



ABYSSAL



FOMORI CRONE

PAGE
467

C	B	A	P	I	W	F
55% [7]	50% [6]	50% [7]	50% [7]	50% [5]	50% [10]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+13	10	16 (16/22/28)	13 (19/25/31)	80%	60% (Natural)	Elite (Unique)

Alchemy +30, Disguise +30, Eavesdrop +20, Folklore +30, Guile +30, Handle Animal +10, Incantation +30, Simple Melee +30, Survival +30, Toughness +20

ATTACK PROFILE

Acidic Spittle: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (Special) • None

Sacrificial Knife: 85% • Distance (melee engaged or 1 yard) • Damage (7) • Fast, Reach, Vicious

Lashing Tail: 85% • Distance (melee engaged) • Damage (6) • Pummeling, Punishing, Slow

TRAITS: ACCURSED • ACIDIC SPITTLE • CTHONIAN DWELLER • EVELOPING FOG • FEY SIGHT • GROSSLY PARANOID • NATURAL ARMOR (4) • NEVER SAY DIE • OCCULT MASTERY

TRAPPINGS: *Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Loose robes, Rune stones, Reagents appropriate for Magicks (9), Sacrificial knife*



ABYSSAL



FOMORI HUSCARL

PAGE
468

C	B	A	P	I	W	F
50% [7]	45% [7]	40% [4]	45% [5]	35% [3]	40% [5]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+8	7	12 (18/24/30)	8 (14/20/26)	80%	50% (Natural)	Intermediate (Medium)

Intimidate +20, Interrogation +10, Martial Melee +20, Martial Ranged +20, Resolve +20, Ride +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Warfare +20

ATTACK PROFILE

Zweihänder: 70% – Distance (melee engaged or 1 yard) • Damage (7) • Punishing, Reach, Slow

Lashing Tail: 60% • Distance (melee engaged) • Damage (7) • Pummeling, Punishing, Slow

TRAITS: BIG GRIM • CTHONIAN DWELLER • FEY SIGHT • NATURAL ARMOR (5) • LAMB TO THE SLAUGHTER

TRAPPINGS: *Metal shield, War trophies (3), Zweihänder*



ABYSSAL



FOMORI THRALL

PAGE
469

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	35% [3]	40% [5]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	10	6 (12/18/24)	8 (14/20/26)	55%	70% (Natural)	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Intimidate +10, Resolve +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10

ATTACK PROFILE

Shiv: 55% • Distance (melee engaged) • Damage (4) • Fast, Weak

Shepherd's Sling: 55% • Distance (ranged 8 yards) • Load(1 AP) • Damage (4) • Fast, Throwing, Weak

Lashing Tail: 55% • Distance (melee engaged) • Damage (4) • Pummeling, Punishing, Slow

TRAITS: CTHONIAN DWELLER • FEY SIGHT • NATURAL ARMOR (2) • PERFECT CAMOUFLAGE

TRAPPINGS: *Dirk, Shepherd's sling, Sling stones (9)*



ABYSSAL



ARCH CENOBITE

PAGE
471

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [8]	50% [5]	50% [5]	50% [8]	55% [10]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	11	13 (19/25/31)	11 (17/23/29)	70%	70%	Elite (Unique)

Awareness +30, Charm +30, Coordination +20, Education +30, Guile +30, Incantation +20, Interrogation +30, Intimidate +20, Leadership +30, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Penetrating Tongue: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Fast, Finesse, Reach, Vicious

Deplorable Claws: 70% • Distance (melee engaged) • Damage (8) • Fast, Finesse, Powerful, Vicious

TRAITS: BLOODLESS • BOTH-HANDEDNESS • CALL OF THE ABYSS • CRIPPLING CONSTRICTOR • DARK SENSE • GIFT OF DEVILS • FOUL MUTATION • HORROR OF THE PIT • HYPNOTIC MUSK • INESCAPABLE • IMPLACABLE DEFENSE • MASTERFULLY ADROIT • POSSESSION • POTENT BLOWS • SANITY-BLASTING • SNIKT! SNIKT! • STEELY FORTITUDE • TRUE NAME

TRAPPINGS: *Chaos armor (as full plate armor with Castle-forged Quality), Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Infernal holy symbol, Reagents for all Magick spells (9)*



ABYSSAL



BRASS PRIMARCH

PAGE
472

C	B	A	P	I	W	F
50% [10]	50% [10]	50% [6]	50% [5]	50% [5]	50% [9]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFA
+8	12 / 15 Fly	16 (22/28/34)	12 (18/24/30)	85%	50%	Elite (Unique)

Awareness +30, Athletics +30, Guile +30, Incantation +10, Interrogation +30, Intimidate +30, Leadership +10, Martial Melee +30, Scrutinize +20, Simple Melee +30, Toughness +30, Warfare +20

ATTACK PROFILE

Demonic Axe: 85% • Distance (melee engaged) • Damage (11) • Adaptable, Punishing, Slow, Vicious

Whip of the Fallen: 85% • Distance (melee engaged or 1-yard) • Damage (Special) • Entangling, Ineffective, Powerful, Reach

Demonic Claws: 85% • Distance (melee engaged) • Damage (10) • Pummeling, Vicious, Slow

TRAITS: BIG GRIM • BLOODLESS • BLOODLUST • BOTH-HANDEDNESS • BRUTE STRENGTH • CALL OF THE ABYSS • DARK SENSE • DEMONIC AXE • DEMONIC FRENZY • FOUL MUTATION • HORROR OF THE PIT • HOWL OF THE ABYSS • IMPLACABLE DEFENSE • PAW/HOOF/WING • POTENT BLOWS • SANITY-BLASTING • STEELY FORTITUDE • TRUE NAME • UNGAINLY • WHIP OF THE FALLEN

TRAPPINGS: *Chaos armor (as full plate armor with Castle-forged Quality), Demonic axe, Infernal holy symbol, Whip of the fallen*



ABYSSAL



GREAT DEVOURER

PAGE
474

C	B	A	P	I	W	F
50% [6]	50% [6]	50% [6]	50% [6]	50% [5]	55% [13]	50% [5]
INT	MOV	DT _H	PT _H	PAR	DOD	RFA
+9	9	11 (17/23/29)	16 (22/28/34)	80%	90% (Natural)	Elite (Unique)

Athletics +10, Coordination +30, Education +30, Guile +20, Incantation +30, Interrogation +20, Intimidate +30, Leadership +30, Scrutinize +10, Simple Melee +30, Toughness +30, Warfare +30

ATTACK PROFILE

Acidic Spittle: 80% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • None

Demonic Flail: 80% • Distance (melee engaged or 1 yard) • Damage (7) • Adaptable, Entangling, Reach, Weak

Demonic Claws: 80% • Distance (melee engaged) • Damage (6) • Pummeling, Vicious, Slow

TRAITS: ACIDIC SPITTLE • BLOODLESS • CALL OF THE ABYSS • CAUSTIC FLESH • DARK SENSE • DISEASE-RIDDEN (CHAOTIC ROT) • FOUL MUTATION • GASTRIC ACIDITY • HORROR OF THE PIT • MIASMA OF SICKNESS • NATURAL ARMOR (5) • POTENT BLOWS • SANITY-BLASTING • SLIME-BORN HOST • STEELY FORTITUDE • TRUE NAME • UNGAINLY

TRAPPINGS: Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spells, Demonic flail, Infernal holy symbol, Reagents for all Magick spells (9)



ABYSSAL



LIGHT-EATER

PAGE
475

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [10]	50% [5]	50% [7]	55% [11]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+8	16 / 19 Fly	9 (15/21/27)	14 (20/26/32)	70%	90% (Natural)	Elite (Unique)

Bargain +30, Coordination +30, Education +30, Guile +30, Incantation +20, Interrogation +30, Intimidate +20, Leadership +10, Martial Melee +20, Scrutinize +30, Toughness +10, Warfare +30

ATTACK PROFILE

Weeping Scythe: 70% • Distance (melee engaged or 1 yard) • Damage (10) • Reach, Powerful, Vicious

Demonic Beak: 70% • Distance (melee engaged) • Damage (10) • Pummeling, Punishing, Slow

TRAITS: ÆTHERIC DOMINATION • BATTLE FRENZY • BLOODLESS • BOTH-HANDEDNESS • CALL OF THE ABYSS • DARK SENSE • ENTRANCING • FORESIGHT • FOUL MUTATION • HORROR OF THE PIT • NATURAL ARMOR (2) • MASTERFULLY ADROIT • PAW/HOOF/WING • POTENT BLOWS • SANITY-BLASTING • STEELY FORTITUDE • STRAFING TALONS • THE CHANGER OF WAYS • TRANSFIXED GAZE • TRUE NAME • WEEPING SCYTHE

TRAPPINGS: *Weeping scythe, Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spells, Infernal holy symbol, Reagents for all Magick spells (9)*



ABYSSAL



NUMINA

PAGE
477

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [14]	55% [9]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+12	20 / 23 Fly	7 (13/19/25)	None	None	90% (Natural)	Elite (Unique)

Awareness +30, Athletics +30, Coordination +30, Eavesdrop +30, Scrutinize +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Euclidean Strike: 80% • Distance (melee engaged) • Damage (14) • Finesse, Weak

Hyperbolic Fluctuation: 80% • Distance (ranged 13 yards) • Load (1 AP) • Damage (14) • Finesse, Weak

TRAITS: ACCURSED • ÆTHEREAL FORM • BLOODLESS • BLOODLESS • CALL OF THE ABYSS • CEREMONIAL RUNES • FAST ON THEIR FEET • FOUL MUTATION • MASTERFULLY ADROIT • MINDLESS • PAW/HOOF/WING • SANITY-BLASTING • TRANSFIXED GAZE • UNCERTAIN FORM

TRAPPINGS: *None*



ABYSSAL



ADVERSARY DEMON

PAGE
480

C B A P I W F

45% [6] 45% [6] 40% [7] 40% [5] 35% [3] 50% [8] 40% [4]

INT MOV DTH PTH PAR DOD RFA

+8 8 6
(12/18/24) 11
(17/23/29) 65% 70%
(Natural) Intermediate
(High)

Awareness +20, Bargain +20, Coordination +20,
Education +10, Folklore +20, Guile +20, Incantation
+20, Interrogation +20, Intimidate +20, Resolve +10,
Simple Melee +20

ATTACK PROFILE

Demonic Claws: 65% • Distance (melee engaged) •
Damage (6) • Fast, Vicious

TRAITS: ARCANA OF HORROR • BLOODLESS
• BOTH-HANDEDNESS • CALL OF THE ABYSS
• DARK SENSE • DIVIDE & CONQUER • FOUL
MUTATION • HORROR OF THE PIT • LIVING
CHAOS • SANITY-BLASTING

TRAPPINGS: *Infernal holy symbol*



ABYSSAL



BUTLER DEMON

PAGE
481

C	B	A	P	I	W	F
35% [3]	45% [4]	40% [7]	45% [6]	50% [5]	40% [5]	40% [5]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+9	10	4 (10/16/22)	8 (14/20/26)	None	70% (Natural)	Intermediate (Medium)

Athletics +10, Charm +20, Coordination +20, Education +10, Folklore +20, Guile +20, Interrogation +20, Intimidate +10, Resolve +10, Rumor +20, Scrutinize +20, Simple Melee +10

ATTACK PROFILE

Halitosis Bite: 45% • Distance (melee engaged) • Damage (7) • Fast, Finesse

TRAITS: BLOODLESS • BOTH-HANDEDNESS • CALL OF THE ABYSS • DARK SENSE • FAST ON THEIR FEET • FOUL MUTATION • HORROR OF THE PIT • IMPISH DELIGHTS • SANITY-BLASTING • STEELY FORTITUDE

TRAPPINGS: *Bonds of servitude, Grimoire of chaotic deeds, Infernal holy symbol*



ABYSSAL



CARNAL DEMON

PAGE
482

C	B	A	P	I	W	F
50% [6]	40% [4]	45% [7]	40% [4]	35% [3]	40% [6]	45% [6]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	10	4 (10/16/20)	9 (15/21/27)	70%	75% (Natural)	Intermediate (High)

Athletics +20, Charm +20, Coordination +20, Folklore +20, Guile +20, Interrogation +20, Rumor +20, Scrutinize +20, Simple Melee +20, Toughness +20

ATTACK PROFILE

Eviscerating Pincer: 70% • Distance (melee engaged)
• Damage (6) • Slow, Vicious

Dire Penetration: 70% • Distance (melee engaged or 1 yard) • Damage (7) • Entangling, Fast, Finesse, Vicious

TRAITS: BLOODLESS • BLOODLUST • BOTH-HANDEDNESS • CALL OF THE ABYSS • CAPTIVATING CRY • CRIPPLING CONSTRICTOR • DARKSENSE • FOUL MUTATION • HORROR OF THE PIT • HYPNOTIC MUSK • INESCAPABLE • SANITY-BLASTING • SNIKT! SNIKT! • STEELY FORTITUDE

TRAPPINGS: *Dread mementos from former lovers (9), Infernal holy symbol*



ABYSSAL



FILTH DEMON

PAGE
484

C	B	A	P	I	W	F
45% [4]	40% [5]	45% [6]	40% [5]	40% [4]	50% [9]	35% [3]
INT	MOV	DT	PT	PAR	DOD	RF
+8	9	5 (11/17/23)	12 (18/24/30)	65%	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Bargain +20, Charm +20, Coordination +20, Folklore +20, Guile +20, Interrogation +20, Scrutinize +20, Simple Melee +20

ATTACK PROFILE

Fetid Stick: 65% • Distance (melee engaged) • Damage (5) • Adaptable, Slow
Ragged Claws: 65% • Distance (melee engaged) • Damage (5) • Fast, Pummeling
Corrosive Bile: 45% • Distance (ranged 6 yards) • Load (1 AP) • Damage (4) • Slow

TRAITS: BLOODLESS • BOTH-HANDEDNESS • CALL OF THE ABYSS • CORROSIVE BILE • DARK SENSE • DISEASE-RIDDEN (FILTH FEVER) • FETID STICK • FOUL MUTATION • GASTRIC ACIDITY • HORROR OF THE PIT • SANITY-BLASTING • STEELY FORTITUDE • WANTON HUNGER

TRAPPINGS: *Fetid stick, Infernal holy symbol*



ABYSSAL



LEGION DEMON

PAGE
485

C	B	A	P	I	W	F
50% [8]	40% [6]	45% [4]	40% [5]	40% [4]	45% [6]	35% [3]
INT	MOV	DT	PT	PAR	DOD	RF
+8	7	9 (15/21/27)	9 (15/21/27)	80% (Defensive & Protective)	50% (Natural)	Intermediate (Medium)

Athletics +20, Awareness +20, Coordination +20, Interrogation +20, Intimidate +20, Leadership +20, Martial Melee +20, Scrutinize +20, Toughness +20, Warfare +20

ATTACK PROFILE

Sword of the Pit: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Punishing, Reach, Slow, Vicious

Stunted Claws: 50% • Distance (melee engaged or 1 yard) • Damage (6) • Pummeling, Reach, Vicious,

Bull-like Horns: 50% • Distance (melee engaged or 1 yard) • Damage (6) • Pummeling, Reach, Slow, Vicious

TRAITS: BLOODLESS • BLITZ • CALL OF THE ABYSS • DARK SENSE • DEMONIC FRENZY • FOUL MUTATION • HIDEOUS MIGHT • HORROR OF THE PIT • RESISTANCE TO CHAOS • SANITY-BLASTING • SCAR THE FLESH • STEELY FORTITUDE • UNBRIDLED RAGE

TRAPPINGS: *Infernal holy symbol, Metal Shield, Sword of the Pit*



ABYSSAL



SORROW DEMON

PAGE
486

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [4]	40% [5]	35% [4]	45% [6]	40% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	10 / 13 Fly	9 (15/21/27)	9 (15/21/27)	65%	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Coordination +20, Guile +20, Intimidate +20, Interrogation +20, Leadership +20, Martial Melee +20, Scrutinize +10, Toughness +20, Warfare +10

