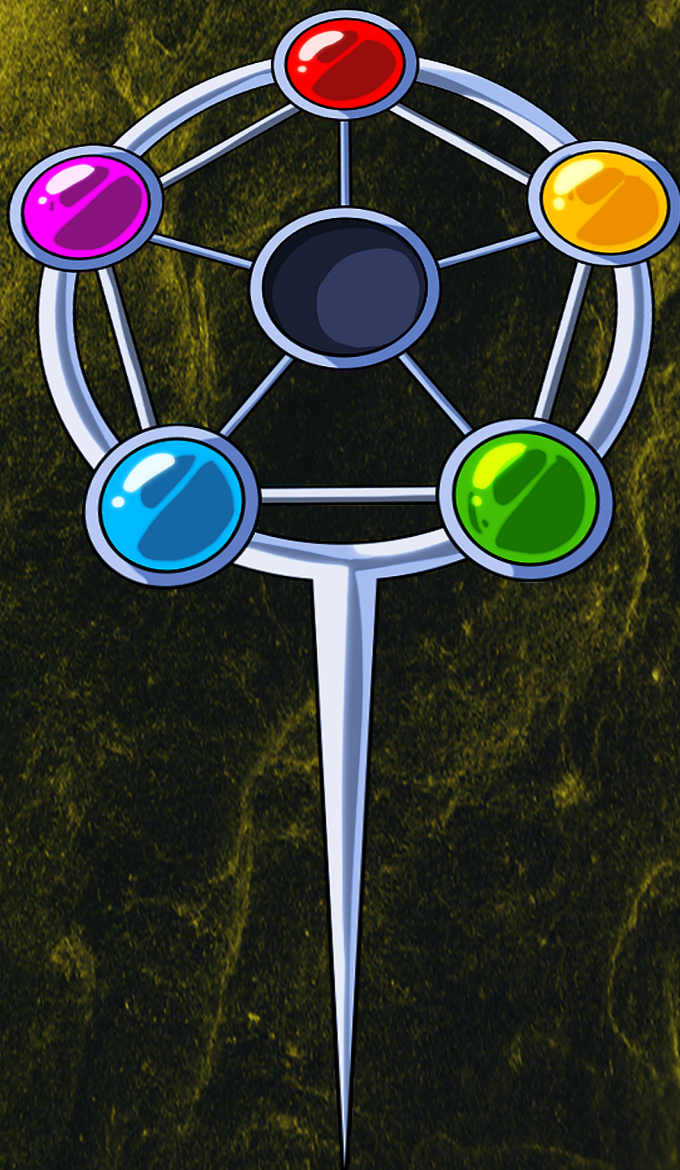


# SEEDS OF HARMONY

REDUCED MONSTERS AND NPCs

COMPENDIUM





# Additional Rules:

## Allies and Adversaries:

This compendium presents different stats for monsters and creatures, but also for Friendly and Hostile NpCs.

All creatures listed will have relative traits, feats who are relevant to be considered, but the weapon focus or Improved dodge are not signed for simplify the lists. Any NpC and creature is considered to have always the relative Weapon Proficiency of each weapon listed in his stats. Notice that come NpCs will have different weapon listed, but that's just to indicate that they usually have one kind of weapon or another, depending on the situation. For example some guards are equipped with Spears, while other with swords.

In other cases they will have two weapons, for example a Melee Weapon and a Ranged or throwing weapon. In that case the NpC is considered to be equipped with both.

Creatures could have different type of attacks, but it's important to specify that a creature could attack with one or the another unless one of the attacks has a multiple ThR modifier, allowing to attack more than once (same effect of the Extra Attack Feat). Creatures who are able to perform multiple attacks are quite rare.

To simplify some concepts, usually a leader of a group of NpCs (like a Chief, Boss or else), has the same stats of his followers, with a +1 to his ThR, HP and Parry or Dodge. The GM can still modify some statistics of the creatures and NpCs written in this compendium.

In some cases, though, some Commander or Chief will have their own statistics, like a Raider Chief or a Griffin Captain of Venture.

## Fighting against Monsters and Creatures:

Fighting against monsters or creatures can be different from fighting other “humanoid” species, because usually they do not use any kind of weapon, but will use claws, talons, tentacles or else, so it could be complicated for those who are used to fight opponents who use the same combat style. To represent this difference a character is not able to Parry an attack made with a Bite, Slam or similar attacks who are to large for a weapon to parry. It is still possible to Block the attack with a shield tho, but only if the attack is at maximum one size larger than the shield, except for Bucklers. Even so is up to the GM to decide which kind of incoming attack can be parried with a weapon or not.

