters could also be the perfect place for a Half-Demon to shine.

- **Almost Human:** Half-Demons gain a free Novice Edge of their choice; they must meet the Edge Requirements.
- **Demonic Weapons:** Half-Demons have claws. They deal Str+d6 damage.

- **Infernal Immunity:** Half-Demons are immune to both Poison and Disease.

- **Dark Heritage:** It seems that fate itself is out to get the Half-Demon, as if the gods are watching them and punishing them for the blood that courses through them. Half-Demons gain the Bad Luck (Major) Hindrance.

- **Misunderstood:** Due to their bloodline, most half demons are feared. They gain the Outsider (Minor) Hindrance.



Hyena Men

A staple in many fantasy games, Hyena Men are humanoids with thick fur and a typically nasty disposition. They commonly enslave others and, in some cases, eat those they do not consider worthy to be a slave. They can be wise creatures and are accustomed to working together to achieve their goals.

Attributes: Agility d6,

Smarts d6-2, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Survival d8, Tracking d8, Stealth d6, Shooting d6.

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Axe (Str+d6) or Longbow (Range 15/30/60; 2d6) Leather Armor (+1)

Special Abilities:

- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Expert Hunter:** Hyena Men add +2 to Notice rolls when using their sense of smell.



Hyena Man Pack Leader

Attributes: Agility d6, Smarts d8-2, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Survival d8, Tracking d8, Stealth d6, Shooting d8.

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Edges: Command, Common Bond, Woodsman
Gear: Axe (Str+d6) or Longbow (Range 15/30/60; 2d6) Leather Armor (+1)

Special Abilities:

- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Expert Hunter:** Hyena Men add +2 to Notice rolls when using their sense of smell.

Hyena Men as Player Characters

In many fantasy settings, Hyena Men are common enemies to beginning adventurers. However they can also be a lot of fun to play as. Below is a list of racial abilities for a player character Hyena Man.

- **Pack Tactics:** Hyena Men are used to working together as a team. Wild Card Hyena Men gain the Common Bond Edge for free.
- **Expert Hunter:** Free d6 Tracking and Hyena Men add +2 to Notice Rolls when using their sense of smell.
- **Infravision:** Hyena men can see along the infrared spectrum, halving penalties (round down) for bad lighting.
- **Slow of Wit:** Hyena Men still retain a lot of their animal nature, including their lack of intelligence. Their Smarts rolls suffer a -2 penalty.

Iron Born

It is not uncommon in fantasy settings to have a race of living armor of some kind. This can be found in the Iron Born, metal beings said to have been made by a Mage long ago. While they resemble armor in many ways, they still have organs beneath their tough outer shell. They are honorable warriors and valiant souls doing their best to fight with a sense of duty. They can be steadfast companions as well, always staying strong in the face of danger.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Notice d6, Knowledge (Battle) d6, Climbing d6

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Edges: Brave

Hindrances: Loyal, Code of Honor

Treasure: Meager

Gear: Longsword (Str+d8), Shield (+1 Parry, +2 Armor against ranged attacks.)

Special Abilities:

- **Armor +4:** Metallic skin



Iron Born Captain

The Iron Born have pretty strict rankings in their military. Only the toughest make it to captain.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6, Knowledge (Battle) d8, Climbing d6

Pace: 6; **Parry:** 8; **Toughness:** 11 (4)

Edges: Command, Brawny, Counter Attack, Brave

Hindrances: Loyal, Code of Honor

Treasure: Worthwhile

Gear: Longsword (Str+d8), Shield (+1 Parry, +2 Armor against ranged attacks.)

Special Abilities:

- **Armor +4:** Metallic skin.

Iron Born as Player Characters

Playing a living suit of armor can be a lot of fun with plenty of role playing potential. Below are a list of abilities granted to an Iron Born player Character.

- **Iron Skin:** Iron Born gain +4 Armor.
- **Undaunted:** The Iron Born are unafraid in the face of danger. They gain the Brave Edge for free.
- **Honor Bound:** An Iron Born's word is as strong as the metal they are made of. They have the Code of Honor (Major) Hindrance.



Minotaur

These half men and half bull creatures are classic and constantly found in a myriad of fantasy settings. Known for their temper and tenacity, Minotaurs are often found guarding mazes filled with treasure.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d4, Tracking d4

Pace: 8; **Parry:** 6; **Toughness:** 10

Edges: Berserk

Treasure: Rich in lair

Gear: Great Axe (Str+d10, Parry -1, AP 1, Two Hands)

Special Abilities:

- **Horns:** Str+d6
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fast Runner:** Minotaurs roll a d8 when running instead of d6.
- **Gore:** Minotaurs are masters at using their horns when charging into battle. They gain a +4 bonus to damage with their horns if they move 6" or more in straight line before attacking.
- **Size +2:** Minotaurs stand about 7 feet tall.