ATTACK PROFILE

Devil's Pitchfork: 65% • Distance (melee engaged) • Damage (6) • Adaptable, Weak

Ragged Claws: 65% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Weak

TRAITS: BLOODLESS • BOTH-HANDEDNESS • CALL OF THE ABYSS • DARK SENSE • FOUL MUTATION • HORROR OF THE PIT • NATURAL ARMOR(1) • PAW/HOOF/WING • SANITY-BLASTING • STEELY FORTITUDE • WEAK SPOT (WINGS)

TRAPPINGS: *Infernal holy symbol, Devil's Pitchfork*



ABYSSAL



BARGHEST

PAGE
488

C	B	A	P	I	W	F
35% [4]	40% [4]	50% [7]	45% [5]	45% [4]	40% [4]	40% [4]
INT	MOV	DTH	PTh	PAR	DOD	RFa
+8	13	⁴ (10/16/22)	⁷ (13/19/25)	None	None	Basic (Medium)

*Awareness +10, Coordination +10, Resolve +10,
Simple Melee +10, Stealth +10, Survival +10,
Toughness +10*

ATTACK PROFILE

Hellbite: 45% • Distance (melee engaged) • Damage
S(4) • Entangling, Slow, Weak

TRAITS: FEEL THE HEAT • FOUL MUTATION •
PAW/HOOF/WING • RIPPING TEETH

TRAPPINGS: *Animal hide, Animal meat (6)*



ABYSSAL



LEMURIAN HOST

PAGE
489

C	B	A	P	I	W	F
45% [6]	40% [6]	40% [7]	35% [6]	0% [0]	0% [0]	0% [0]
INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	9	⁶ (12/18/24)	None	None	None	Advanced (Low)

Awareness +30, Athletics +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Fleshy Whips: 75% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Fast, Reach

Wall Crawler Reach: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: BLOODLESS • CREEPY CRAWLIES • DEATH ROLL • DENSE ANATOMY • FLAMMABLE • FOUL MUTATION • INESCAPABLE • MINDLESS • SWALLOW WHOLE • UNCERTAIN FORM • WALL CRAWLER

TRAPPINGS: *None*



ABYSSAL



NIGHT MARE

PAGE
490

C	B	A	P	I	W	F
40% [5]	40% [6]	45% [9]	35% [5]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+8	15 / 18 Fly	6 (12/18/24)	None	None	75%	Advanced (Low)

*Awareness +30, Athletics +30, Coordination +30,
Intimidate +30, Simple Melee +30, Stealth +30,
Survival +30, Toughness +30*

ATTACK PROFILE

Fire Hooves: 70% • Distance (melee engaged) •
Damage (5) • Fast, Immolate, Pummeling

TRAITS: FAST ON THEIR FEET • FOUL
MUTATION • HANGIN' TOUGH • MINDLESS •
PAW/HOOF/WING • REANIMATOR • SOUL JAR

TRAPPINGS: *Saddle, Soul-bound phylactery*



ABYSSAL



PIT DRAGON

PAGE
491

C	B	A	P	I	W	F
50% [5]	55% [13]	50% [9]	50% [8]	50% [5]	50% [8]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+11	15 / 18 Fly	19 (25/31/37)	11 (17/23/29)	None	None	Elite (Unique)

Awareness +30, Athletics +30, Bargain +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Claws & Teeth: 80% • Distance (melee engaged or 1 yard) • Damage (13) • Immolate, Punishing, Reach, Vicious

Lasting Tail: 80% • Distance (melee engaged or 1 yards) • Damage (13) • Fast, Powerful, Reach, Vicious

Spit Fire: 80% • Distance (ranged 11 yards) • Load (0 AP) • Damage (Special) • Shrapnel

TRAITS: BLOODLESS • BROKEN WINGS • BRUTE STRENGTH • CORRUPTIVE BREATH • DARK SENSE • FIERY RETRIBUTION • FOUL MUTATION • HIDEOUS MIGHT • HORROR OF THE PIT • LASHING TAIL • NATURAL ARMOR (6) • PAW/HOOF/WING • POTENT BLOWS • SANITY-BLASTING • SPIT FIRE • STEELY FORTITUDE • SWALLOW WHOLE • WEAK SPOT (WINGS)

TRAPPINGS: *Dragon hide*



ABYSSAL



PROTOPLASMIC DOLOR

PAGE

493

C B A P I W F

40% [6] 45% [10] 40% [9] 35% [5] 0% [0] 0% [0] 0% [4]

INT MOV DTH PTH PAR DOD RFA

+8 12 ¹⁰
(16/22/28) None None None Advanced
(High)

Awareness +30, Athletics +30, Coordination +30,
Eavesdrop +30, Intimidate +30, Scrutinize +30,
Simple Melee +30, Stealth +30, Survival +30,
Toughness +30

ATTACK PROFILE

Undulating Tentacles: 70% • Distance (melee
engaged or 1 yard) • Damage (10) • Reach, Vicious

TRAITS: BLOODLESS • BRUTE STRENGTH •
CANCEROUS ABSORPTION • FLAMMABLE •
FOUL MUTATION • GASTRIC ACIDITY • HIDEOUS
MIGHT • MINDLESS • SANITY-BLASTING •
UNCERTAIN FORM • UNNATURAL VISCERA

TRAPPINGS: None



ANIMAL



LARGE ANIMAL

PAGE
495

C	B	A	P	I	W	F
40% [4]	45% [4]	50% [7]	45% [5]	35% [4]	40% [4]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	13 / 16 Fly	4 (10/16/22)	7 (13/19/25)	None	None	Basic (Medium)

Awareness +10, Coordination +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Bite or Claws: 50% • Distance (melee engaged) • Damage (4) • Slow, Weak

TRAITS: FETID WEAPONRY • PAW/HOOF/WING • RIPPING TEETH

TRAPPINGS: *Animal hide, Animal meat (6)*



ANIMAL



LARGE INSECT

PAGE
496

C	B	A	P	I	W	F
40% [4]	50% [6]	50% [7]	45% [4]	35% [3]	40% [4]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+7	15 / 18 Fly	8 (14/20/26)	7 (13/19/25)	None	None	Basic (Medium)

Athletics +10, Awareness +10, Coordination +10, Resolve +10, Simple Melee +10, Survival +10, Toughness +10

ATTACK PROFILE

Teeth or Pincers: 50% • Distance (melee engaged) • Damage (4) • Fast, Entangling, Weak

TRAITS: BLOODLUST • FLAMMABLE •
NATURAL ARMOR (2) • PAW/HOOF/WING •
UNCERTAIN FORM

TRAPPINGS: *Insect hide, Insect meat (6)*



ANIMAL



MAN-EATER

PAGE
496

C	B	A	P	I	W	F
50% [5]	40% [5]	45% [6]	45% [4]	45% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	12 / 15 Fly	6 (12/18/24)	7 (13/19/25)	None	None	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Terrible Bite or Claws: 60% • Distance (melee engaged) • Damage (6) • Finesse, Punishing, Vicious

TRAITS: FETID WEAPONRY • NATURAL ARMOR (1) • PAW/HOOF/WING • RIPPING TEETH • SANITY-BLASTING

TRAPPINGS: *Animal hide, Animal meat (9)*



ANIMAL



SMALL ANIMAL

PAGE
497

C	B	A	P	I	W	F
35% [3]	40% [3]	50% [6]	45% [5]	45% [5]	40% [4]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	12 / 15 Fly	3 (9/15/21)	7 (13/19/25)	None	None	Basic (Low)

Awareness +10, Coordination +10, Stealth +10, Survival +10

ATTACK PROFILE

Bite or Claws: 35% • Distance (melee engaged) • Damage (3) • Pummeling, Slow

TRAITS: FETID WEAPONRY • PAW/HOOF/WING

TRAPPINGS: *Animal hide, Animal meat (3)*



ANIMAL



SWARM

PAGE
498

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [5]	45% [5]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+8	8 / 8 Fly	4 (10/16/22)	None	None	None	Basic (Low)

Awareness +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Swarm: 45% • Distance (melee engaged) • Damage (4) • Fast, Powerful, Pummeling

TRAITS: BLOODLESS • CREEPY CRAWLIES • DENSE ANATOMY • DISEASE-RIDDEN (FILTH FEVER) • FLAMMABLE • MINDLESS • UNCERTAIN FORM

TRAPPINGS: *Swarm meat (3)*



ANIMAL



ATTERCAP SPIDER

PAGE
499

C	B	A	P	I	W	F
45% [5]	40% [4]	50% [8]	45% [7]	35% [3]	40% [4]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+10	11	⁷ (13/19/25)	⁷ (13/19/25)	None	70%	Intermediate (Low)

Athletics +10, Awareness +20, Coordination +20, Eavesdrop +10, Guile +20, Simple Melee +20, Stealth +20, Survival +20

ATTACK PROFILE

Mandibles: 65% • Distance (melee engaged) • Damage (5) • Fast, Vicious

Wall Crawler Spinneret: 45% • Distance (ranged 10 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: AMBUSH TACTICS • AVERSION TO LIGHT • DARK SENSE • FAST ON THEIR FEET • INESCAPABLE • NATURAL ARMOR (3) • POISONOUS BITE • WALL CRAWLER

TRAPPINGS: *Spider hide, Spider meat (9)*



ANIMAL



BARREL-BELLIED ORC

PAGE
500

C	B	A	P	I	W	F
50% [5]	40% [6]	35% [5]	45% [4]	45% [4]	40% [4]	40% [4]
INT	MOV	D ⁶ TH	P ⁷ TH	PAR	DOD	RFA
+7	11	(12/18/24)	(13/19/25)	None	None	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Tusks: 60% • Distance (melee engaged) • Damage (5)
• Fast, Powerful, Vicious

TRAITS: BATTLE FRENZY • CHOMP • PAW/HOOF/WING • RIPPING TEETH

TRAPPINGS: *Orc hide, orc meat (9), orc tusk (2)*



ANIMAL



DEATH BAT

PAGE
501

C	B	A	P	I	W	F
35% [3]	40% [5]	50% [7]	45% [4]	45% [4]	40% [4]	40% [3]
INT	MOV	DT	PT	PAR	DOD	RF
+7	13 / 16 Fly	5 (11/17/23)	7 (13/19/25)	None	None	Basic (Medium)

Coordination +10, Guile +10, Eavesdrop +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Vampiric Fangs: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious

TRAITS: DARK SENSE • FETID WEAPONRY • PAW/HOOF/WING • WEAK SPOT (WINGS)

TRAPPINGS: *Bat hide, Bat meat (6)*



ANIMAL



DIRE RAT

PAGE
502

C	B	A	P	I	W	F
35% [3]	40% [5]	50% [7]	45% [4]	45% [4]	40% [4]	40% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+7	10	⁵ (11/17/23)	⁷ (13/19/25)	None	None	Basic (Medium)

Awareness +10, Coordination +10, Eavesdrop +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Yellow Teeth: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious, Weak

TRAITS: DARK SENSE • DISEASE-RIDDEN (BLOODY FLUX) • PACK MENTALITY •

TRAPPINGS: *Rat hide, Rat meat (9)*



ANIMAL



HOWLBEAR

PAGE
503

C	B	A	P	I	W	F
45% [6]	50% [11]	40% [4]	45% [6]	35% [3]	40% [4]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+9	10 / 13 Fly	11 (17/3/29)	7 (13/19/25)	None	None	Intermediate (Medium)

Athletics +20, *Bargain* +20, *Eavesdrop* +20,
Intimidate +20, *Resolve* +20, *Simple Melee* +20,
Stealth +10, *Survival* +20, *Toughness* +20

ATTACK PROFILE

Talons & Beak: 65% • Distance (melee engaged) •
 Damage (8) • Powerful

TRAITS: BROKEN WINGS • BRUTE STRENGTH
 • LICK YOUR WOUNDS • PAW/HOOF/WING •
 PRIMAL SCREAM • STRAFING TALONS

TRAPPINGS: *Howlbear pints of blood* (18),
Howlbear hide, *Howlbear meat* (12), *Howlbear eggs* (3)



ANIMAL



SILVERBACK WARG

PAGE
504

C	B	A	P	I	W	F
45% [6]	40% [5]	45% [7]	50% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+8	13	⁵ (11/17/23)	⁷ (13/19/25)	None	55%	Intermediate (Medium)

Awareness +20, Athletics +10, Coordination +10, Eavesdrop +10, Guile +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +10

ATTACK PROFILE

Rending Bite: 65% • Distance (melee engaged) • Damage (6) • Fast, Vicious

TRAITS: AMBUSH TACTICS • FAST ON THEIR FEET • LICK YOUR WOUNDS • PAW/HOOF/WING • RIPPING TEETH

TRAPPINGS: *Silverback warg hide, Silverback warg meat (9)*



ANIMAL



WATER PANTHER

PAGE
505

C	B	A	P	I	W	F
45% [7]	50% [8]	45% [4]	45% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+7	10	8 (14/20/26)	7 (13/19/25)	None	None	Intermediate (Medium)

Athletics +10, Awareness +20, Guile +20, Intimidate +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +10

ATTACK PROFILE

Horrendous Bite: 65% • Distance (melee engaged) • Damage (7) • Fast, Vicious

TRAITS: DEATH ROLL • HARD-NOSED • PAW/HOOOF/WING • SANITY-BLASTING • WANTON HUNGER

TRAPPINGS: *Water panther hide, Water panther meat (9)*



BEAST



BASILISK

PAGE
506

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [5]	40% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+7	8	8 (14/20/26)	7 (13/19/25)	None	65% (Natural)	Intermediate (Low)

Athletics +10, Awareness +10, Coordination +10, Simple Melee +10, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Acidic Spittle: 55% • Distance (ranged 5 yards) • Load (1 AP) • Damage (Special) • None

Vile Claws: 55% • Distance (melee engaged) • Damage (8) • Pummeling, Slow

TRAITS: ACIDIC SPITTLE • CHTHONIAN DWELLER • EYES WIDE SHUT • FOUL MUTATION • GASTRIC ACIDITY • PETRIFYING GAZE • POISON RESISTANCE

TRAPPINGS: *Basilisk eyes (2), Basilisk hide, Basilisk heart*



BEAST



BOG BEHEMOTH

PAGE
507

C	B	A	P	I	W	F
50% [5]	45% [13]	40% [6]	45% [4]	35% [3]	40% [7]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+7	9	¹³ (19/25/31)	¹⁰ (16/22/28)	None	None	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +20, Eavesdrop +20, Intimidate +20, Resolve +20, Simple Melee +30, Simple Ranged +30, Stealth +30, Survival +20, Toughness +20

ATTACK PROFILE

Thrashing Tentacles: 80% • Distance (melee engaged for 9 yards) • Damage (13) • Powerful, Reach

TRAITS: BRUTE STRENGTH • CHTHONIAN DWELLER • CRIPPLING CONSTRICTOR • DARK SENSE • DISEASE-RIDDEN (BLOODY FLUX) • FLAILING TENTACLES • FLAMMABLE • HERP DERP • INESCAPABLE • SANITY-BLASTING

TRAPPINGS: *Remnant trappings of undigested victims (3)*



BEAST



CHIMAERA

PAGE
508

C	B	A	P	I	W	F
45% [4]	45% [12]	40% [7]	45% [6]	35% [3]	40% [6]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+9	13 / 16 Fly	8 (14/20/26)	9 (15/21/27)	75%	70%	Advanced (High)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Ragged Claws: 75% • Distance (melee engaged) • Damage (12) • Slow, Vicious

Spit Fire: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

Spiked Tail: 75% • Distance (melee engaged or 1 yard) • Damage (12) • Reach, Slow, Powerful

TRAITS: BROKEN WINGS • BRUTE STRENGTH • FIERY RETRIBUTION • FOUL MUTATION • NATURAL ARMOR (1) • PAW/HOOF/WING • POISONOUS BITE • PRIMAL SCREAM • SPIT FIRE • STOMP THE YARD • WEAK SPOT (LEGS)