*Example:*  
A Character is fighting a Timberwolf, who tries to Bite him. The character is using only a Mace, so he is unable to Parry the attack with the weapon, but it's able to dodge it as usual. If the character where equipped with a Medium Shield he was able to Block the Bite Attack.

The GM can still allow the character to Parry certain attacks, but that could cause the weapon to be stuck and it will force the character to try to free it.

*Example:*  
The player still wants to Parry the Attack with the mace, by interposing the weapon between him and the timberwolf, who ends up biting the handle

In this case the character will be no longer able to use the mace until the Timberwolf looses his grip, but also, the Timberwolf could even disarm the character instead.

So it's up to the GM to decide if he allows to parry certain attacks or not, except when taking into account a size difference.

## Monster's Category and Subtype:

Every creature has a Category (and sometimes a Subtype) who describes what it actually is. This is important to know since some feats, spells or even special abilities can grant different results depending on the Creature's Category or Subtype, like dealing additional Damage, granting bonuses and so on. If the creature has more than one Category/Subtype, any feats, spell, special ability will only affect it once, even if the same will affect different type of Categories.

*Example:*  
A feat deals +2 Damage to both Animals and Reptiles, and it will be used on a creature with the Animal and Reptile Category/Subtype.  
In this case, the feat will only add +2 Damage instead of +4.

## Creature Size:

The creature Size is also important to consider, since it makes even harder or impossible to parry or block an incoming attack, since the creature would be too strong that the parry will have no effect at all. Unless specified in the Special Abilities list, a creature is considered Medium-Sized. It is possible to Block a creature attack while using a shield of the same size of the incoming attack, but still, even if the player manages to successfully block it, the attack will probably damage the shield. The following table shows the size of the attacks performed by a creature, depending on his actual size.

Creature Size	Bite	Claw/Slam/Talon	Tentacle/Tail
Small	Small	Small	Small
Medium	Medium	Small	Medium
Large	Large	Medium	Large
Huge	Huge	Large	Huge
Gigantic	Gigantic	Huge	Gigantic
Colossal	Colossal	Gigantic	Colossal

## **Combat Behaviour:**

Every creature follows a certain behaviour during combat, that is described in the apposite creature section.

Still, as General Rule, creatures with a very low Cunning Value 8 or even none at all) will usually perform simple actions, like moving and attacking, unless their combat behaviour will say otherwise. Those creatures will never perform Attacks of Opportunity unless those who provoke them will do something that would obviously provoke that action.

### *Example:*

*A Character is fighting a Skeleton, and then decides to drink a Potion. Usually doing that would provoke an attack of opportunity, but since the skeleton is just a mindless creature, he will do nothing about. Still, if the character will move around the skeleton while inside his reach, for more than 1,5 m (5 ft) the skeleton will obtain an Attack of opportunity since the character allows him to do so.*

Is up to the GM to decide if a creature acts or does nothing, unless his combat behaviour says otherwise.

## List of Special Abilities:

### Blind Perception (x):

This ability allows the creature to detect other creatures without using his eyes, but with other senses.

The Blind Perception reach is usually 9 m (30 ft) unless it's specified otherwise in the creature's description.

The creature can still use sight or hearing, if able to do so, but usually it must choose which one uses to detect others.

The blind perception could ignore the opponents Concealment, if within the Blind Perception range, and is usually specified in the description.

### Blood:

The creature is able to smell blood (even when shed or if a creature is bleeding) within 15 m (50 ft) or even for a double distance if the source is downwind.

### Corruption:

The creature is able to detect the corruption inside other creatures within 12 m (40 ft). The higher the Corruption Score, the more it will be visible to the creature, while those with a corruption score of 2 or less would also obtain a 50% Concealment or probably ignored unless performing hostile actions against the creature. The creature is also able to detect when a spell is cast as long as it has one the following descriptors: [Chaos], [Hatred], [Nightmare], [Obscure].

Shadow Creatures are automatically detected, but usually ignored.

### Heat:

The creature is able to detect the heat emitted by the environment and other living creatures, but it will have some difficulties to detect heat through solid objects and obstacles, or even through other creatures, since a large one could cover smaller behind it.

If the creature is inside an environment with higher temperatures, every other creature within the perception range will obtain a 50% or even 75% Concealment. Environments with an extremely high temperature will temporarily blind the creature.

### Scent:

The creature is able to smell other creatures within the blind perception range, and works similar to the Scent Special Ability, except that the creature is unable to follow a scent trail. Still, strong smells or scent could be detected even if over the blind perception range.

### Sound:

The creature is able to detect any sound emitted within 15 m (50 ft), even if soft sounds can only be detected within 6 m (20 ft).

The creature is not able to detect sounds through solid objects and obstacles. Talking, running and fighting will produce a certain amount of noise that can be easily detected by the creature. The higher the noise, the further the detection can occur.