Mistlings

An odd collection of flesh-eating creatures that emit mist from their bodies, the Mistlings attack in a swarm. No one really knows what they look like, as they crumble into dust when they die.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d8

Skills: Fighting (automatically hits dealing 2d4 damage within a Medium Burst Template), Notice d6, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 6

Treasure: None

Special Abilities:

- **Infravision:** Mistlings halve vision penalties for darkness.

- **Obscuring Mist:** Attacks against Mistlings are made at -1.

- **Swarm:** +2 Parry. Characters may stomp on a swarm, dealing strength damage.

- **Split:** Mistlings may split into two Small Burst Template swarms, each with -2 Toughness.

- **Flight:** Mistlings can fly at a Pace of 6" and have a Climb of 0.

- **No Breath:** Mistlings have no need to breathe. They are immune to inhaled poisons and smell-based effects.

- **Immunity:** Cold



Quill Hound

Formidable beasts with sharp quills on their backs, Quill Hounds are alert and deadly creatures.

While primarily territorial, they can sometimes be trained by humanoids such as goblins or orcs, making them terrifying and formidable guard dogs.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d8,

Shooting d8

Pace: 8; **Parry:** 4; **Toughness:** 6 (1)

Treasure: None

Special Abilities:

- **Armor +1:** Quills
- **Bite or Claws:** Str+d4
- **Quills:** Quill Hounds have 20 Power Points to be used on the bolt and burst powers; the burst template must be centered on the Quill Hound. The Quill Hound rolls its Shooting skill for the powers. As the power points recharge, the beast's Quills regrow. Both powers have AP 1.
- **Infravision:** Halve vision penalties for darkness.
- **Fast Runner:** Quill Hounds roll a d8 when running instead of a d6.
- **Size -1:** Quill Hounds are the size of an average dog.

Rager

These large, red monstrosities are known for their tenacity in combat. Their horned tentacles make them a true menace, capable of defeating their foes from a distance. There is little rhyme or reason to what they do, often shouting in rage when approached, the words almost incomprehensible. While they are intelligent and can speak, they care little for the ways of others.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Edges: Berserk

Treasure: Worthwhile

Special Abilities:

- **Armor +2:** Thick skin
- **Tentacles:** Str+d6; Reach 1"
- **Size +2:** These bulbous creatures weigh almost 1,000 pounds.
- **Invoke Rage:** Has 15 Power Points that may be used on the Puppet Power. The roll for this is Spirit. They use this to fill an opponent with anger, forcing them to attack an ally.

Rot Hound

Said to be the monsters of decay, the Rot Hound looks to spread disease and death wherever it can. Even though it looks like an undead creature, it is still alive. They are surprisingly intelligent beasts, despite their canine appearance, often playing cunning tricks to dishearten their foes.

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Stealth d6, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6
- **Size +1:** Larger than the average dog, Rot Hounds stand at almost human size.
- **Rot:** Those who are Shaken or dealt any wounds by a Rot Hound must make a Vigor Roll. If they fail, they take one level of fatigue.

Shadowling

Pale-skinned humanoids who hide in the shadows, it is believed that Shadowlings originally came from a world of darkness. Regardless of where they came from, Shadowlings are feared at night. They always seem to find a way to strike when one would least expect it. While not inherently evil, their knack for hiding in the shadows gives them natural skill in thievery and assassination.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: First Strike, Quick

Treasure: Meager per 3

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Special Abilities:

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Sunlight Sensitivity:** Shaken if exposed to sunlight. May cause a wound if already Shaken.



Shadowling Master

Often training other Shadowlings in the art of assassination, Masters are formidable opponents not to be taken lightly.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Edges: First Strike, Improved First Strike, Quick

Treasure: Worthwhile

Gear: Spear (Str+d6; Reach 1"; Parry +1)

Leather Armor (+1)

Special Abilities:

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Sunlight Sensitivity:** Shaken if exposed to sunlight. May cause a wound if already Shaken.