TRAPPINGS: *Chimaera's heart, Chimaera's hide, Spiked Tail*



BEAST



COCKATRICE

PAGE
SIO

C	B	A	P	I	W	F
50% [5]	40% [6]	35% [5]	45% [4]	45% [4]	40% [4]	40% [4]
INT	MOV	DTH	PTh	PAR	DOD	RFA
+7	11 / 14 Fly	6 (12/18/24)	7 (13/19/25)	None	45%	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Guile +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Sharp Beak: 60% • Distance (melee engaged) • Damage (5) • Fast, Finesse, Vicious

TRAITS: EYES WIDE SHUT • FAST ON THEIR FEET • HERP DERP • PACK MENTALITY • PAW/HOOF/WING • PETRIFYING GAZE

TRAPPINGS: *Cockatrice hide, Cockatrice heart*



BEAST



DRAGON TURTLE

PAGE
SII

C	B	A	P	I	W	F
45% [4]	45% [12]	40% [4]	45% [6]	35% [3]	40% [9]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+9	10	16 (22/28/34)	12 (18/24/30)	None	None	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Snapping Jaw: 75% • Distance (melee engaged) • Damage (12) • Punishing, Slow, Vicious

TRAITS: BRUTE STRENGTH • CHTHONIAN DWELLER • CHOMP • HANGIN' TOUGH • INESCAPABLE • MONSTROUS BELLOW • NATURAL ARMOR (4) • SWALLOW WHOLE • UNNATURAL VISCERA • WEAK SPOT (LEGS)

TRAPPINGS: *Dragon turtle egg (3), Dragon turtle hide*



BEAST



FEN WYRM

PAGE
512

C	B	A	P	I	W	F
40% [6]	45% [9]	40% [7]	35% [3]	0% [0]	0% [0]	0% [0]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+6	10	¹³ (19/25/31)	None	None	None	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Powerful Bite: 70% • Distance (melee engaged) • Damage (9) • Pummeling, Slow

TRAITS: AUTONOMY • CHTHONIAN DWELLER • DEATH ROLL • HANGIN' TOUGH • INESCAPABLE • MINDLESS • NATURAL ARMOR (4) • PRIMAL SCREAM • SWALLOW WHOLE • UNNATURAL VISCERA

TRAPPINGS: *Poison sack (as a dose of Animalbane) (3), Poison sack (as a dose of Beastbane) (3), Poison sack (as a dose of Folkbane) (3)*



BEAST



FODDERLING

PAGE
513

C	B	A	P	I	W	F
50% [5]	45% [6]	35% [3]	40% [4]	0% [0]	0% [0]	0% [0]
INT	MOV	D ⁶ TH	P ⁶ TH	PAR	DOD	RFA
+7	9	(12/18/24)	None	None	None	Basic (Low)

Intimidate +10, Simple Melee +10, Survival +10, Toughness +10

ATTACK PROFILE

Vicious Bite: 60% • Distance (melee engaged) • Damage (5) • Slow, Vicious, Weak

TRAITS: MINDLESS • PAW/HOOF/WING • RIPPING TEETH

TRAPPINGS: *Fodderling hide, Fodderling meat (3), Fodderling teeth (9)*



BEAST



GRYPHON

PAGE
514

C	B	A	P	I	W	F
45% [4]	45% [7]	40% [12]	45% [6]	35% [3]	40% [6]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+9	18 / 21 Fly	8 (14/20/26)	9 (15/21/27)	None	80%	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +20, Guile +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Talons: 75% • Distance (melee engaged) • Damage 8(12) • Finesse, Slow, Vicious

TRAITS: BROKEN WINGS • CHAMPION'S CALL • CRIPPLING CONSTRICTOR • DEATH ROLL • INESCAPABLE • MASTERFULLY ADROIT • NATURAL ARMOR (1) • PAW/HOOF/WING • PRIMAL SCREAM • SNIKT! SNIKT! • STOMP THE YARD • STRAFING TALONS • WEAK SPOT (WINGS)

TRAPPINGS: *Gryphon egg (3), Gryphon hide*



BEAST



HARPY

PAGE
515

C	B	A	P	I	W	F
45% [6]	50% [5]	45% [8]	40% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DT	PT	PAR	DOD	RF
+7	14 / 17 Fly	5 (11/17/23)	7 (13/19/25)	65%	75% (Natural)	Intermediate (Low)

Athletics +10, *Awareness* +10, *Charm* +20,
Coordination +20, *Eavesdrop* +10, *Resolve* +10,
Simple Melee +20, *Survival* +20, *Toughness* +20

ATTACK PROFILE

Ragged Talons: 65% • Distance (melee engaged) •
 Damage (8) • Finesse, Weak

TRAITS: AMBUSH TACTICS • BROKEN WINGS
 • CAPTIVATING CRY • PAW/HOOF/WING •
 STRAFING TALONS

TRAPPINGS: *Harpy's treasures* (9)



BEAST



HYDRA

PAGE
516

C	B	A	P	I	W	F
45% [4]	40% [10]	50% [9]	45% [6]	40% [4]	40% [7]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+9	12	15 (21/27/33)	10 (16/22/28)	None	80%	Advanced (High)

Athletics +30, Awareness +30, Coordination +20, Guile +30, Intimidate +20, Scrutinize +30, Simple Melee +30, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Terrible Teeth: 75% • Distance (melee engaged) • Damage (9) • Fast, Finesse, Vicious

Spit Fire: 75% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

TRAITS: BRUTE STRENGTH • CHTHONIAN DWELLER • DARK SENSE • DISEASE-RIDDEN (BLOODY FLUX) • HARD-NOSED • IN THE FACE • LAMB TO THE SLAUGHTER • NATURAL ARMOR (5) • SNIKT! SNIKT! • SPIT FIRE • UNBRIDLED RAGE

TRAPPINGS: *Hydra hide*



BEAST



JABBERWOCKY

PAGE
517

C	B	A	P	I	W	F
45% [6]	45% [10]	35% [4]	45% [10]	40% [4]	40% [4]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+13	7	¹² (18/24/30)	⁷ (13/19/25)	None	35%	Advanced (High)

Athletics +30, *Awareness* +30, *Eavesdrop* +30, *Gamble* +10, *Guile* +30, *Intimidate* +30, *Scrutinize* +20, *Simple Melee* +30, *Stealth* +30, *Survival* +30, *Toughness* +30

ATTACK PROFILE

Dull Hoofs: 75% • Distance (melee engaged) • Damage (10) • Pummeling

Vorpal Claw: 75% • Distance (melee engaged or 1 yard) • Damage (10) • Punishing, Reach, Slow, Vicious

Lashing Tail: 75% • Distance (melee engaged or 6 yards) • Damage (10) • Pummeling, Slow

Wall Crawler Grasp: 45% • Distance (ranged 13 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: BRUTE STRENGTH • DISEASE-RIDDEN (BLOODY FLUX) • FECKLESS RUNT • FLAMMABLE • FOUL MUTATION • INESCAPABLE • KILL IT WITH FIRE • MENACING • NATURAL ARMOR (2) • POISON RESISTANCE • POISONOUS BITE • REANIMATOR • STOMP THE YARD • SWALLOW WHOLE • UNGAINLY • WALL CRAWLER

TRAPPINGS: *Vorpal Claw (Zweihänder with Castle-forged & Vicious Qualities)*



BEAST



SIREN

PAGE
518

C	B	A	P	I	W	F
45% [6]	50% [8]	45% [5]	40% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	11 / 14 Fly	8 (14/20/26)	7 (13/19/25)	65%	75% (Natural)	Intermediate (Low)

Athletics +20, *Awareness* +10, *Charm* +20,
Coordination +20, *Eavesdrop* +10, *Guile* +10,
Resolve +10, *Simple Melee* +20, *Survival* +20

ATTACK PROFILE

Razor Fin: 65% • Distance (melee engaged) • Damage
 (8) • Pummeling, Weak

TRAITS: AMBUSH TACTICS • BROKEN WINGS
 • CAPTIVATING CRY • CHTHONIAN DWELLER •
 PAW/HOOF/WING • STINGING TENTACLE

TRAPPINGS: *Siren's treasures* (9)



BEAST



WYVERN

PAGE
519

C	B	A	P	I	W	F
45% [6]	40% [7]	50% [9]	45% [8]	35% [3]	40% [7]	40% [4]
INT	MOV	DT	PT	PAR	DOD	RF
+11	15 / 18 Fly	9 (15/21/28)	10 (16/22/28)	None	80%	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +20, Simple Melee +30, Stealth +30, Survival +20, Toughness +20

ATTACK PROFILE

Claws & Teeth: 75% Distance (melee engaged) • Damage (7) • Pummeling, Vicious

Lashing Tail: 75% • Distance (melee engaged or 3 yards) • Damage (9) • Fast, Finesse

TRAITS: BROKEN WINGS • FAST ON THEIR FEET • LASHING TAIL • LICK YOUR WOUNDS • MASTERFULLY ADROIT • NATURAL ARMOR (2) • PAW/HOOF/WING • POISON RESISTANCE • POISONOUS BITE • PRIMAL SCREAM • STEELY FORTITUDE • WEAK SPOT (WINGS)

TRAPPINGS: *Poison sack (as a dose of Animalbane) (3), Poison sack (as a dose of Beastbane) (3), Poison sack (as a dose of Folkbane) (3)*

HUMANOID



GEKKOTA

PAGE
522

C	B	A	P	I	W	F
45% [9]	40% [9]	50% [5]	45% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	8	11 (17/23/29)	7 (13/19/25)	85% (Defensive)	None	Advanced (Medium)

Athletics +30, Awareness +30, Coordination +30, Intimidate +30, Leadership +10, Martial Melee +30, Simple Melee +30, Simple Ranged +10, Stealth +10, Toughness +30, Warfare +30

ATTACK PROFILE

Saw-toothed Sword: 75% • Distance (melee engaged or 1 yard) • Damage (9) • Fast, Light, Vicious, Weak

Bronze War Hammer: 75% • Distance (melee engaged) • Damage (10) • Powerful, Slow

Unhinged Jaw: 75% • Distance (melee engaged) • Damage (9) • Pummeling, Weak

TRAITS: AUTONOMY • BIG GRIM • CHTHONIAN DWELLER • DARK SENSE • DEATH ROLL • NATURAL ARMOR (2) • LAMB TO THE SLAUGHTER • POISON RESISTANCE • WANTON HUNGER

TRAPPINGS: *Bronze hammer, Gekkota hide, Munitions plate armor, Saw-toothed sword, Wooden shield*

HUMANOID



IGUANIA

PAGE

523

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+8	10	6 (12/18/24)	7 (13/19/25)	75% (Defensive)	60% (Natural)	Basic (Medium)

Awareness +10, Coordination +10, Ride +10, Simple Melee +10, Simple Ranged +10, Stealth +10, Warfare +10

ATTACK PROFILE

Pole Cleaver: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach

Javelin: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS: AUTONOMY • CHTHONIAN DWELLER • DARK SENSE • POISON RESISTANCE

TRAPPINGS: *Blackroot, Fire-hardened spear, Folkbane, Iguania hide, Leather armor, Javelin (3), Wooden shield*

HUMANOID



LACERTILIA

PAGE
524

C	B	A	P	I	W	F
40% [4]	40% [4]	50% [7]	45% [7]	45% [4]	40% [6]	35% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+10	10	7 (13/19/25)	9 (15/21/27)	None	60%	Intermediate (High)

Awareness +10, Coordination +10, Education +10, Folklore +20, Guile +10, Handle Animal +20, Resolve +10, Ride +20, Simple Melee +10, Simple Ranged +20, Stealth +20, Warfare +10

ATTACK PROFILE

Shiv: 50% • Distance (melee engaged) • Damage (4)
• Fast, Weak

Xenostaff: 60% • Distance (melee engaged) • Damage (8)
• Adaptable, Finesse, Weak

Bolas: 60% • Distance (ranged 18 yards) • Load (2 AP)
• Damage (None) • Entangling, Ineffective, Throwing

TRAITS: AUTONOMY • CHTHONIAN DWELLER
• DARK SENSE • FAST ON THEIR FEET • FWIP!
FWIP! • PERFECT CAMOUFLAGE • POISON
RESISTANCE • SILENT STALKER

TRAPPINGS: *Blackroot, Bolas (3), Brigandine armor, Folkbane, Lacertilia hide, Xenostaff*

HUMANOID



TLALOC

PAGE
526

C	B	A	P	I	W	F
40% [4]	40% [4]	45% [4]	45% [7]	45% [7]	50% [11]	35% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+10	7	6 (12/18/24)	14 (20/26/32)	75%	55% (Natural)	Advanced (Low)

Bargain +30, Eavesdrop +30, Education +30, Folklore +30, Incantation +30, Intimidate +30, Resolve +30, Scrutinize +30, Simple Ranged +30, Warfare +30

ATTACK PROFILE

None

TRAITS: ACCURSED • ÆTHEREAL FORM • ÆTHERIC DOMINATION • AVERSION TO LIGHT • AUTONOMY • CHTHONIAN DWELLER • DARK SENSE • LUMBERING BRUTE • POISON RESISTANCE • THE CHANGER OF WAYS • UNGAINLY

TRAPPINGS: Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Reagents for all Magick spells (9), Tlaloc hide

HUMANOID



DREAD COUNT

PAGE
528

C	B	A	P	I	W	F
55% [10]	50% [6]	50% [6]	50% [6]	50% [11]	50% [8]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFA
+9	9	11 (17/23/29)	11 (17/23/29)	95% (Defensive & Protective)	None	Elite (Unique)

Athletics +10, Awareness +20, Folklore +20, Handle Animal +10, Incantation +30, Interrogation +10, Intimidate +30, Leadership +20, Martial Melee +30, Navigation +10, Ride +30, Scrutinize +20, Simple Melee +10, Toughness +30, Warfare +20

ATTACK PROFILE

Morgenstern: 85% • Distance (melee engaged) • Damage (11) • Adaptable, Powerful, Vicious
Steel Staff: 65% • Distance (melee engaged) • Damage (11) • Adaptable, Pummeling
Military Lance: 85% • Distance (melee engaged or 1 yard) • Damage (11) • Reach, Vicious

TRAITS: BIG GRIM • EVER-CHOSEN • FOUL MUTATION • HANGIN' TOUGH • LAMB TO THE SLAUGHTER • NATURAL ARMOR (5) • OCCULT MASTERY • POSSESSION • SANITY-BLASTING • STEELY FORTITUDE • WINDS OF CHAOS

TRAPPINGS: Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Metal shield, Military lance, Morgenstern, Reagents for all Magick spells (9), Steel staff, Infernal holy symbol, Wilderness cloak, Wytchstone Essence (9)

HUMANOID



DUERGAR

PAGE
529

C	B	A	P	I	W	F
45% [6]	50% [5]	40% [5]	35% [6]	40% [4]	45% [4]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+9	8	⁹ (15/21/27)	⁷ (13/19/25)	45%	None	Intermediate (Low)

Awareness +10, Bargain +10, Drive +20, Guile +10, Resolve +10, Simple Ranged +20, Stealth +10, Survival +10, Tradecraft +20, Warfare +20

ATTACK PROFILE

Knuckleduster: 45% • Distance (melee engaged) • Damage (5) • Fast, Pummeling

Blunderbus: 65% • Distance (ranged 9 yards) • Load (4 AP) • Damage (6) • Gunpowder, Shrapnel, Volatile, Weak

TRAITS: AMBUSH TACTICS • DARK SENSE • FOUL MUTATION • GUTTER RUNNER • HATRED (GOBLIN) • SHOTGUN BANG! • SILENT STALKER

TRAPPINGS: *Blunderbus, Gunpowder & shot (9), Knuckleduster, Mail armor, Vile holy symbol, Wytchstone Essence (3)*