### Telluric:

The creature can detect any movement within the Blind Perception range. Anyone detected in this way will lose his Concealment against the creature, but at the same time, creatures who stand still will not be detected at all as long as they don't move away.

If a creature who was moving stops, the creature with this ability can still remember the location, and try to attack it. In that case the opponent will still obtain a 50% Concealment for 1 Round, then it will no longer be possible to be detected again. A creature who stands still can not be attacked in any way, unless by attacks with an area of effect as usual.



### Breath Attack (x):

The creature is able to perform a Breath Attack, like the fire breath of a dragon. A Breath Attack has an Attack Value usually specified in the brackets while the damage is based on the Creature's Size, unless her description say otherwise. It is possible to use a Shield to try to block a Breath Attack as long as the size of the shield and creature match. If the character successfully Blocks the Breath Attack (that it's considered a Ranged Attack) the damage will be dealt to the Shield.

There are three types of Breath Attacks who are available for larger creatures, while those creature who aren't big enough can usually perform only the simple Burst. It's always specified in the creature's Combat Behaviour if it's able to perform only a Burst or other type of Breath Attacks. A creature is still limited to perform a certain amount of Breath Attacks, since it will empty his glands. If that happens, the creature will need some time before it will be able to perform a breath attack again. Some elementals are able to perform a Breath Attack more often, since they do not have glands, but are limited in other ways.

Starting from Huge creatures, the Breath Attack will cover an area where it hits, instead of a single creature, as seen in the table below.

A creature needs to actually move outside that area to successfully Dodge the breath attack as long as it has any Action left. If the creature has no more action or is unable to move, it will be automatically hit.

Note: Depending on the height of the creature or how his head is placed, the breath could pass over some opponents within the creature, and hit others behind them.

### Burst:

The creature emits a quick burst from his mouth into a general direction. This type is considered a Ranged Attack and hits the first thing on the creature's Ranged Line. If the burst is strong enough to destroy the first obstacle hit, it could continue on his trajectory dealing a reduced damage by half. Requires One Action.

### Barrage:

The creature emits a prolonged burst of flames while rotating his head, allowing to hit multiple target on a straight line or a curved line, usually in a 45° from his head, while larger creatures can also have a 90° angle. The Attack Value is reduced by 2 since the creature is moving his head, but this type of attack ignores any Concealment since it simply hits a generic point on his Ranged Line and is not aimed directly against something. If the barrage hits an obstacle and is able to destroy it, the flames will simply be stopped by it if the object is over the first half of the Barrage Range. If the destroyed object is before the half of the Barrage Range they will also hit everything is behind it within 1d3x1,5 m (1d3x5 ft) or less, if the barrage range is shorter.

A Barrage requires Two Actions and is resolved with an Initiative Slowdown of 2.

### Torrential:

Larger and powerful creatures are able to perform a Torrential Breath Attack, usually erupting a large amount of fire, acid or else from their mouth. This attack usually completely depletes the creature's glands but inflicts a huge amount of damages in a specified area for a long period of time. This attack requires Two Actions and is resolved with an Initiative Slowdown of 5. Notice that the Torrential Attack lasts until the next creature turn, so anything that enters the area of the torrential attack will be hit. Those who dodge this attack are forced to move away during their next turn by spending one action. Those who are not aware of the incoming attack or are unable to move, will be automatically hit. A Torrential Attack has an increased area of effect, as seen in the table below.

Creature Size	Range	Damage	Torrential	Area / Torrential Area
Small	6 m / 20 ft	1d3+3	No	Single Creature / None
Medium	9 m / 30 ft	1d6+3	No	Single Creature / None
Large	12 m / 40 ft	2d6+4	3d6+3	Single Creature / 1,5 m (5 ft)
Huge	18 m / 60 ft	2d10+5	4d10+4	1,5 m (5 ft) / 3 m (10 ft)
Gigantic	21 m / 70 ft	3d10+6	5d10+5	3 m (10 ft) / 6 m (20 ft)
Colossal	24 m / 80 ft	4d20+7	6d20+6	4,5 m (15 ft) / 7,5 m (25 ft)

### Chitin Carapace (x):

The creature's NDR is increased by 1 against the indicated Damage.

### Climbing Speed (x):

The creature is able to move for an amount of meters (or feet) per Round, while climbing a natural surface as long as it passes a Climb Check even if it's not possible to climb a smooth surface unless the creature has another Special Ability that allows to do so.

A climbing creature is not able to run or charge but it still can move twice per round.