Shadow Drake

Darkness is the natural habitat for of the Shadow Drake. While it is called a “Drake,” this black-scaled monstrosity is more its own creature. It prefers to stay hidden and strike when its prey is vulnerable. Smaller than an average Drake, but cunning, some consider it almost as dangerous as its larger cousin.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d12, Climbing d12, Notice d6, Stealth d12

Pace: 5; **Parry:** 8; **Toughness:** 10 (2)

Edges: Assassin, Alert

Special Abilities:

- **Armor +2:** Scales
- **Bite:** Str+d8
- **Infravision:** Shadow Drakes can see in the infrared spectrum, halving vision penalties for darkness.
- **Size +3:** Shadow Drakes are fairly large creatures weighing several thousand pounds.
- **Wall Walk:** Can walk on walls and ceilings equal to its pace.
- **Darkness:** These creatures can cast the light/obscure Power (obscure only). They have 15 Power Points for this ability. The Shadow Drake must make a Spirit roll to activate the power.



Snake Men

Scaled and venomous humanoids, Snake Men are not to be trifled with. In many fantasy settings Snake Men worship secret and dark gods, performing nefarious sacrifices and rituals to achieve their ultimate goals. Snake Men are both cunning and quick creatures, making them a force to be reckoned with.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 6 (1)

Edges: First Strike

Treasure: Meager per 5

Special Abilities:

- **Armor +1:** Scales
- **Bite:** Str+d8
- **Infravision:** Halve vision penalties for darkness.
- **Poison:** If a foe is Shaken or wounded by the Snake Man’s bite they must make a Vigor roll. Failure means paralysis for 2d6 rounds.



Cobra King

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Edges: Improved First Strike

Treasure: Worthwhile

Special Abilities:

- **Armor +2:** Scales.
- **Bite:** Str+d8
- **Infravision:** Half vision penalties for darkness.
- **Great Poison:** If a foe is shaken or wounded by the Snake Man’s bite they must make a Vigor roll at -2. Failure means paralysis for 2d6 rounds.



Three-Headed Dog

Mythologically, this creature is known as a Cerberus. These massive dogs are known for their three sets of powerful jaws that can strike quickly and efficiently. Powerful villains may have a Three-Headed Dog as a guardian or adventurers may run into one who is hungry for the taste of flesh.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 13 (1)

Special Abilities:

- **Armor +1:** Thick fur
- **Bite:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fast Runner:** Three-Headed Dogs are quick on their feet. They roll a d8 when running instead of a d6.
- **Size +5:** Three-Headed Dogs are almost 15 feet tall and weigh around 4,000 pounds.
- **Large:** Three-Headed Dogs have a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks against the Three-Headed Dog.
- **Three Heads:** Three-Headed Dogs may attack three times, rolling three Fighting die and one wild die.
- **Go for the Throat:** A raise on an attack roll hits the target's least armored location.

Valkyrie

Beautiful winged warrior women, Valkyrie are often considered a bad omen, as they occasionally show up when a noble warrior is near death. They usually work for the gods. Some might even consider them to be angels. They can be guardians and defenders of something or someone favored by the gods.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d6, Shooting d10

Pace: 6; **Parry:** 9;

Toughness: 10 (2)

Edges: Attractive, Trademark Weapon (Spear) First Strike

Gear: Spear (Str+d6; Reach 1"; Parry +1), longbow (Shooting; range 15/30/60; 2d6) Chainmail (+2 Armor)

Special Abilities:

- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Valkyrie can fly equal to their pace. Valkyrie have a Climb of 0.

Venari

These mysterious little creatures look more like wisps of vapor than actual beasts. It is

believed that the Venari are delicate little clouds that have been given sentience. Unless they feel threatened or particularly mischievous, they are relatively harmless.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Spellcasting d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Treasure: None

Gear: Rapier (Str+d4; Parry +1)

Special Abilities

- **Arcane Power:** Venari have 20 Power Points to spend on the following abilities: Bolt, Elemental Manipulation, Environmental Protection.
- **Flight:** Venari have a Flying Pace of 8" and a Climb of 0.
- **Size -2:** Venari are a little bigger than a hummingbird.
- **Elemental:** Venari are immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- **Small:** Venari have +2 to attack medium-sized foes. Their opponents receive -2 to their attacks against the Venari.



Vorn

This two-legged creature sports three deadly jaws, each featuring a vicious hook. These beasts have little reason to kill any humanoid (they feast primarily on smaller game), yet they do so anyway, as if taken over by a bloodlust. Some believe the Vorn simply love killing for its own sake.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Notice d6

Pace: 10; **Parry:** 7; **Toughness:** 8 (1)

Edges: Berserk

Special Abilities:

- **Armor +1:** Thick skin
- **Horns:** Str+d8
- **Fast Runner:** Roll d8 when running instead of a d6
- **Gore:** +4 damage if the Vorn moves 6" or more in a straight line before attacking.