HUMANOID



FELL KNIGHT

PAGE
530

C	B	A	P	I	W	F
50% [8]	45% [6]	40% [4]	35% [3]	40% [4]	45% [6]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+6	7	11 (17/23/29)	9 (15/21/27)	80% (Defensive & Protective)	None	Intermediate (High)

Athletics +10, Awareness +10, Folklore +10, Handle Animal +10, Interrogation +10, Intimidate +20, Leadership +20, Martial Melee +20, Navigation +10, Ride +20, Simple Melee +10, Survival +10, Toughness +20, Warfare +20

ATTACK PROFILE

Morgenstern: 70% • Distance (melee engaged) • Damage (9) • Adaptable, Powerful, Vicious
Military Lance: 70% • Distance (melee engaged or 1 yard) • Damage (9) • Reach, Vicious

TRAITS: BIG GRIM • CHAMPION'S CALL • FOUL MUTATION • LAMB TO THE SLAUGHTER • LICK YOUR WOUNDS • MENACING • STEELY FORTITUDE

TRAPPINGS: *Metal shield, Military lance, Morgenstern, Munitions plate armor, Vile holy symbol*

HUMANOID



HAVOC CONJUROR

PAGE
531

C	B	A	P	I	W	F
45% [4]	45% [6]	40% [5]	35% [5]	40% [5]	50% [6]	40% [4]
INT	MOV	DT	PT	PAR	DOD	RF
+8	8	11 (17/23/29)	11 (17/23/29)	65%	40%	Intermediate (Medium)

Bargain +20, Coordination +10, Drive +20, Education +20, Folklore +20, Handle Animal +20, Incantation +20, Intimidate +20, Ride +10, Scrutinize +10, Simple Melee +20, Survival +10

ATTACK PROFILE

Steel Staff: 65% • Distance (melee engaged) • Damage 8(4) • Adaptable, Pummeling

TRAITS: DARK SENSE • FIREPROOF • FOUL MUTATION • GIFT OF DEVILS • MENACING • STEELY FORTITUDE • WINDS OF CHAOS

TRAPPINGS: *Arcane tome with 3 Lesser Magick spells, Arcane tome with 6 Petty Magick spells, Munitions plate armor, Reagents for all Magick spells (9), Steel staff, Vile holy symbol, Wilderness cloak, Wytchstone Essence (6)*

HUMANOID



HOWLING MARAUDER

C B A P I W F

45% [6] 50% [6] 40% [5] 35% [5] 40% [4] 45% [4] 40% [4]

INT MOV DTH PTH PAR DOD RFA

+8

8

7
(13/19/25)

7
(13/19/25)

75%
(Defensive)

40%

Intermediate
(Low)

Athletics +10, Handle Animal +10, Guile +10, Navigation +10, Resolve +10, Ride +20, Simple Melee +20, Simple Ranged +20, Survival +10, Toughness +10, Warfare +10

ATTACK PROFILE

Threshing Flail: 65% • Distance (melee engaged) • Damage (6 or 7 with shield) • Adaptable, Weak

Francisca: 65% • Distance (ranged 9 yards) • Load (1 AP) • Damage (6) • Light, Throwing, Weak

TRAITS: AMBUSH TACTICS • BATTLE FRENZY • BLITZ • FOUL MUTATION • I GOT AXE FOR YOU • PRIMAL SCREAM • UNBRIDLED RAGE

TRAPPINGS: *Francisca (3), Hide armor, Red cap mushrooms (3), Threshing flail, Vile holy symbol, Wooden shield*

HUMANOID



NEPHILIM

PAGE

533

C	B	A	P	I	W	F
45% [4]	50% [14]	35% [7]	40% [4]	40% [4]	45% [6]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+7	10	15 (21/27/33)	9 (15/21/27)	75%	35%	Advanced (High)

Athletics +30, Bargain +30, Eavesdrop +30, Gamble +30, Intimidate +30, Rumor +30, Simple Melee +30, Simple Ranged +30, Survival +30, Toughness +30

ATTACK PROFILE

Bare-handed: 75% • Distance (melee engaged or 1 yard) • Damage (14) • Pummeling, Reach, Slow, Vicious

Tree Trunk: 75% • Distance (melee engaged or 1 yard) • Damage (14) • Light, Powerful, Reach, Vicious

Hurled Rock: 75% • Distance (ranged 5 yards) • Load (1 AP) • Damage (14) • Pummeling, Punishing, Slow, Throwing

TRAITS: BRUTE STRENGTH • DARK SENSE • DIONYSIAN DELIGHTS • HIDEOUS MIGHT • MONSTROUS BELLOW • NEVER SURRENDER • SANITY-BLASTING • STEELY FORTITUDE • STOMP THE YARD • SWALLOW WHOLE • UNGAINLY • UNRULY

TRAPPINGS: *Bracelet of Elven ears (3), Hide armor, Heavy hides (9), Hogshead half full of either cheap wine, Dwarven brew or rotgut, Large sack full of rotten meat, Necklace of skulls, Rock (6), Tree trunk, as cudgel*

HUMANOID



SIABRA

PAGE

534

C	B	A	P	I	W	F
45% [5]	45% [5]	50% [8]	40% [6]	40% [4]	45% [4]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+9	14	8 (14/20/26)	7 (13/19/25)	None	60%	Intermediate (Low)

Athletics +10, Coordination +10, Interrogation +20, Intimidate +10, Martial Melee +20, Martial Ranged +20, Navigation +20, Pilot +20, Survival +10

ATTACK PROFILE

Siabran Executioner: 65% • Distance (melee engaged) • Damage (9) • Adaptable, Finesse, Vicious

Siabran Crossbow: 65% • Distance (ranged 9 yards) • Load (2 AP) • Damage (5) • Fast, Punishing, Repeating

TRAITS: AMBUSH TACTICS • DARK SENSE • FAST ON THEIR FEET • FOUL MUTATION • HATRED (ELF) • PAW/HOOF/WING • SERPENTINE CLOAK • STEELY FORTITUDE • UNBRIDLED RAGE

TRAPPINGS: *Crossbow bolt (9), Leather armor, Serpentine cloak, Siabran crossbow, Siabran executioner, Vile holy symbol*

HUMANOID



BRIGAND

PAGE
536

C	B	A	P	I	W	F
45% [6]	40% [6]	40% [4]	50% [5]	40% [4]	45% [6]	35% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+8	7	9 (15/21/27)	9 (15/21/27)	65% (Defensive)	50%	Basic (High)

Athletics +10, Coordination +10, Folklore +10, Intimidate +10, Martial Melee +10, Martial Ranged +10, Resolve +10, Survival +10, Toughness +10

ATTACK PROFILE

Sabre: 55% • Distance (melee engaged) • Damage (6)
• Defensive

Flintlock pistol: 55% • Distance (ranged 8 yards)
• Load (3 AP) • Damage (6) • Gunpowder, Volatile

TRAITS: BLITZ • BLOODLESS • SHOTGUN
BANG! • UNBRIDLED RAGE

TRAPPINGS: *Balaclava, Brigandine armor, Flintlock pistol, Gunpowder & shot (6), Sabre, Wanted letter*

HUMANOID



DERANGED ZEALOT

PAGE
537

C	B	A	P	I	W	F
50% [5]	45% [4]	40% [6]	45% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	9	7 (13/19/25)	7 (13/19/25)	60%	50% (Natural)	Basic (Medium)

Folklore +10, *Interrogation* +10, *Intimidate* +10,
Resolve +10, *Simple Melee* +10, *Survival* +10,
Toughness +10

ATTACK PROFILE

Threshing Flail: 60% • Distance (melee engaged) •
Damage (5 or 6 two handed) • Adaptable, Weak

Rocks: 60% • Distance (ranged 6 yards) • Load (1 AP)
• Damage (5) • Pummeling, Slow, Throwing, Weak

TRAITS: BATTLE FRENZY • HALLUCINOGENIC
FRENZY • SANITY BLASTING • SCAR THE FLESH
• UNRULY

TRAPPINGS: *Hammer & nails, Red cap mushrooms*
(3), *Religious scriptures, Rocks* (6), *Tattered rags,*
Threshing flail, Torture device

HUMANOID



DESERTER SOLDIER

PAGE
538

C	B	A	P	I	W	F
50% [5]	45% [6]	40% [4]	45% [5]	35% [3]	40% [4]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	7 / 10 on Horse	9 (15/21/27)	7 (13/19/25)	60%	40%	Basic (Medium)

Athletics +10, Awareness +10, Guile +10, Martial Melee +10, Resolve +10, Ride +10, Simple Ranged +10, Toughness +10, Warfare +10

ATTACK PROFILE

Pike: 60% • Distance (melee engaged or 1 yard) • Damage (5) • Reach

Misericorde: 60% • Distance (melee engaged) • Damage (4) • Fast, Finesse

TRAITS: LICK YOUR WOUNDS • MAN O'WAR • MENACING

TRAPPINGS: *Brigandine armor, Misericorde, Pike, War medal*

HUMANOID



OCCULTIST

PAGE
539

C	B	A	P	I	W	F
40% [4]	35% [3]	40% [4]	40% [5]	45% [6]	45% [6]	50% [6]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	7	3 (9/15/21)	9 (15/21/27)	40%	50% (Natural)	Basic (High)

Bargain +10, Charm +10, Eavesdrop +10, Education +10, Folklore +10, Incantation +10, Intimidate +10, Resolve +10, Ride +10, Rumor +10

ATTACK PROFILE

Ceremonial Knife: 40% • Distance (melee engaged) • Damage (5) • Fast, Vicious, Weak

Walking Cane: 40% • Distance (melee engaged) • Damage (4) • Light, Powerful, Slow, Weak

TRAITS: WINDS OF CHAOS

TRAPPINGS: *Ceremonial knife, Diabolical holy symbol, Fine clothes, Loose robes, Prayer book with 6 Petty Magick spells, Reagents appropriate for Magicks (9), Walking cane*

HUMANOID



OGRE MERCENARY

PAGE
540

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [4]	45% [4]	35% [3]	40% [8]	40% [5]
INT	MOV	D _{TH}	P _{TH}	P _{AR}	D _{OD}	R _{FA}
+7	8	13 (19/25/31)	11 (17/23/29)	80% (Defensive & Protective)	None	Intermediate (High)

Athletics +20, Awareness +10, Bargain +20, Gamble +10, Interrogation +20, Intimidate +20, Martial Melee +20, Resolve +20, Simple Melee +20, Survival +20, Toughness +20

ATTACK PROFILE

Morgenstern: 70% • Distance (melee engaged) • Damage (11) • Adaptable, Powerful, Vicious

Knuckleduster: 70% • Distance (melee engaged) • Damage (10) • Fast, Pummeling

TRAITS: BIG GRIM • BROKEN GUT-PLATE • BRUTE STRENGTH • LAMB TO THE SLAUGHTER • MAN O'WAR • MENACING • SANITY-BLASTING • STEELY FORTITUDE

TRAPPINGS: *Animal furs (3), Brigandine armor, Gut-plate, Knuckleduster, Metal shield, Morgenstern, Pot of war paint (3)*

HUMANOID



PETTY THUG

PAGE
541

C	B	A	P	I	W	F
45% [5]	40% [5]	50% [5]	45% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+7	8	⁶ (12/18/24)	⁷ (13/19/25)	55%	50%	Basic (Low)

Brawn +10, Eavesdrop +10, Simple Melee +10, Stealth +10

ATTACK PROFILE

Cudgel: 55% • Distance (melee engaged) • Damage (5) • Light, Powerful, Weak

Garrote: 55% • Distance (melee engaged) • Damage (None) • Entangling, Fast, Ineffective

Flintlock Pistol: 45% • Distance (ranged 7 yards) • Load (3 AP) • Damage (5) • Gunpowder, Volatile

TRAITS: MURDEROUS ATTACKS • POINT BLANK

TRAPPINGS: Cheap necklace (2), Cheap pinky ring, Cudgel, Flintlock pistol, Garrote, Gunpowder & shot (3), Snuff box, Quilted armor, Wanted poster

HUMANOID



REBELLIOUS PEASANT

PAGE
542

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [4]	40% [4]	35% [4]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	9	4 (10/16/22)	10 (16/22/28)	65% (Defensive)	60% (Natural)	Basic (Low)

Resolve +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Pitchfork: 55% • Distance (melee engaged or 1 yard)
• Damage (4) • Defensive, Reach, Slow, Weak

Torch: 55% • Distance (melee engaged) • Damage
(Special) • Immolate, Ineffective, Slow

Bottle Bomb: 45% • Distance (ranged 5 yards) • Load
(1-AP) • Damage (Special) • Fiery, Ineffective, Volatile

TRAITS: PACK MENTALITY • SALT OF THE
EARTH • SNIVELING WHELP

TRAPPINGS: *Bottle bomb, Pitchfork, Tattered rags,
Torch (3)*

HUMANOID



TEMPLAR FANATIC

PAGE
543

C	B	A	P	I	W	F
50% [7]	45% [6]	40% [6]	35% [3]	40% [4]	45% [7]	40% [4]
INT	MOV	DT	PT	PAR	DOD	RF
+9	9	11 (17/23/29)	10 (16/22/28)	80% (Defensive)	None	Intermediate (High)

Athletics +20, Folklore +20, Interrogation +20, Intimidate +20, Martial Melee +20, Navigation +10, Resolve +20, Ride +10, Simple Melee +20, Simple Ranged +20, Toughness +20

ATTACK PROFILE

Flanged Mace: 70% • Distance (melee engaged) • Damage (7 or 8 with wooden shield) • Powerful

Light Crossbow: 70% • Distance (ranged 9 yards) • Load (2 AP) • Damage (7) • Fast, Punishing, Weak

TRAITS: CHAMPION'S CALL • GROSSLY PARANOID • LAMB TO THE SLAUGHTER • MENACING • NEVER SAY DIE • PUNISHING ATTACK • SANITY-BLASTING

TRAPPINGS: Antivenom(3), Bandages(3), Crossbow bolts (9), Flanged mace, Holy symbol, Laudanum, Light crossbow, Munitions plate armor, Priest's mitre, Torture device, Veteran's gilded nose, Wooden shield

HUMANOID



WITCH

PAGE
544

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [4]	45% [5]	45% [6]	50% [8]	40% [5]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+11	7	4 (10/16/22)	11 (17/23/29)	45%	60% (Natural)	Intermediate (Medium)

Alchemy +20, Awareness +10, Coordination +10, Disguise +10, Education +10, Folklore +10, Guile +10, Incantation +20, Resolve +20, Simple Melee +10, Survival +10, Tradecraft +20, Toughness +10

ATTACK PROFILE

Sacrificial Knife: 45% • Distance (melee engaged) • Damage (3) • Fast, Vicious, Weak

TRAITS: GROSSLY PARANOID • WINDS OF CHAOS

TRAPPINGS: *Arcane tome with 6 Petty Magicks spells, Loose robes, Rune stones, Reagents appropriate for Magicks (9), Sacrificial knife*

HUMANOID



ZOATAR

PAGE
545

C	B	A	P	I	W	F
40% [4]	45% [6]	45% [5]	45% [7]	35% [3]	50% [10]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+10	8	9 (15/21/27)	13 (19/25/31)	None	55% (Natural)	Advanced (Medium)

Awareness +30, Bargain +20, Education +20, Folklore +20, Incantation +30, Intimidate +20, Navigation +30, Scrutinize +20, Simple Melee +20, Survival +30, Tradecraft +30

ATTACK PROFILE

Ceremonial Staff: 60% • Distance (melee engaged or 1 yard) • Damage (4 or 5) • Adaptable, Pummeling, Reach

Sickle: 60% • Distance (melee engaged) • Damage (5) • Finesse, Vicious, Weak

TRAITS: BLOODLESS • CEREMONIAL RUNES • DARK SENSE • FAST ON THEIR FEET • FIREPROOF • HATRED (AZTLAN, GOBLIN) • PRIMAL SCREAM • SCAR THE FLESH • STEELY FORTITUDE • SWEEPING STRIKE