### Cold Blooded:

The creature obtains a +5% to any Morale Check, and ignores any Fear and Terror Check. Even so, any Fear and Terror Check are resolved as Negative Morale Check, but a Cold Blooded creature can only became *Doubtful* and it will never flee by panic, but can retreat if it thinks that it should be a better option or if it had enough. If influenced by any Spell (or Special Ability that counts as a Spell) who causes Fear or Terror, the creature will also became *Disoriented*, since is not used to the new sensation.

### **Construct:**

A Construct is an object animated by powerful magic or by ancient technologies (usually based on magic). Since they are not living beings, they are immune to the following: Backstab, Bleeding, Critical Hit, Diseases, Drowning, Fear, Mind-affecting Abilities and Spells, Morale Checks, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Sneak Attack, Status Effects, Suffocation and Terror. Constructs also do not need to perform Shock Tests, since they aren't living creatures. A construct has a Hardiness Value, based on the material he is based on, and also has a certain amount of Resistance Points. A Construct is immune to Critical Hits, unless suffering damage to a particular vulnerable zone or point (like a Core), but it's not guaranteed, since not all the Construct are build in the same way.

### **Demolisher:**

Unarmed Attacks made by the creature will always subtract 2 additional RP for every successful hit.

The creature always destroy a Small Shield who blocks his attacks, and even Medium Shields if the creature Size is Huge or larger.

Unarmed Attacks are considered to have the Crushing Special Rules and will subtract 5 additional RP against structures, walls and barriers (even spells with the Descriptor [Barrier] and/or [Wall])

### **Devour (x):**

By spending Two Actions, the creature can perform a Devour Attack.

A Devour Attack follow the same rules of Hand to hand Combat, and the creature uses his Bite ThR Modifier. If the creature successfully hits his opponent, it can immediately perform a HtH (Strength) Counter Check who will deal the indicated Damage to the victim in case of success. The devour attack can only be used against creatures of one Size smaller than the creature's one, and will deal damage for each round the creature passes a HtH Check. While Devouring, the creature is unable to perform any other attacks, but it can decide to use the other attacks, while holding his victim in his mouth. The creature is able to raise his head if obtains a result 5 point higher than a creature who is two or more size smaller, or 10 or higher if one size smaller. Creatures of three size smaller does not require any particular difference since they are too small to be a bother.

*Example:*

*A Dragon successfully hits an adventurer with his Devour Attack, obtaining a result of 36 on his HtH while the poor adventurer obtains only a 17. Since the creature obtains a result higher, he will then raise his head so it will be able to look around while chewing him.*

A Devouring Creature who is able to raise his head can then decide to spit the victim away within 1,5 (5 ft) for every size difference from the creature and the victim. The creature is considered to be Falling, and it will suffer the relative Falling Damage.

The creature can also decide to simply grab the victim, dealing half the Damage, and then spit it away.

The Devoured Creature can try to deal damage to the creature's mouth only with weapon small enough to fit a tight space, dealing Minimal Direct Damage since the inside of the mouth usually isn't protected by the creature's Skin.

If there there is no damage specified in the description, the creature will simply deal his Bite Damage.

Raising the head is resolved with an Initiative Slowdown of 2, then the creature can inflict damage to the victim.

A Devouring Creature can also try to *Swallow* his victim, if its small enough.

### **Elemental:**

Elementals are creatures of pure energy, and they are usually composed by a natural element, like, fire, earth or ice.

Even if they posses a sort of intelligence, usually they have simple minds and they are not able to comprehend emotions or to understand things as we do. They are immune to: Backstab, Bleeding, Diseases, Drowning, Fear, Mind-affecting Abilities and Spells, Morale Checks, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Sneak Attack, Status Effects, Shock Tests, Suffocation and Terror. Elementals can only suffer a Critical Hit from sources who inflict Arcane Damage. Since Elementals aren't living creatures, they have a Hardiness value and Resistance Points.

Sneak Attacks and Backstabs will only grant up to +2 Damage against an Elemental.

### **Extended Reach (x):**

The creature is considered to have a reach value with all his attacks, like claws, bite and slam.

The creature can attack any creature within his reach, as usual, even if sometime other creatures could block the possibility to hit others behind, if bigger enough. In some cases the creature would have an extended reach only for certain attacks, like only his claws but not the bite. That's usually specified in the creature's description.

### **Fear:**

The creature causes *Fear* as described in the Core Rulebook.

### **Fluctuate (x):**

The creature is able to fluctuate within the ground with ease, and is also able to move to the indicated value, per round. While fluctuating, the creature can only move, run at twice his fluctuating speed or perform a charge. The fluctuating creature is able to fluctuate reaching a distance twice his fluctuating movement from the ground or any surface, but if the creature is inside an Arcane Anomaly or an Enchanted Forest, it's able to fluctuate even higher, within the limit of the forest or the anomaly itself. The creature is able to turn up to 90° with a Free Action. The creature suffers a -3 when being Pushed, but is not possible to *Knock Down* a fluctuating creature unless the opponents is able to pas a Counter Mana Check, obtaining a result higher than 10 points.

A Fluctuating creature is always considered to be under the effect of the *Slowfall* Spell.

### **Hold Breath:**

A creature with this ability can hold his breath for a number of rounds 4 times his Constitution value.

Gigantic Creatures will also obtain +5 extra Rounds, while Colossal will obtain +10 rounds.

**Immunity to (x):**

The creature is immune to the indicated Damage, Effect or situation.

**Improved Grab (x):**

The creature is able to start a Grab and Hold manoeuvre if successfully hits with the indicated attack.

If the creature has multiple attacks of the same type, it obtains a +2 to his Hit roll for each additional attack who successfully hits the same target.

**Magic Resistance (x/y):**

The creature has the natural (or supernatural) ability to be resistant to magic. The creature gains a Damage Resistance and a Bonus to Check rolls as indicated in the brackets, against any spell or spell-like ability.

*Example:*

*A creature with Magic Resistance (2/+5%) will obtain a Damage Resistance of 2 against any damage dealt by spells and a +5% bonus to any check imposed by a spell.*

The creature also obtains a +4 Bonus to any Mana and Willpower Counter Check required to resist a spell or spell-like ability.

**Monstrous Constitution:**

The creature has a unnatural resistance or his size allows it to sustain a large amount of damage.

A creature with this Special Ability calculates his HP by multiplying his Constitution value by a certain number, based on his size.

A Small creature with this Ability will use his entire Constitution value instead.

Size	Base HP
Small	Full CON
Medium	+5 HP
Large	CON x1,5
Huge	CON x2
Gigantic	CON x3
Colossal	CON x4

**Oniric Creature:**

Creatures originated from the Dream World, commonly called Oniric Creatures, tend to do not follow the same physics rules as other creatures do. An Oniric creature does not actually breath, but still since they are based on the collective though of other creatures they seem to do so and most importantly they think that they are able to do so. An Oniric creature ignores all Status Effects, like Drowning or Suffocation as long as it thinks that is not effecting him. If the creature thinks that the Status Effect is actually having an effect on him, the rules will be applied normally, even if an Oniric Creature is Immune to the following: Diseases, Drowning, Poison and Suffocating.

*Example:*

*Even if an Oniric creature is immune to Poisons, if the creature thinks that a poison or substance could kill him, it will actually die.*

Internal anatomy is also basically non existent, since Oniric creatures are animated by magic, except for those kind of Oniric Subtype creatures who are adapted to live in the Material World, so they actually grow a sort of organs, bones and else, even if their function isn't really guaranteed. When injured, Oniric creatures will bleed a strange substance mostly similar to watercolours or oil painting. Oniric creatures have a 30% chance to simply ignore the additional Damage dealt by a Critical Hit, but they can still suffer the other effects as usual. An Oniric Creature obtains a +4 to any Willpower Counter Check or a +15% to any Mind-Affecting Spell.

It's important to notice that not all the creatures with Oniric Category or Sub-Type have this special ability, but usually those creature who are generated or conjured from the Dream World.

**Piercing Beak/Claws/Fangs (x):**

When the creature deals damage who gets reduced to 0 by the opponent's DR or NDR, it still inflict the indicated Damage as Direct Damage of the same source. This Special Ability has no effect on MDR or against Damage Resistance.

**Plant:**

This kind of creature is often a sort of sentient plant, reanimated by magic.

Even if a plant could, or could not be considered a living being, plants are immune to the following: Backstab, Drowning, Fear, Mind-Affecting Spells and abilities, Morale Checks, Pain, Shock Effects, Status Effects, Terror.

Plants are immune to diseases and poisons that do not affect plants, still they can be affected by magical versions of them.

Some creatures are able to "Bleed" chlorophyll, but that is usually specified in their description. If not, a Plant is also immune to Bleeding.

Plants do not have HP but Resistance Points and an Hardiness Value.

The creature's Hardiness is increased by 1 against Bludgeoning and Piercing Damage, and by 2 against ranged weapons.

If the creature is inside a zone with high vegetation, will obtain a +10% bonus to Hide.

A Critical Hit against a Plant will only subtract 1 additional Resistance Point per size of the weapon, starting from One Handed Weapons.

Polearms count as Two Handed Weapons.