TRAPPINGS: *Ceremonial staff, Prayer book with 9 Petty Magick spells, Prayer book with 6 Lesser Magick spells, Prayer book with 3 Greater Magick spells, Reagents for all Magick spells (9), Sickle, Sacred scroll with Inscribe Magick Rune (3)*



MUTANT



BOG THING

PAGE
548

C	B	A	P	I	W	F
40% [4]	50% [7]	40% [4]	45% [4]	45% [4]	40% [6]	35% [3]
INT	MOV	DTH	PTh	PAR	DOD	RFa
+7	7	7 (13/19/25)	9 (15/21/27)	50%	60% (Natural)	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Eavesdrop +10, Intimidate +10, Navigation +10, Resolve +10, Simple Melee +10, Stealth +10, Survival +10

ATTACK PROFILE

Bog Claws: 50% • Distance (melee engaged) • Damage (4) • Fast, Vicious, Weak

Stomach Maw: 50% • Distance (melee engaged) • Damage (4) • Vicious, Punishing

TRAITS: BOG STENCH • DARK SENSE • HANGIN' TOUGH • SANITY-BLASTING • WANTON HUNGER

TRAPPINGS: *None*



MUTANT



DEATH HEDGE

PAGE
549

C	B	A	P	I	W	F
45% [4]	35% [3]	40% [4]	40% [6]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+9	None	¹⁶ (22/28/34)	None	None	None	Basic (Low)

Awareness +10, Eavesdrop +10, Simple Melee +10, Toughness +10

ATTACK PROFILE

Flailing Branch: 55% • Distance (melee engaged) • Damage (4) • Entangling, Pummeling, Slow

TRAITS: AMBUSH TACTICS • FLAMMABLE • MINDLESS • SWALLOW WHOLE • UNCERTAIN FORM

TRAPPINGS: *Blood rose (3)*



MUTANT



ORX-SPORE

PAGE
550

C	B	A	P	I	W	F
45% [4]	40% [6]	40% [4]	35% [3]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+6	None	⁶ (12/18/24)	None	None	None	Basic (Low)

Awareness +10, Eavesdrop +10, Simple Melee +10, Toughness +10

ATTACK PROFILE

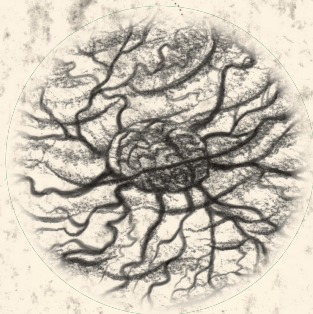
Fluorophore: 55% • Distance (ranged 4 yards) • Damage (None) • Entangling

TRAITS: CREEPY CRAWLIES • DENSE ANATOMY • FLAMMABLE • MINDLESS • SPORE-SPLOSION • UNCERTAIN FORM

TRAPPINGS: *None*



MUTANT



SHIMMERING MIMIC

PAGE
SSI

C	B	A	P	I	W	F
45% [6]	40% [5]	40% [8]	35% [5]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	11	⁶ (12/18/24)	None	None	None	Intermediate (Low)

*Awareness +20, Coordination +20, Eavesdrop +20,
Simple Melee +20, Simple Ranged +20, Stealth +20,
Toughness +20*

ATTACK PROFILE

Pseudopod Tentacle: 65% • Distance (melee engaged)
• Damage (6) • Entangling, Fast, Pummeling

Pseudopod Glob: 65% • Distance (ranged 8 yards) •
Load (1 AP) • Damage (8) • Slow, Pummeling, Throwing

TRAITS: AMBUSH TACTICS • DENSE
ANATOMY • FLAMMABLE • GASTRIC ACIDITY
• MASTERFULLY ADROIT • MINDLESS •
PERFECT CAMOUFLAGE • SANITY-BLASTING •
UNCERTAIN FORM

TRAPPINGS: *Remnant bodies of the dead (3),
Shimmering mimic's brain*



MUTANT



DRAGON-BORN OGRE

PAGE
552

C B A P I W F

50% [10] 45% [8] 40% [4] 45% [4] 35% [3] 40% [6] 40% [6]

INT MOV DTH PTH PAR DOD RFA

+7

10

12
(18/24/30)

9
(15/21/27)

80%

None

Advanced
(Medium)

Athletics +20, Awareness +20, Coordination +30, Education +10, Folklore +10, Intimidate +30, Leadership +30, Martial Melee +30, Resolve +30, Survival +20, Toughness +30

ATTACK PROFILE

Battle Axe: 80% • Distance (melee engaged or 1 yard) • Damage (11) • Adaptable, Reach, Slow, Vicious

Thundering Claws: 50% • Distance (melee engaged or 1 yard) • Damage (8) • Pummeling, Powerful, Reach

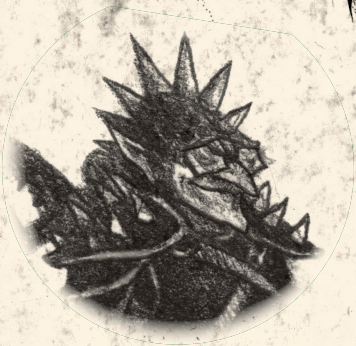
Tail Vertebrae: 50% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Pummeling, Reach

TRAITS: BLOODLESS • DARK SENSE • HATRED (ELF) • HARD-NOSED • HIDEOUS MIGHT • LAMB TO THE SLAUGHTER • MENACING • NATURAL ARMOR (4) • PAW/HOOF/WING • SANITY-BLASTING • STOMP THE YARD • STORM RAGE • WEAK SPOT (WINGS)

TRAPPINGS: *Battle axe, Dragon-born Ogre hide, Tail vertebrae*



MUTANT



HOBGOBLIN

PAGE

554

C	B	A	P	I	W	F
45% [4]	45% [4]	50% [7]	45% [6]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+9	10	6 (12/18/24)	7 (13/19/25)	65% (Defensive)	50%	Basic (High)

Alchemy +10, Athletics +10, Awareness +10, Eavesdrop +10, Martial Melee +10, Ride +10, Simple Ranged +10, Stealth +10, Survival +10, Warfare +10

ATTACK PROFILE

Sabre: 55% • Distance (melee engaged) • Damage (4) • Defensive

Hunting Bow: 55% • Distance (ranged 15 yards) • Load (1 AP) • Damage (7) • Finesse, Weak

TRAITS: DARK SENSE • HATRED (DWARF, GNOME) • SADDLE TACTICS • SILENT STALKER

TRAPPINGS: *Arrows (6), Folkbane (3), Hunting bow, Leather armor, Sabre*



MUTANT



KOBOLD

PAGE

554

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+7	9	5 (11/17/23)	7 (13/19/25)	65% (Defensive)	60%	Basic (Low)

Awareness+10, Ride+10, Simple Melee+10, Stealth+10

ATTACK PROFILE

Fire-hardened Spear: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach, Weak

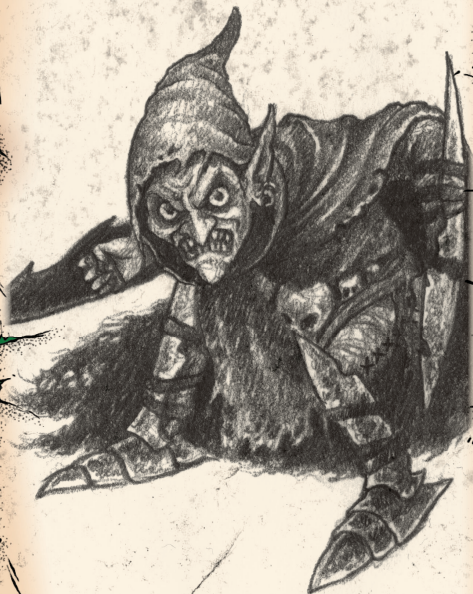
Javelin: 45% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS: DARK SENSE • HATRED (DWARF, GNOME) • SQUABBLE AMONG THEMSELVES

TRAPPINGS: *Buckler, Fire-hardened spear, Javelin (3), Quilted armor*



MUTANT



KOBOLD FANATIC

PAGE
555

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [6]	45% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	9	4 (10/16/22)	7 (13/19/25)	55%	70% (Natural)	Basic (Low)

Coordination +10, Simple Melee +10, Simple Ranged +10, Stealth +10

ATTACK PROFILE

Threshing Flail: 55% • Distance (melee engaged or 1 yard) • Damage (4 or 5 two-handed) • Adaptable, Reach, Weak

Net: 55% • Distance (ranged 5 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: AVERSION TO LIGHT • BATTLE FRENZY • BLOODLESS • DARK SENSE • HATRED (DWARF, GNOME) • SQUABBLE AMONG THEMSELVES

TRAPPINGS: *Net, Red cap mushroom (3), Religious token, Tattered clothing, Threshing flail*



MUTANT



BROO

PAGE

557

C	B	A	P	I	W	F
45% [4]	50% [6]	40% [4]	45% [5]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	9	7 (13/19/25)	7 (13/19/25)	65% (Defensive)	50% (Natural)	Basic (Low)

Athletics +10, Awareness +10, Intimidate +10, Simple Melee +10

ATTACK PROFILE

Fire-hardened Spear: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach, Weak

Mutated Hooves: 55% • Distance (melee engaged) • Damage (6) • Pummeling, Powerful, Slow

Javelin: 45% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Throwing, Weak

TRAITS: DIONYSIAN DELIGHTS • PACK MENTALITY

TRAPPINGS: *Buckler, Fire-hardened spear, Hide armor, Javelin (3), Jug of Dionysian Delights*



MUTANT



EQUIGORN

PAGE
558

C	B	A	P	I	W	F
50% [5]	45% [8]	40% [6]	45% [4]	35% [3]	40% [8]	40% [5]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+7	12	9 (15/21/27)	11 (17/23/29)	70%	40%	Intermediate (High)

Athletics +20, *Awareness* +20, *Guile* +10,
Interrogation +10, *Intimidate* +20, *Martial Melee*
+20, *Resolve* +20, *Simple Melee* +20, *Stealth* +20,
Survival +20, *Toughness* +20

ATTACK PROFILE

Pike: 70% • Distance (melee engaged or 1 yard) •
Damage (5) • Reach

Mutated Antlers: 70% • Distance (melee engaged) •
Damage (8) • Pummeling, Slow

Mutated Hooves: 70% • Distance (melee engaged) •
Damage (8) • Pummeling, Powerful, Slow

Francisca: 50% • Distance (ranged 5 yards) • Load (1
AP) • Damage (5) • Throwing, Weak

TRAITS: BLITZ • DIONYSIAN DELIGHTS •
FETID WEAPONRY • FOUL MUTATION • PACK
MENTALITY • PAW/HOOF/WING • SANITY-
BLASTING • SILENT STALKER • WEAK SPOT (LEGS)

TRAPPINGS: *Francisca* (3), *Hide armor*, *Jug of
Dionysian Delights* (3), *Pike*



MUTANT



HIRCUS

PAGE
559

C	B	A	P	I	W	F
45% [6]	50% [9]	40% [4]	40% [4]	40% [4]	45% [4]	35% [3]
INT	MOV	DT	PT	PAR	DOD	RF
+7	7	10 (16/22/28)	7 (13/19/25)	75% (Defensive)	40%	Intermediate (Low)

Athletics +10, Awareness +10, Charm +10, Eavesdrop +10, Gamble +10, Intimidate +10, Resolve +10, Simple Melee +20, Simple Ranged +10, Stealth +10, Survival +10, Toughness +20

ATTACK PROFILE

Fire-hardened Spear: 65% • Distance (melee engaged) • Damage (8) • Adaptable, Slow, Weak

Mutated Antlers: 65% • Distance (melee engaged) • Damage (9) • Pummeling, Slow

Mutated Hooves: 65% • Distance (melee engaged) • Damage (9) • Pummeling, Powerful, Slow

TRAITS: BLITZ • DIONYSIAN DELIGHTS • FETID WEAPONRY • FOUL MUTATION • MENACING • PACK MENTALITY • SILENT STALKER

TRAPPINGS: *Fire-hardened spear, Hide armor, Jug of Dionysian Delights, Wooden shield*



MUTANT



TAURUS

PAGE
560

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [6]	45% [4]	35% [3]	40% [6]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+7	12	11 (17/23/29)	9 (15/21/27)	80%	40%	Advanced (Low)

Athletics +30, *Awareness* +20, *Charm* +30,
Interrogation +10, *Intimidate* +20, *Martial Melee*
+30, *Resolve* +20, *Simple Melee* +20, *Stealth* +20,
Survival +20, *Toughness* +20

ATTACK PROFILE

Battle Axe: 80% • Distance (melee engaged) •
Damage (6) • Adaptable, Slow

Mutated Horns: 70% • Distance (melee engaged) •
Damage (10) • Pummeling, Powerful, Punishing, Slow

Mutated Hooves: 70% • Distance (melee engaged) •
Damage (10) • Pummeling, Powerful, Slow

TRAITS: BIG GRIM • DARK SENSE • DIONYSIAN
DELIGHTS • FETID WEAPONRY • FOUL
MUTATION • HARD-NOSED • LAMB TO THE
SLAUGHTER • PACK MENTALITY • PAW/HOOF/
WING • SANITY-BLASTING • SILENT STALKER

TRAPPINGS: *Battle axe, Hide armor, Jug of
Dionysian Delights*



MUTANT



WOSE

PAGE
561

C	B	A	P	I	W	F
40% [4]	35% [3]	40% [4]	40% [5]	45% [6]	45% [6]	50% [6]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+8	7	⁴ (10/16/22)	⁹ (15/21/27)	40%	50%	Basic (High)

Bargain +10, Coordination +10, Eavesdrop +10, Folklore +10, Incantation +10, Intimidate +10, Leadership +10, Resolve +10, Rumor +10, Survival +10

ATTACK PROFILE

Staff: 40% • Distance (melee engaged) • Damage (4) • Adaptable, Pummeling, Weak

Mutated Antlers: 40% • Distance (melee engaged) • Damage (3) • Pummeling, Slow

TRAITS: DIONYSIAN DELIGHTS • PACK MENTALITY • SILENT STALKER • WINDS OF CHAOS

TRAPPINGS: *Diabolical holy symbol, Hide armor, Jug of Dionysian Delights, Loose robes, Prayer book with 6 Petty Magick spells, Reagents appropriate for Magicks (9), Staff*



MUTANT



LYCANTHROPE

PAGE
562

C	B	A	P	I	W	F
50% [5]	45% [8]	45% [6]	40% [4]	35% [3]	40% [6]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+7	9	8 (14/20/26)	9 (15/21/27)	None	75% (Natural)	Intermediate (High)

Athletics +20, Awareness +20, Coordination +20, Eavesdrop +20, Guile +20, Handle Animal +10, Intimidate +20, Resolve +20, Simple Melee +20, Stealth +20, Survival +10, Toughness +10

ATTACK PROFILE

Eviscerating Claws: 70% • Distance (melee engaged)
• Damage (6) • Fast, Finesse, Vicious

Ragged Teeth: 70% • Distance (melee engaged) •
Damage (8) • Entangling, Pummeling, Slow

TRAITS: ACCURSED • BANE OF LYCANTHROPE
• DISEASE-RIDDEN (TOMB ROT) • LICK YOUR
WOUNDS • SANITY-BLASTING • SILENT STALKER
• SNIKT! SNIKT! • WANTON HUNGER

TRAPPINGS: *Lycanthrope hide*



MUTANT



MEDUSA

PAGE
563

C	B	A	P	I	W	F
45% [4]	50% [7]	45% [11]	40% [4]	35% [3]	40% [7]	40% [6]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+7	14	8 (14/20/26)	10 (16/22/28)	None	75%	Advanced (High)

Athletics +20, *Awareness* +20, *Charm* +30, *Coordination* +30, *Disguise* +30, *Folklore* +10, *Guile* +20, *Interrogation* +20, *Intimidate* +30, *Martial Ranged* +30, *Resolve* +20, *Scrutinize* +10, *Simple Melee* +20