### **Pounce:**

The creature can perform a Pounce after moving up to his entire movement value. The Pounce covers a distance of 1d3x1,5 m (1d3x5 ft), and if the creature reaches a point directly in front of an opponent or the same point where the creature is standing, the pouncing creature can immediately perform a combat manoeuvre for trying to Knock Down his opponent, and it will be considered *Charging*. If the opponent is two size larger (or more) the Knock Down manoeuvre will automatically fail. It is possible for the opponent to try to dodge the Pounce if he successfully pass a counter Initiative Check as long as it's aware of the incoming pounce. Of the opponent isn't aware of the incoming pounce, it will be automatically hit. The leap has an Attack Value of 10 plus the creature's Unarmed ThR bonus. Notice that a creature's attack like Bite, Slam or Claws, are considered Unarmed Attacks for the purpose of this Special Ability.

#### *Example:*

*A Creature with a +5 to his Claw attack has an Attack Value of 15 for his Pounce Manoeuvre*

A creature can perform a Pounce as long as it's wearing nothing or a Light Armor.

If the creature has the Dash Feat, he can renounce to the additional movement bonus, and add it to the Pounce distance.

### **Pounce (Improved):**

If the creature successfully Pounces on an opponent, it will also automatically hit him with one of his unarmed attacks (like Bite or Claw) or with a weapon with the *Light* or *Small* Special Rule. The creature inflicts +2 Damage against opponents who are wearing clothes or Light/Medium Armors. This Special Ability replaces Pounce

### **Rage:**

For 1d3 times a Day, the creature can become Enraged. As long as the creature is enraged, it obtains a +1 Bonus to Damage dealt by Melee Attacks, Hit Points, Strength Counter Checks and HtH (Strength) Counter Checks. The creature also suffers a -10% penalty to any skill that requires attention or concentration. The rage lasts for a number of Round equal to 1d3+1 plus the Willpower modifier of the creature (if present)

### **Rending Claws:**

Claws attacks performed by the creature will consider the opponent's DR (and NDR) as if is inferior by 1 for Metallic Armors or 2 for Leather Armors. It only affects Light or Medium Armors (even Minimal). Notice that a NDR obtained by a tough skin or similar is considered as "Light", while a NDR granted by bones, shells or similar is considered "Medium".

### **Scale Skin (x/y):**

The creature's NDR or DR is increased by the indicated amount, against certain source of damage.

#### *Example:*

*Scale Skin (+1/Piercing) will increase the creature's NDR (or DR) by 1 against Piercing Damage.*

### **Scent:**

The creature has a noticeable sense of smell and is able to discern different smells even from a certain distance.

A creature with this special ability obtains the same benefits of the Track Feat, but using his sense of smell instead of his eyes.

The creature can smell a scent trail by concentrating for an entire round, unless it's passed more than one hour from the passage of the source of the scent. There is still a 35% chance that the creature will loose the trail or it simply takes the wrong direction, who increases by 2% for every 10 minutes passed after the source left the trail. The creature can also use this ability to spot hidden enemies nearby as long as it's in a natural environment, since usually an urban environment presents different odours who could confuse the creature or cover the trail of smell. Strong or pungent odours will probably confuse the creature who is forced to perform a Shock Test or being Stunned for 1d3 Round while being unable to use this ability. The creature also suffers a -10% penalty in case the odour is too strong while in other cases the creature will simply flee away from the source, even if successfully passes the Shock Test.

### **Shadow Creature:**

Shadow Creatures are generated by Arcane Anomalies, from an excessive use of Dark Magic or by the influence of the Netherworld.

A Shadow Creature is immune to the following: Bleeding, Diseases, Drowning, Fear, Mind-Effecting Spells and Abilities, Necrotic Damage, Non-Lethal Damage, Petrification, Poison, Shock Test, Status Effects, Suffocation, Terror.

Shadow Creatures usually ignore any Morale Check, unless in a situation which involves the direct contact with sunlight or spells with the [Light] descriptor. In that case, the Shadow Creature will flee (or simply avoid) from the source or at least find a cover as fast as possible

A Shadow Creature has a 25% Chance to ignore any Critical Hit it should suffer.

A Shadow Creature always have a 25% Concealment who can be added to any other concealment granted by Darkness, while in a zone with Dim Light it simply increases at 30%.

This concealment is immediately lost if the creature is directly illuminated by Sunlight or by a Spell with the [Light] descriptor.

### Size:

A creature's Size indicates how big the creature is in comparison to a medium-sized creature.

A creature obtains different modifiers based on his Size.

- **Small:** The creature increases his Dodge value by 1, but reduced by 2 his HtH (Strength). A Small creature consider his strength value as 2 point lesser, when calculating his carrying capacity. A Small creature obtains a number of HP equal to half his constitution value (min. 1), plus eventual modifiers. A Small Creature can attack creatures within 1,5 m (5 ft) but they will not trigger any Attack of Opportunity if moving within that range. If the small creature uses a Reach Weapon, it will increase his reach to 1,5 m (5 ft) instead of 3 m (10 ft).
- **Large:** The creature suffers a -1 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 4. Usually a Large creature occupies two squares on the combat grid (3 m / 10 ft) if it's a creature who stands on two legs, or occupies a square of 2x2 (3x3 m / 10x10 ft).
- **Huge:** The creature suffers a -1 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 8. Usually a Huge creature occupies an area of 4,5 m (15 ft) on the combat grid. A Huge creature can obtain up to a 70% to his Shock Test. A Huge creature suffers 2 Direct Damage per round when *Bleeding*, instead of 1.
- **Gigantic:** The creature suffers a -2 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 12. Usually a Gigantic creature occupies an area of 6 m (20 ft) on the combat grid. A Gigantic creature can obtain up to a 80% to his Shock Test. A Gigantic creature suffers 3 Direct Damage per round when *Bleeding*, instead of 1.
- **Colossal:** The creature suffers a -2 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 14. Usually a Colossal creature occupies an area of 7,5 m (25 ft) on the combat grid. A Colossal creature can obtain up to a 90% to his Shock Test. A Colossal creature suffers 4 Direct Damage per round when *Bleeding*, instead of 1.

### Skeletal Creature:

Weapons who inflict Piercing Damage, with the *Small* and/or *Light* Special Rule will inflict *Minimal Damage* against the creature. The Creature Hardiness is increased by 2 against non-enchanted weapons who inflict Slashing or Piercing Damage. Sources who inflict Bludgeoning Damage will obtain a +1 bonus while trying to pass the creature Hardiness and will subtract 1 additional RP unless the source has the *Small* special rule.

### Slow but Purposeful:

The creature is not able to Run or Move Fast but is able to perform a Charge. His initiative value is reduced by 2 and any action performed, except moving, is resolved with an Initiative Slowdown of 1, except during a Charge or if the creature is raging or under the effect of a spell who increases his speed.

### Spell Immunity:

Spell immunity means that the creature is immune to a certain type of spell, usually specified in his description.

### Spider Legs / Adherent Paws:

The creature is able to move to any kind of surface, even ceilings, using his climbing speed. The creature can Move Fast but is not able to perform a Charge while walking or when moving through a ceiling or a lateral wall. A creature with Spider Legs can perform a non-linear charge by passing on a lateral surface, as long as it finishes the charge movement on a plane surface again in a straight line from where it started.

### Spit Attack:

A spit attack is considered a Ranged attack performed with a Throwing weapon.

It is often important to keep track where the spit could land, since it lasts for 1d3+1 round before evaporating, and any creature who moves on will suffer the relative damage and also, it could be a corrosive spit who could damage items and buildings.

### Sweep Attack / Tail Sweep:

Instead of performing his regular attacks, the creature can perform a Sweep Attack (or Tail Sweep) with his claw (or tail). This attack follows the same rules as the *Broad Slash* Feat, and uses the creature's reach if present. If the creature hits the opponent with a result equal or higher than 10 points compared to his dodge/parry result, it can decide to also try to Knock him Down as long as the opponent is at least one size smaller than the creature. If the opponent is two size smaller (or even less) the creature only needs a result higher by 5 points to be able to perform a Knock Down. The opponent can try to resist to being knocked Down as long as it was aware of the incoming Sweep Attack.

The Tail Sweep follows the same rules, but it will hit the opponents located on the back area of the creature.

This attack requires 2 Actions and is resolved with an Initiative Slowdown of 3.

### Swimming Speed (x):

When swimming, the creature has a movement speed equal to the indicated amount, per round. As long as the creature is swimming in Calm Waters, it does not need to perform any Swim Check. The creature can "run" and perform a Charge in any linear direction as long as is inside the water, even if trying to run or charge while in turbulent waters could be difficult, requiring a relative Swim Check.

A creature can usually perform a quick dash instead of running, unless it's a creature who can swim fast, like a dolphin.

**Tear to Pieces (x):**

The creature can start a Combat Manoeuvre against prone or Knocked Down opponents once per round, if it's able to reach them. As long as the creature successfully *Hold* his opponent down, it will automatically deal a certain amount of Damage, specified in the brackets, or dealing his Bite or Claw Damage if no damage is specified.

**Terror:**

The creature causes *Terror* as described in the Core Rulebook.

**Thick Hide / Thick Scales:**

Piercing Damage dealt by Throwing or Ranged Weapons will always inflict Minimal Damage to the creature. Those weapon will also be unable to obtain a Critical Hit, unless using Hunting Arrows or Hunting Javelins, but in that case the Critical Hit will only inflict *Bleeding* or normal damage.