ATTACK PROFILE

Rapier: 65% • Distance (melee engaged) • Damage 8(11) • Fast, Finesse, Weak

Composite Bow: 75% • Distance (ranged 16 yards) • Load (2 AP) • Damage (11) • Fast, Finesse

TRAITS: AMBUSH TACTICS • CAPTIVATING CRY • CHTHONIAN DWELLER • DARK SENSE • EYES WIDE SHUT • FAST ON THEIR FEET • FOUL MUTATION • GIVE ME YOUR EYES • I GOT AXE FOR YOU • PETRIFYING GAZE • SANITY-BLASTING

TRAPPINGS: *Arrows (9), Composite bow, Mask of golden coins, Medusa's head, Medusa's heart, Quilted armor, Rapier*



MUTANT



BOOGAN

PAGE
565

C	B	A	P	I	W	F
40% [4]	40% [4]	50% [6]	45% [5]	35% [3]	45% [4]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	9	4 (10/16/22)	7 (13/19/25)	60%	50% (Natural)	Basic (Low)

Awareness +10, Simple Melee +10, Stealth +10, Survival +10

ATTACK PROFILE

Shiv: 50% • Distance (melee engaged) • Damage (4)
• Fast, Weak

Rocks: 50% • Distance (ranged 5 yards) • Load (1 AP)
• Damage (4) • Pummeling, Slow, Throwing, Weak

Red Cap Mushroom: 50% • Distance (melee engaged
or ranged 5 yards) • Damage (None) • None

TRAITS: DARK SENSE • FECKLESS RUNT •
SNIVELING WHELP

TRAPPINGS: *Red cap mushrooms (3), Rocks (3),
Shiv, Tattered clothing*



MUTANT



HIGH ORX

PAGE
566

C	B	A	P	I	W	F
45% [4]	50% [7]	40% [4]	45% [5]	35% [3]	40% [5]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+8	7	10 (16/22/28)	8 (14/20/26)	55%	40%	Basic (High)

Athletics +10, Intimidate +10, Resolve +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10, Tradecraft +10, Warfare +10

ATTACK PROFILE

Rusted Chains: 55% • Distance (melee engaged or 1 yard) • Damage (7) • Adaptable, Pummeling, Reach

Flanged Mace: 55% • Distance (melee engaged) • Damage (4) • Powerful

TRAITS: DARK SENSE • ONE-TWO PUNCH • SHOOTFIGHTING • STEELY FORTITUDE

TRAPPINGS: *Brigandine armor, Flanged mace, Rusted chains*



MUTANT



LOW ORX

PAGE
567

C	B	A	P	I	W	F
50% [5]	45% [6]	40% [4]	45% [5]	35% [3]	40% [4]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+8	7	8 (14/20/26)	7 (13/19/25)	60%	40%	Basic (Medium)

Athletics +10, Awareness +10, Interrogation +10, Intimidate +10, Martial Melee +10, Resolve +10, Ride +10, Simple Ranged +10, Toughness +10

ATTACK PROFILE

War Chopper: 60% • Distance (melee engaged) • Damage (6) • Adaptable, Slow, Vicious

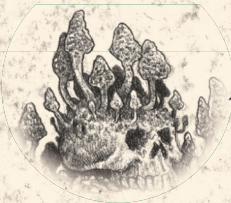
Javelin: 60% • Distance (ranged 8 yards) • Load (1 AP) • Damage (5) • Throwing, Weak

TRAITS: DARK SENSE • MENACING • RINGEN • SQUABBLE AMONG THEMSELVES

TRAPPINGS: *Javelin (3), Leather armor, War Chopper*



MUTANT



RUDEBOY

PAGE
568

C	B	A	P	I	W	F
50% [5]	45% [4]	40% [6]	45% [5]	35% [3]	40% [4]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFA
+8	9	7 (13/19/25)	7 (13/19/25)	60% (Defensive)	60% (Natural)	Basic (Medium)

Athletics +10, Coordination +10, Resolve +10, Simple Melee +10, Simple Ranged +10, Survival +10, Toughness +10

ATTACK PROFILE

Cleaver: 60% • Distance (melee engaged) • Damage (5) • Slow, Vicious, Weak

Shiv: 60% • Distance (melee engaged) • Damage (5) • Fast, Weak

Hunting Bow: 60% • Distance (ranged 14 yards) • Load (1 AP) • Damage (6) • Finesse, Weak

TRAITS: BATTLE FRENZY • DARK SENSE • HALLUCINOGENIC FRENZY • SCAR THE FLESH • SQUABBLE AMONG THEMSELVES

TRAPPINGS: *Animal pelts, as clothing, Arrows (9), Cleaver, Hunting bow, Pot of war paint, Red cap mushrooms (3), Shiv*



MUTANT



RAVENOUS GHOUL

PAGE
569

C	B	A	P	I	W	F
45% [6]	40% [7]	40% [7]	50% [5]	40% [4]	45% [6]	35% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+8	9	7 (13/19/25)	9 (15/21/27)	None	60% (Natural)	Intermediate (Medium)

Athletics +20, Coordination +10, Disguise +20, Intimidate +20, Resolve +20, Simple Melee +20, Stealth +20, Survival +20, Toughness +20

ATTACK PROFILE

Fork & Knife: 65% • Distance (melee engaged) • Damage (6) • Fast, Finesse, Weak

TRAITS: BLOODLUST • DARK SENSE • DISEASE-RIDDEN (TOMB ROT) • FAST ON THEIR FEET • SANITY-BLASTING • WANTON HUNGER

TRAPPINGS: *Bent silver fork, Fillet knife, Grotesque trophies (3), Stained bib and napkin, Tattered clothing*



MUTANT



BILIOUS SKRZZAK

PAGE
570

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [8]	40% [6]	40% [4]	45% [6]	35% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+9	11	7 (13/19/25)	9 (15/21/27)	None	60%	Intermediate (Medium)

Awareness +20, Coordination +10, Education +10, Folklore +10, Martial Ranged +10, Navigation +10, Resolve +10, Simple Ranged +20, Stealth +10, Survival +10, Toughness +20, Tradecraft +20

ATTACK PROFILE

Dirk: 45% • Distance (melee engaged) • Damage (4) • Fast, Vicious

Glass Grenade: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • Ineffective, Throwing, Toxic, Volatile

Wytchfyre Pistol: 65% • Distance (ranged 15 yards) • Load (3 AP) • Damage (8) • Finesse, Gunpowder, Immolate, Vicious, Volatile

Wytchfyre Jezzail: 65% • Distance (ranged 17 yards) • Load (4 AP) • Damage (8) • Finesse, Gunpowder, Immolate

Wytchfyre Thrower: 65% • Distance (ranged 8 yards) • Load (4 AP) • Damage (4) • Gunpowder, Fiery, Repeating, Shrapnel, Volatile, Weak

Tail Vertebrae: 45% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS: BLAM! BLAM! • DARK SENSE • FAST ON THEIR FEET • FETID WEAPONRY • GRENADIER • SANITY-BLASTING • SHARP-SIGHTED • WYTCH-SCIENCE

TRAPPINGS: *Brigandine armor, Dirk, Plague mask, Glass grenade (1), Wytchfyre (6), Wytchfyre jezzail -or- Wytchfyre pistol (2) -or- Wytchfyre thrower*



MUTANT



BROODMOTHER

PAGE
572

C	B	A	P	I	W	F
50% [5]	50% [5]	50% [5]	55% [9]	50% [7]	50% [9]	50% [7]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+12	8	6 (12/18/24)	12 (18/24/30)	None	50%	Elite (Unique)

Awareness +10, Bargain +10, Eavesdrop +20, Education +10, Folklore +20, Guile +30, Incantation +30, Interrogation +20, Intimidate +10, Leadership +30, Navigation +10, Resolve +10, Scrutinize +30, Survival +10, Toughness +10, Warfare +30

ATTACK PROFILE

Tail Vertebrae: 50% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS: AVERSION TO LIGHT • DARK SENSE • DISEASE-RIDDEN (TOMB ROT) • FETID WEAPONRY • OCCULT MASTERY • SANITY-BLASTING • STEELY FORTITUDE • STOMP THE YARD • THE VIRIDESCENT PATH • UNGAINLY

TRAPPINGS: *Arcane tome with 9 Petty Magick spells, Arcane tome with 6 Lesser Magick spells, Arcane tome with 3 Greater Magick spells, Kabal banner, Gilded throne of bones, Hide armor, Reagents for all Magick spells (9), Tome of faith & disease, Wytchstone Essence (9)*



MUTANT



CHOLERIC SKRZZAK

PAGE
573

C B A P I W F

45% [4] 45% [6] 50% [8] 40% [4] 40% [4] 40% [6] 35% [3]

INT MOV DTH PTH PAR DOD RFA

+7 11 6
(12/18/24) 9
(15/21/27) None 80%
(Natural) Intermediate
(Medium)

Athletics +20, Awareness +20, Coordination +20, Education +20, Folklore +10, Martial Melee +20, Navigation +10, Scrutinize +10, Simple Melee +20, Stealth +10, Survival +10

ATTACK PROFILE

Fetid Blade: 65% • Distance (melee engaged) • Damage (4) • Fast, Vicious

Tail Vertebrae: 65% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS: BLOODLESS • DARK SENSE • DISEASE-RIDDEN (TOMB ROT) • FAST ON THEIR FEET • FETID WEAPONRY • HARBRINGER OF PLAGUES • RIPPING TEETH • SANITY-BLASTING

TRAPPINGS: *Fetid blade, Kabal banner, Tome of faith & disease, Wytchstone Essence (6)*



MUTANT



PHLEGMATIC SKRZZAK PAGE 574

C	B	A	P	I	W	F
35% [3]	40% [4]	50% [7]	40% [6]	45% [5]	40% [6]	45% [3]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+9	10	⁶ (12/18/24)	⁹ (15/21/27)	None	70%	Intermediate (Medium)

Athletics +10, Awareness +20, Coordination +20, Education +20, Handle Animal +20, Heal +20, Leadership +10, Ride +20, Simple Melee +10, Simple Ranged +10, Survival +10

ATTACK PROFILE

Man-Catcher: 45% • Distance (melee engaged or 1 yard) • Damage (3) • Entangling, Reach

Tail Vertebrae: 45% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

Bolas: 45% • Distance (ranged 7 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: DARK SENSE • FAST ON THEIR FEET • FETID WEAPONRY • LICK YOUR WOUNDS • SANITY-BLASTING

TRAPPINGS: *Animalbane, Beastbane, Leather armor, Man-Catcher, Wytchstone Essence (6)*



MUTANT



SANGUINE SKRZZAK

PAGE
575

C	B	A	P	I	W	F
45% [5]	40% [4]	50% [8]	45% [6]	40% [4]	40% [5]	35% [3]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFA
+9	11	⁶ (12/18/24)	⁸ (14/20/26)	None	70%	Intermediate (Medium)

Athletics +10, Awareness +20, Coordination +20, Folklore +10, Navigation +20, Scrutinize +20, Simple Melee +20, Simple Ranged +20, Stealth +20, Survival +10

ATTACK PROFILE

Weeping Blade: 65% • Distance (melee engaged) • Damage (8) • Fast, Finesse, Light, Vicious

Tail Vertebrae: 65% • Distance (melee engaged or 1-yard) • Damage (None) • Entangling, Ineffective, Reach

Throwing Star: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • Fast, Finesse, Throwing, Toxic

Smoke Bomb: 65% • Distance (ranged 7 yards) • Load (1 AP) • Damage (Special) • None

TRAITS: AMBUSH TACTICS • DARK SENSE • FAST ON THEIR FEET • FETID WEAPONRY • GUTTER RUNNER • SMOKE BOMB • SNIKT! SNIKT! • SANITY-BLASTING

TRAPPINGS: *Balaclava mask, Dirk, Folkbane (3), Leather armor, Smoke bomb (3), Throwing star (6), Scorpion Venom (3), Weeping blade, Wychstone Essence (3)*



MUTANT



TYRANT SKRZZAK

PAGE
576

C	B	A	P	I	W	F
50% [5]	45% [11]	40% [8]	45% [4]	35% [3]	40% [6]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+7	11	14 (20/26/32)	9 (15/21/27)	80%	80% (Natural)	Advanced (Low)

AAthletics +30, Awareness +30, Coordination +30, Intimidate +30, Simple Melee +30, Stealth +30, Survival +30, Toughness +30

ATTACK PROFILE

Tyrant spike: 80% • Distance (melee engaged or 1 yard) • Damage (11) • Fast, Reach, Powerful, Pummeling, Vicious

Tail Vertebrae: 80% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

TRAITS: BRUTE STRENGTH • DARK SENSE • DIM-WITTED • FETID WEAPONRY • HIDEOUS MIGHT • LAMB TO THE SLAUGHTER • RIPPING TEETH • SANITY-BLASTING • SCAR THE FLESH • SNIVELING WHELP

TRAPPINGS: *None*



MUTANT



WARREN RUNNER

PAGE
577

C	B	A	P	I	W	F
45% [4]	40% [4]	50% [7]	45% [5]	40% [4]	40% [5]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	10	⁵ (11/17/23)	⁸ (14/20/26)	None	60%	Basic (High)

Athletics +10, Awareness +10, Coordination +10, Folklore +10, Navigation +10, Scrutinize +10, Simple Melee +10, Simple Ranged +10, Stealth +10, Survival +10

ATTACK PROFILE

Fire-hardened spear: 55% • Distance (melee engaged or 1 yard) • Damage (5) • Adaptable, Reach, Weak

Tail Vertebrae: 55% • Distance (melee engaged or 1 yard) • Damage (None) • Entangling, Ineffective, Reach

Shepherd's Sling: 55% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Fast, Throwing, Weak

TRAITS: DARK SENSE • FAST ON THEIR FEET • FETID WEAPONRY • SANITY-BLASTING

TRAPPINGS: *Folkbane, Hide armor, Shepherd's sling, Stiletto, Wythstone Essence (1)*



MUTANT



TROLL

PAGE
578

C	B	A	P	I	W	F
50% [5]	45% [10]	40% [6]	45% [4]	35% [3]	40% [7]	40% [4]
INT	MOV	DT	PT	PAR	DOD	RF
+7	11	10 (16/22/28)	10 (16/22/28)	80%	50% (Natural)	Advanced (Medium)

Athletics +30, *Awareness* +20, *Bargain* +20,
Eavesdrop +20, *Interrogation* +10, *Intimidate* +30,
Resolve +10, *Simple Melee* +30, *Simple Ranged* +30,
Stealth +30, *Survival* +20, *Toughness* +20

ATTACK PROFILE

Petrified Club: 80% • Distance (melee engaged) •
 Damage (6) • Light, Powerful, Weak
Terrible Claws: 80% • Distance (melee engaged) •
 Damage (10) • Pummeling, Slow
Acidic Spittle: 80% • Distance (ranged 5 yards) •
 Load (1 AP) • Damage (Special) • None

TRAITS: ACIDIC SPITTLE • BIG GRIM • DARK
 SENSE • FETID WEAPONRY • FLAMMABLE • FOUL
 MUTATION • GASTRIC ACIDITY • HARD-NOSED
 • HERP DERP • KILL IT WITH FIRE • LAMB TO
 THE SLAUGHTER • PERFECT CAMOUFLAGE •
 REANIMATOR • SANITY-BLASTING • SILENT
 STALKER • STOMP THE YARD

TRAPPINGS: *Bailiff's lockbox, Petrified club,
 Petrified troll penis, Tattered rags, Troll hide*



SUPERNATURAL



AIR SLYPH

PAGE

581

C	B	A	P	I	W	F
40% [4]	40% [10]	45% [10]	35% [4]	0% [0]	0% [0]	0% [0]
INT	MOV	DT	PT	PAR	DOD	RF
+7	16 / 19 Fly	10 (16/22/28)	None	None	85% (Natural)	Advanced (Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Wind Kick: 70% • Distance (melee engaged) • Damage (Special) • None

Elemental Lash: 70% • Distance (ranged 7 yards) • Load (2 AP) • Damage (10) • Entangling, Pummeling

TRAITS: ACCURSED • AMBUSH TACTICS • BLOODLESS • BROKEN WINGS • CRIPPLING CONSTRUCTOR • ELEMENTAL WEAKNESS • FAST ON THEIR FEET • MASTERFULLY ADROIT • MINDLESS • PAW/HOOF/WING • PERFECT CAMOUFLAGE • PHYSICAL INSTABILITY • POISON RESISTANCE • UNCERTAIN FORM • WIND KICK

TRAPPINGS: *None*



SUPERNATURAL



EARTHEN GNOME

PAGE
582

C	B	A	P	I	W	F
40% [4]	45% [13]	45% [7]	35% [4]	0% [0]	0% [0]	0% [0]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	10	17 (23/29/35)	None	None	None	Advanced (Low)

Athletics +30, *Awareness* +30, *Coordination* +30,
Eavesdrop +30, *Intimidate* +30, *Simple Melee* +30,
Stealth +30, *Toughness* +30

ATTACK PROFILE

Earthen Fisticuffs: 70% • Distance (melee engaged) •
Damage (13) • Slow

Stone Blast: 70% • Distance (ranged 7 yards) • Load
(2 AP) • Damage (Special) • None

TRAITS: ACCURSED • BLOODLESS • BRUTE
STRENGTH • CHTHONIAN DWELLER • CRIPPLING
CONSTRICTOR • ELEMENTAL WEAKNESS •
MINDLESS • MONSTROUS BELLOW • NATURAL
ARMOR (4) • PERFECT CAMOUFLAGE • PHYSICAL
INSTABILITY • POISON RESISTANCE • STOMP
THE YARD • STONE BLAST • UNCERTAIN FORM

TRAPPINGS: *None*



SUPERNATURAL



FIRE SALAMANDER

PAGE

583

C B A P I W F

45% [9] 40% [6] 40% [7] 35% [3] 0% [0] 0% [0] 0% [0]

INT MOV DTH PTH PAR DOD RFA

+6

10

⁶
(12/18/24)

None

None

None

Advanced
(Low)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Stealth +30, Toughness +30

ATTACK PROFILE

Gnashing Teeth & Claws: 75% • Distance (melee engaged) • Damage (8) • Slow, Vicious

Spit Fire: 75% • Distance (ranged 6 yards) • Load (1 AP) • Damage (Special) • None

TRAITS: ACCURSED • AUTONOMY • BLOODLESS • DEATH ROLL • ELEMENTAL WEAKNESS • FEEL THE HEAT • FIERY RETRIBUTION • FIREPROOF • MINDLESS • PHYSICAL INSTABILITY • POISON RESISTANCE • RIPPING TEETH • SANITY-BLASTING • SPIT FIRE • UNCERTAIN FORM

TRAPPINGS: *None*



SUPERNATURAL



WATER UNDINE

PAGE

585

C	B	A	P	I	W	F
40% [4]	35% [3]	45% [12]	45% [9]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+12	15	³ (9/15/21)	None	None	75%	Advanced (Low)

Athletics +10, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Simple Melee +30, Simple Ranged +30, Stealth +30, Toughness +20

ATTACK PROFILE

Stinging Tentacle: 70% • Distance (melee engaged) •

Damage (4) • Entangling, Fast, Pummeling

Elemental Lash: 70% • Distance (ranged 13 yards)

• Load (2 AP) • Damage (12) • Entangling, Finesse, Pummeling

TRAITS: ACCURSED • BLOODLESS •

CHTHONIAN DWELLER • CRIPPLING

CONSTRUCTOR • ELEMENTAL WEAKNESS • FAST

ON THEIR FEET • FWIP! FWIP! • MASTERFULLY

ADROIT • MINDLESS • PERFECT CAMOUFLAGE

• PHYSICAL INSTABILITY • POISON RESISTANCE

• STINGING TENTACLE • UNCERTAIN FORM

TRAPPINGS: *None*



SUPERNATURAL



DEFILER

PAGE
586

C	B	A	P	I	W	F
50% [6]	50% [7]	50% [7]	50% [5]	50% [5]	55% [11]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+8	10	12 (18/24/30)	13 (19/25/31)	70%	70%	Elite (Unique)

Athletics +10, Awareness +20, Coordination +20, Education +30, Folklore +20, Guile +30, Incantation +30, Intimidate +30, Ride +20, Rumor +20, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Khopesh: 70% • Distance (melee engaged) • Damage (7) • Slow, Vicious, Weak

Crook: 70% • Distance (melee engaged) • Damage (6) • Light, Powerful, Weak

Flail: 70% • Distance (melee engaged) • Damage (6) • Adaptable, Weak

TRAITS: ÆTHERIC DOMINATION • AWAKENING • BLOODLESS • DARK SENSE • DISEASE-RIDDEN (TOMBROT) • ENTRANCING • HOLY RETRIBUTION • LORD OF THE DAMNED • OCCULT MASTERY • POISON RESISTANCE • REANIMATOR • SANITY-BLASTING • SOULJAR • STEELY FORTITUDE • TRANSFIXED GAZE • UNCERTAIN FORM

TRAPPINGS: Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Crook, Expensive necklace (3), Expensive ring (6), Flail, Golden death mask, Khopesh, Pharaoh's armor (as munitions plate armor with the Castle-forged Quality), Phylactery (4), Tattered rags, Reagents for all Magick spells (9)



SUPERNATURAL



DULLAHAN

PAGE
588

C	B	A	P	I	W	F
50% [8]	45% [5]	40% [8]	45% [7]	35% [3]	40% [5]	40% [4]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+10	11	8 (14/20/26)	8 (14/20/26)	80%	50% (Natural)	Advanced (Medium)

Athletics +10, Awareness +20, Drive +30, Eavesdrop +20, Folklore +20, Interrogation +20, Intimidate +30, Martial Melee +30, Navigation +20, Pilot +10, Ride +30, Simple Ranged +20, Stealth +10

ATTACK PROFILE

Vertebrae Sword: 80% • Distance (melee engaged or 1 yard) • Damage (8) • Punishing, Reach, Slow

TRAITS: ACCURSED • BLOODLESS • FEY SIGHT • GIVE ME YOUR EYES • GOLDEN DEATH • IN THE FACE • REANIMATOR • SANITY-BLASTING • SCAR THE FLESH • SILENT STALKER • STEELY FORTITUDE • UNCERTAIN FORM • UNLATCH DOORS • WORD OF DEATH

TRAPPINGS: *Dullahan's head (storm lantern which uses blood for fuel), Vertebrae sword, Witchhunter's coat & mantle, Witchhunter's hat*



SUPERNATURAL



FACEDANCER

PAGE

590

C B A P I W F

40% [4] 35% [3] 40% [4] 45% [4] 45% [4] 40% [6] 50% [7]

INT MOV DTH PTH PAR DOD RFA

+7

7

3
(9/15/21)

6
(12/18/24)

40%

50%
(Natural)

Basic
(High)

Awareness +10, Bargain +10, Charm +10, Disguise +10, Folklore +10, Guile +10, Interrogation +10, Resolve +10, Rumor +10, Scrutinize +10

ATTACK PROFILE

Ritual Dagger: 40% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Light, Weak

TRAITS: ACCURSED • FACES OF DEATH • FEY SIGHT

TRAPPINGS: Ritual dagger, Slingbag with faces inside (3)



SUPERNATURAL



REDCAP

PAGE

591

C	B	A	P	I	W	F
45% [4]	40% [5]	50% [6]	45% [4]	40% [4]	40% [4]	35% [3]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	9	5 (11/17/24)	7 (13/19/25)	None	60% (Natural)	Basic (Low)

Eavesdrop +10, Intimidate +10, Resolve +10, Simple Melee +10, Stealth +10

ATTACK PROFILE

Pike: 55% • Distance (melee engaged or 1 yard) • Damage (4) • Reach

Redcap Fangs: 55% • Distance (melee engaged or 1 yard) • Damage (5) • Pummeling, Slow, Weak

TRAITS: ACCURSED • BATTLE FRENZY • BLOODLESS • FAST ON THEIR FEET • FEY SIGHT

TRAPPINGS: *Blood-soaked toadstool hat, Iron-shod heavy boots, Pike, Red cap mushroom (3), Redcap fang (2)*



SUPERNATURAL



SIDHE LORD

PAGE

592

C B A P I W F

50% [5] 50% [6] 50% [13] 55% [9] 50% [5] 55% [7] 50% [5]

INT MOV DTH PTH PAR DOD RFA

+12 16 10
(16/22/28) 13
(19/25/31) None 90%
(Natural) Elite
(Unique)

Athletics +10, Charm +30, Coordination +30, Disguise +30, Eavesdrop +20, Folklore +30, Guile +30, Interrogation +30, Martial Melee +30, Martial Ranged +30, Survival +30

ATTACK PROFILE

Ironwood Bow: 80% • Distance (ranged 21 yards) • Load (2 AP) • Damage (13) • Fast, Finesse, Punishing

Harlequin Sword: 80% • Distance (melee engaged) • Damage (13) • Fast, Finesse, Vicious

TRAITS: ACCURSED • AMBUSH TACTICS

• BLOODLINES • BOTH-HANDEDNESS •

CAPTIVATING CRY • FAST ON THEIR FEET • FEY

SIGHT • FORESIGHT • MASTERFULLY ADROIT •

POSSESSION • SHAPESHIFTER • SILENT STALKER

• TRUE NAME • UNCERTAIN FORM

TRAPPINGS: *Harlequin sword, Ironwood bow, Sidhe armor*



SUPERNATURAL



TALKING TREE

PAGE

593

C B A P I W F

45% [4] 50% [13] 35% [3] 40% [7] 40% [6] 45% [6] 40% [4]

INT MOV DTH PTH PAR DOD RFA

+10

6

18
(24/30/36)

9
(15/21/27)

75%

45%
(Natural)

Advanced
(High)

Alchemy +30, Athletics +20, Folklore +30, Handle Animal +30, Incantation +30, Navigation +20, Resolve +30, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +20

ATTACK PROFILE

Bare-handed: 75% • Distance (melee engaged or 1 yard) • Damage (13) • Reach, Slow

TRAITS: ACCURSED • BLOODLESS • BRUTE STRENGTH • CRIPPLING CONSTRICTOR • FLAMMABLE • FEY SIGHT • HIDEOUS MIGHT • INESCAPABLE • NATURAL ARMOR (5) • PRIMAL SCREAM • UNCERTAIN FORM • UNGAINLY • UNNATURAL VISCERA • WINDS OF CHAOS

TRAPPINGS: *Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Reagents for all Magick spells (9)*



SUPERNATURAL



WOODLAND NYMPH

PAGE

594

C B A P I W F

40% [5] 45% [5] 50% [8] 45% [8] 35% [3] 40% [7] 40% [4]

INT MOV DTH PTH PAR DOD RFA

+11

11

5
(11/17/23)

10
(16/22/28)

None

70%
(Natural)

Advanced
(Medium)

Athletics +10, Awareness +20, Coordination +10, Charm +30, Eavesdrop +20, Folklore +30, Guile +20, Navigation +10, Resolve +10, Rumor +20, Simple Melee +30, Stealth +10, Survival +30

ATTACK PROFILE

Branch-like Claws: 70% • Distance (melee engaged or 1 yard) • Damage (8) • Entangling, Pummeling, Slow

TRAITS: ACCURSED • ÆTHEREAL FORM • AMBUSH TACTICS • BATTLE FRENZY • BLOODLESS • CRIPPLING CONSTRICTOR • FAST ON THEIR FEET • FEY SIGHT • FLAMMABLE • HATRED (HUMAN) • PERFECT CAMOUFLAGE • SANITY-BLASTING • SCAR THE FLESH • SEASONS TO PASS • SILENT STALKER • UNCERTAIN FORM

TRAPPINGS: *Jug of breast milk, Red cap mushrooms (3)*



SUPERNATURAL



GOLEM

PAGE

596

C	B	A	P	I	W	F
45% [4]	50% [9]	40% [6]	40% [7]	40% [4]	45% [5]	35% [3]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+10	9	9 (15/21/27)	8 (14/20/26)	75%	80% (Natural)	Advanced (Low)

Athletics +30, Coordination +30, Disguise +10, Guile +20, Intimidate +30, Resolve +30, Scrutinize +30, Simple Melee +30, Toughness +30

ATTACK PROFILE

Iron-hard Fists: 75% • Distance (melee engaged) • Damage (9) • Vicious

TRAITS: ACCURSED • BOTH-HANDEDNESS • CRIPPLING CONSTRICTOR • LUMBERING BRUTE • MENACING • SHOOTFIGHTING

TRAPPINGS: *Memento of a former life*



SUPERNATURAL



LIVING STATUE

PAGE
597

C	B	A	P	I	W	F
40% [7]	45% [13]	40% [10]	35% [6]	0% [0]	0% [0]	0% [0]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+9	16	18 (24/30/36)	None	80% (Defensive & Protective)	None	Advanced (High)

Athletics +30, Awareness +30, Coordination +30, Eavesdrop +30, Intimidate +30, Martial Melee +30, Martial Ranged +30, Scrutinize +30, Survival +30, Toughness +30

ATTACK PROFILE

Bronze Shotel: 70% • Distance (melee engaged or 1 yard) • Damage (13) • Powerful, Reach, Vicious

Bronze Bow: 70% • Distance (ranged 18 yards) • Load (2 AP) • Damage (10) • Fast, Finesse

TRAITS: BRUTE STRENGTH • FETID WEAPONRY • HANGIN' TOUGH • HIDEOUS MIGHT • LAMB TO THE SLAUGHTER • MASTERFULLY ADROIT • MINDLESS • NATURAL ARMOR (5) • PAW/HOOF/WING • POISON RESISTANCE • REANIMATOR • SOULJAR • SWEEPING STRIKE • UNNATURAL VISCERA

TRAPPINGS: *Arrows (9), Bronze bow, Bronze death mask, Bronze shotel, Cheap necklace, Cheap ring (3), Metal shield, Phylactery (9), Tattered robes*



SUPERNATURAL



CRYPT SKELETON

PAGE

599

C	B	A	P	I	W	F
45% [4]	40% [5]	35% [4]	40% [5]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	7	16 (22/28/34)	None	65% (Defensive)	None	Basic (Medium)

Athletics +10, Awareness +10, Intimidate +10, Martial Melee +10, Simple Melee +10, Simple Ranged +10, Stealth +10

ATTACK PROFILE

Rapier: 55% • Distance (melee engaged) • Damage (4) • Fast, Finesse, Weak

Ruined Hunting Bow: 55% • Distance (ranged 14 yards) • Load (1 AP) • Damage (1) • Finesse, Ruined, Weak

TRAITS: HANGIN' TOUGH • HOLY RETRIBUTION • MINDLESS • REANIMATOR • SANITY-BLASTING • SKELETAL REMAINS • UNNATURAL VISCERA

TRAPPINGS: Arrows (6), Buckler, Hunting bow (Ruined Quality), Mail armor, Rapier



SUPERNATURAL



DRAUGR

PAGE
600

C	B	A	P	I	W	F
45% [8]	40% [6]	40% [5]	35% [3]	0% [0]	0% [0]	0% [0]
INT	MOV	DT _H	PT _H	PAR	DOD	RFa
+6	8	10 (16/22/28)	None	80% (Defensive & Protective)	None	Intermediate (Medium)

Awareness +20, Eavesdrop +10, Intimidate +20, Martial Melee +20, Martial Ranged +20, Ride +20, Simple Melee +20, Simple Ranged +20, Toughness +20

ATTACK PROFILE

Draugr Blade: 65% • Distance (melee engaged) • Damage (8) • Vicious

TRAITS: DISEASE-RIDDEN (TOMB ROT) • HARD-NOSED • HOLY RETRIBUTION • IMPLACABLE DEFENSE • IN THE FACE • KILL IT WITH FIRE • LAMB TO THE SLAUGHTER • MINDLESS • NEVER SURRENDER • REANIMATOR • SANITY-BLASTING

TRAPPINGS: *Draugr blade, Mail armor, Memento from their former life, Metal shield, Tattered burial shroud*



SUPERNATURAL



REANIMATED CORPSE

PAGE
601

C	B	A	P	I	W	F
45% [4]	40% [5]	35% [5]	40% [4]	0% [0]	0% [0]	0% [0]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+7	8	⁵ (11/17/23)	None	None	None	Basic (Medium)

Athletics +10, Awareness +10, Intimidate +10, Simple Melee +10, Stealth +10, Survival +10, Toughness +10

ATTACK PROFILE

Tooth & Nail: 55% • Distance (melee engaged) • Damage (5) • Pummeling, Slow, Weak

TRAITS: DISEASE-RIDDEN (TOMB ROT) • HOLY RETRIBUTION • MINDLESS • REANIMATOR • RIPPING TEETH • SANITY-BLASTING • SOULJAR

TRAPPINGS: *Fetish, Memento from their former life, Tattered burial shroud*



SUPERNATURAL



TENEBRAE

PAGE
602

C	B	A	P	I	W	F
35% [4]	40% [5]	45% [6]	40% [6]	0% [0]	0% [0]	0% [0]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+9	9	²⁰ (26/32/38)	None	None	65%	Intermediate (Low)

Athletics +10, Awareness +10, Coordination +20, Eavesdrop +10, Intimidate +20, Simple Melee +20, Simple Ranged +10, Stealth +10, Survival +10, Simple Ranged +10

ATTACK PROFILE

Improvised Hand Weapon: 55% • Distance (melee engaged) • Damage (5) • Pummeling, Weak

Improvised Thrown Weapon: 45% • Distance (ranged 6 yards) • Damage (5) • Pummeling, Slow, Throwing, Weak

TRAITS: FAST ON THEIR FEET • HANGIN' TOUGH • HARD-NOSED • HOLY RETRIBUTION • LIGHT SENSITIVE • MINDLESS • SANITY-BLASTING

TRAPPINGS: *Improvised hand weapon, Improvised thrown weapon, Memento from their former life, Tattered burial shroud*



SUPERNATURAL



APPARITION

PAGE
603

C	B	A	P	I	W	F
40% [4]	45% [8]	40% [7]	35% [6]	45% [4]	50% [5]	40% [5]
INT	MOV	DTh	PTh	PAR	DOD	RFa
+9	10	8 (14/20/26)	8 (14/20/26)	None	70% (Natural)	Advanced (Low)

Awareness +20, Coordination +20, Eavesdrop +20, Folklore +20, Guile +30, Intimidate +30, Rumor +20, Scrutinize +20, Simple Melee +30, Stealth +30

ATTACK PROFILE

Ghastly Touch: 70% • Distance (melee engaged) •

Damage (8) • Entangling, Pummeling, Slow, Weak

Phantom Limb : 70% • Distance (ranged 10 yards)

• Load (1 AP) • Damage (8) • Entangling, Throwing

Wall Crawler's Grasp: 40% • Distance (ranged 9

yards) • Load (1 AP) • Damage (None) • Entangling,

Ineffective, Throwing

TRAITS: ACCURSED • ÆTHEREAL FORM •

BLOODLESS • BONDS OF DEATH • COLD HANDS

• COME INTO THE LIGHT • DARK SENSE •

FAST ON THEIR FEET • HOLY RETRIBUTION •

INESCAPABLE • PARALYZING TOUCH • PHYSICAL

INSTABILITY • STEELY FORTITUDE • UNCERTAIN

FORM • WALL CRAWLER

TRAPPINGS: *Ghostly lantern*



SUPERNATURAL



HOODED ONE

PAGE
604

C	B	A	P	I	W	F
40% [4]	45% [6]	40% [9]	35% [3]	45% [4]	50% [9]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+6	12	6 (12/18/24)	12 (18/24/30)	70% (Defensive)	70% (Natural)	Advanced (Medium)

Awareness +20, Coordination +20, Eavesdrop +20, Education +30, Folklore +30, Guile +20, Incantation +20, Interrogation +20, Intimidate +30, Martial Melee +20, Scrutinize +20, Stealth +20

ATTACK PROFILE

Sickle: 60% • Distance (melee engaged) • Damage (9)
• Defensive, Fast, Finesse, Vicious

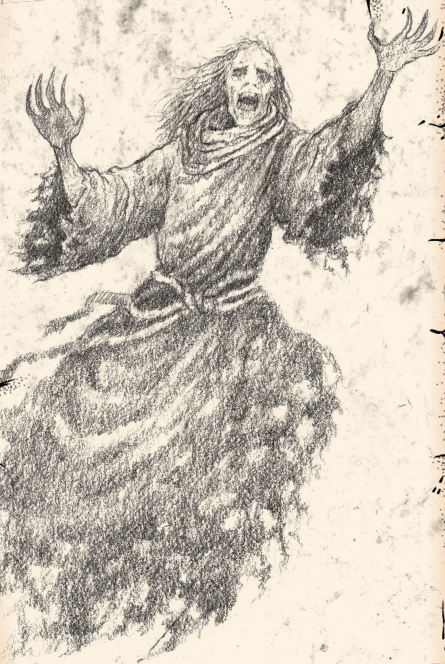
Cold Touch: 40% • Distance (melee engaged) • Damage (6) • Pummeling, Slow, Weak

TRAITS: ACCURSED • ÆTHEREAL FORM • BLOODLESS • BLOODLUST • COLD HANDS • DARK SENSE • FAST ON THEIR FEET • HOLY RETRIBUTION • LAMB TO THE SLAUGHTER • MANY FACES OF DEATH • PHYSICAL INSTABILITY • STEELY FORTITUDE • TRUE NAME • UNCERTAIN FORM

TRAPPINGS: *Book of the dead, Tattered robes, Sickle*



SUPERNATURAL



PHANTOM

PAGE
606

C	B	A	P	I	W	F
40% [4]	45% [4]	40% [6]	35% [7]	45% [4]	50% [5]	40% [5]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+10	9	4 (10/16/22)	8 (14/20/26)	None	70% (Natural)	Intermediate (Low)

Awareness +20, Coordination +20, Eavesdrop +20, Folklore +20, Intimidate +20, Rumor +20, Scrutinize +20, Simple Melee +20, Stealth +20

ATTACK PROFILE

Ghostly Touch: 60% • Distance (melee engaged) • Damage (None) • Fast

Improvised Thrown Weapon: 60% • Distance (ranged 8 yards) • Load (1 AP) • Damage (4) • Pummeling, Slow, Throwing, Weak

TRAITS: ACCURSED • ÆTHEREAL FORM • BLOODLESS • BONDS OF DEATH • BRUSH WITH DEATH • DARK SENSE • FAST ON THEIR FEET • HOLY RETRIBUTION • PHYSICAL INSTABILITY • REANIMATOR • STEELY FORTITUDE • UNCERTAIN FORM • WITCHBOARD

TRAPPINGS: *None*



SUPERNATURAL



RED REVENANT

PAGE
607

C	B	A	P	I	W	F
35% [3]	40% [4]	40% [9]	45% [6]	45% [4]	50% [9]	40% [4]
INT	MOV	DT ^H	PT ^H	PAR	DOD	RFa
+6	12	4 (10/16/22)	12 (18/24/30)	None	70% (Natural)	Advanced (Medium)

Awareness +30, Coordination +30, Eavesdrop +30, Education +30, Folklore +30, Guile +30, Interrogation +30, Intimidate +30, Scrutinize +30, Simple Ranged +30, Stealth +30

ATTACK PROFILE

Spit Fire: 65% • Distance (ranged 9 yards) • Load (1 AP) • Damage (Special) • None

TRAITS: ACCURSED • ÆTHEREAL FORM • ASHES TO ASHES • BLOODLESS • BONDS OF DEATH • DARK SENSE • FAST ON THEIR FEET • FEEL THE HEAT • FIREPROOF • HOLY RETRIBUTION • REANIMATOR • SANITY-BLASTING • SPIT FIRE • STEELY FORTITUDE • UNCERTAIN FORM

TRAPPINGS: *Holy symbol*



SUPERNATURAL



WAILING WOMAN

PAGE
608

C B A P I W F

35% [3] 45% [4] 40% [5] 40% [7] 45% [4] 50% [9] 40% [4]

INT MOV DTH PTH PAR DOD RFA

+10

11

4
(10/16/22)

12
(18/24/30)

None

70%
(Natural)

Intermediate
(High)

Awareness +20, Charm +10, Coordination +20,
Disguise +20, Eavesdrop +20, Folklore +20, Guile
+10, Interrogation +20, Intimidate +20, Simple
Melee +20, Stealth +20

ATTACK PROFILE

Dirk: 55% • Distance (melee engaged) • Damage (5)
• Fast, Finesse, Light, Weak

TRAITS: ACCURSED • ÆTHEREAL FORM •
BLOODLESS • BONDS OF DEATH • DARK SENSE
• FAST ON THEIR FEET • HOLY RETRIBUTION
• I THEE WED • KEENING WAIL • PAW/HOOF/
WING • PHYSICAL INSTABILITY • REANIMATOR •
STEELY FORTITUDE • UNCERTAIN FORM

TRAPPINGS: Dirk, Expensive ring, Tattered
wedding veil and dress



SUPERNATURAL



LAMASHTU

PAGE
610

C	B	A	P	I	W	F
45% [4]	40% [7]	45% [10]	50% [7]	40% [4]	35% [5]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+10	13 / 19 Fly	7 (13/19/25)	8 (14/20/26)	75%	65% (Natural)	Advanced (Low)

Awareness +30, Charm +10, Coordination +10, Eavesdrop +20, Guile +30, Intimidate +20, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +30

ATTACK PROFILE

Ragged Talons: 75% • Distance (melee engaged) • Damage (7) • Pummeling, Slow, Weak

Stiletto: 75% • Distance (melee engaged) • Damage (4) • Fast, Vicious, Weak

TRAITS: ACCURSED • ÆTHEREAL FORM • BLOODLUST • BROKEN WINGS • DISEASE-RIDDEN (TOMB ROT) • MASTERFULLY ADROIT • PAW/HOOF/WING • SANITY-BLASTING • SHAPESHIFTER • STRAFING TALONS

TRAPPINGS: *Stiletto*



SUPERNATURAL



NOSFERATU

PAGE
6II

C	B	A	P	I	W	F
50% [5]	50% [7]	50% [10]	50% [5]	50% [8]	55% [7]	50% [5]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+8	13	7 (13/19/25)	10 (16/22/28)	70%	80% (Natural)	Elite (Unique)

Athletics +10, Awareness +10, Charm +20, Coordination +20, Education +30, Guile +30, Incantation +30, Intimidate +30, Resolve +20, Ride +10, Rumor +20, Scrutinize +30, Simple Melee +20, Toughness +10

ATTACK PROFILE

Sceptre: 70% • Distance (melee engaged) • Damage (5) • Light, Powerful, Weak

Vampiric Claws: 70% • Distance (melee engaged) • Damage (7) • Pummeling, Slow, Weak

Wall Crawler Grasp: 50% • Distance (ranged 8 yards) • Load (1 AP) • Damage (None) • Entangling, Ineffective, Throwing

TRAITS: ÆTHERIC DOMINATION • BLOODLUST • CRIPPLING CONSTRICTOR • DARK SENSE • HANGIN' TOUGH • HOLY RETRIBUTION • INESCAPABLE • OCCULT MASTERY • POSSESSION • SANITY-BLASTING • SHAPESHIFTER • VAMPIRE'S CURSE • WALL CRAWLER

TRAPPINGS: *Arcane tome with 6 Petty Magick spells, Arcane tome with 3 Lesser Magick spells, Arcane tome with 1 Greater Magick spell, Fancy wig, Fashionable clothing, Fine perfume, Reagents for all Magick spells (9), Sceptre*



SUPERNATURAL



RAKSHASA

PAGE
613

C	B	A	P	I	W	F
45% [6]	40% [6]	45% [7]	50% [8]	40% [4]	35% [5]	40% [4]
INT	MOV	DTh	PTh	PAR	DOD	RFA
+11	13 / 16 Fly	6 (12/18/24)	8 (14/20/26)	75%	85% (Natural)	Advanced (High)

Awareness +30, Charm +20, Coordination +30, Eavesdrop +30, Guile +30, Interrogation +20, Intimidate +30, Scrutinize +30, Simple Melee +30, Survival +30, Toughness +30

ATTACK PROFILE

Teeth & Claws: 75% • Distance (melee engaged) • Damage (6) • Slow, Vicious, Weak

Brass Dagger: 75% • Distance (melee engaged) • Damage (6) • Fast, Vicious, Weak

TRAITS: BLOODLUST • CRIPPLING CONSTRUCTOR • DARK SENSE • DISEASE-RIDDEN (TOMB ROT) • MENACING • PAW/HOOF/WING • POISONOUS BITE • POISON RESISTANCE • REANIMATOR • SCAR THE FLESH • STEELY FORTITUDE • SANITY-BLASTING • SHAPESHIFTER • TRUE NAME • WEAKNESS TO BRASS

TRAPPINGS: *Brass dagger*



SUPERNATURAL



SUCCUBUS

PAGE
614

C	B	A	P	I	W	F
40% [4]	45% [9]	40% [9]	35% [3]	40% [4]	55% [9]	50% [5]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+6	12	9 (15/21/27)	12 (18/24/30)	None	60% (Natural)	Advanced (Medium)

Awareness +10, Charm +30, Coordination +20, Eavesdrop +20, Education +30, Folklore +30, Guile +30, Interrogation +10, Rumor +30, Scrutinize +30, Simple Melee +20, Stealth +20

ATTACK PROFILE

Stunted Claws: 60% • Distance (melee engaged) • Damage (9) • Slow, Vicious, Weak

TRAITS: AMBUSH TACTICS • BLOODLUST • BRUTE STRENGTH • CRIPPLING CONSTRICTOR • DARK SENSE • ENTRANCING • FAST ON THEIR FEET • HOLY RETRIBUTION • RIPPING TEETH • TRANSFIXED GAZE • SHAPESHIFTER • UNLATCH DOORS • VAMPIRE'S CURSE • WANTON HUNGER

TRAPPINGS: *Fashionable clothing*



SUPERNATURAL



VAMPIRIC TEMPLAR

PAGE
615

C	B	A	P	I	W	F
50% [7]	45% [6]	45% [11]	40% [4]	35% [3]	40% [7]	40% [4]
INT	MOV	DTH	PTH	PAR	DOD	RFa
+7	14	12 (18/24/30)	10 (18/24/30)	90% (Defensive)	None	Advanced (High)

Athletics +20, Awareness +20, Coordination +20, Education +20, Guile +30, Interrogation +20, Intimidate +30, Martial Melee +30, Ride +30, Rumor +20, Scrutinize +10, Simple Melee +20, Toughness +30

ATTACK PROFILE

Heartseeker Sword: 80% • Distance (melee engaged)

• Damage (11) • Fast, Finesse, Vicious

Vampiric Claws: 70% • Distance (melee engaged) •

Damage (6) • Pummeling, Slow, Weak

TRAITS: BLOODLUST • CRIPPLING CONSTRICTOR

• DARK SENSE • HANGIN' TOUGH • HARD-

NOSED • HOLY RETRIBUTION • MASTERFULLY

ADROIT • MENACING • SNIKT! SNIKT! • SANITY-

BLASTING • SHAPESHIFTER • STEELY FORTITUDE

• VAMPIRE'S CURSE

TRAPPINGS: *Full plate armor, Heartseeker sword,*

Metal shield, Wilderness cloak, Witchhunter's coat &

mantle, Witchhunter's hat

NAME

C B A P I W F

INT MOV DTH PTH PAR DOD RFA

SKILL RANKS

ATTACK PROFILE

TRAITS

TRAPPINGS



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