**Tiny Creature:**

A tiny creature is often too small to have a set of statistics of his own, and usually they aren't supposed to enter combat at all, with some exceptions like venomous snakes or carnivore fishes. A Tiny creature does not have any reach, so it needs to be directly nearby another creature to attack it and it will never perform attack of opportunity. A Tiny creature will always fail a HtH (Strength) check, unless it is possible for it to perform a HtH (Dexterity) Check.  
To make things simpler, all Tiny creatures will have the same statistics, even if the GM can change those as he likes.

Str	1	HP	1	Attack	ThR	Damage	Critical	Type
Dex	13	MP	11	Variable	+2	1	20%	Variable
Con	1	Movement	4,5 m (15 ft)					
Cun	2	Init	+13					
Will	8	NDR	0					
Wis	11	ThR	+1					
Man	11	Dodge	+4					
		Parry	-					
		HtH	-/+7					
		Shock Test	10%					

**Undead:**

An undead is a creature reanimated by foul spells or strange magic. An Undead creature is immune to the following: Backstab, Bleeding, Critical Hit, Disease, Drowning, Fear, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Shock Test, Sneak Attack, Status Effects and Terror. An Undead without a Cunning value is also immune to any Mind-Effecting Spell or ability, and to Morale Checks, unless the spell/ability/effect states otherwise. If the creature has a Cunning value, it will obtain a +4 and +10% to resist any Mind-Effecting Spell, ability, illusion and also against Fear and Terror.

**Uneasiness:**

The creature inflicts a -5% penalty to any Morale, Fear and Terror Check to any living creature within 6 m (20 ft), who can be combined with other penalties but this effect can not stack with the same effect of others creatures nearby, or the same Spell. A group of at least two creatures with this special ability will count to be formed by an additional creature while performing a charge, except against mindless creatures or other creatures who are immune to Fear and/or Terror.

**Vulnerability to x (y):**

The creature is vulnerable to a specific source and it will suffer additional damage equal to the number specified in the brackets.

*Example:*  
A creature Vulnerable to Moon Silver (1), if hit with a weapon made of Moon Silver, will suffer 1 additional damage

The additional Damage is applied only if the source actually manage to pass the creature's DR (any) or Hardiness. Vulnerability to Damage ignores any Damage Resistance the creature could have, but it does not ignore Immunities.

**Wall Climb:**

The creature is able to move, run and charge on any solid surface, using his Climbing Speed except for ground speed.



# ANIMALS

Category:  
Animal

## Bear (Brown)

Str	22	HP	26	Attack	ThR	Damage	Critical	Type
Dex	12	MP	6	Bite	+7	1d3+6	24%	Piercing
Con	22	Movement	9 m (30 ft)					
Cun	2	Init	+12	Claw	+7	1d3+6	25%	Slashing
Will	11	NDR	1					
Wis	9	ThR	+3					
Man	6	Dodge	+4					
		Parry	-					
		HtH	+16/+6					
		Shock Test	62%					

Feats and Special Abilities:  
Scent, Size (Large), Tough II, Tear to Pieces (1d3+5)

Skills:  
Climb +5%, Listen +10%, Search +8%, Spot +8%, Survival (Forest) +10%

## Bear (Cave)

Cave Bears are fierce predators who are even bigger and stronger than a regular brown bear. Some scholars have theorized that they have survived through centuries from a prehistoric age, sometimes even sleeping for decades, and then awakening just to roam around, devouring everything they'll find.

Str	24	HP	50	Attack	ThR	Damage	Critical	Type
Dex	12	MP	8	Bite	+8	1d6+7	26%	Piercing
Con	24	Movement	9 m (30 ft)					
Cun	2	Init	+12	Claw	+8	1d3+7	26%	Slashing
Will	14	NDR	4					
Wis	10	ThR	+4					
Man	6	Dodge	+4					
		Parry	-					
		HtH	+17/+6					
		Shock Test	65%					

Feats and Special Abilities:  
Fear, Monstrous Constitution, Rending Claws, Scent, Size (Large), Sweep Attack, Tear to Pieces (1d3+6), Tough

Skills:  
Listen +11%, Search +9%, Spot +11%, Survival (Mountain) +10%

Dog (Combat Dog)

Str	14	HP	15	Attack	ThR	Damage	Critical	Type
Dex	13	MP	7	Bite	+6	1d6+3	23%	Slashing
Con	13	Movement	12 m (40 ft)					
Cun	2	Init	+13					
Will	13	NDR	1					
Wis	8	ThR	+4					
Man	6	Dodge	+4					
		Parry	-					
		HtH	+9/+6					
		Shock Test	45%					

Feats and Special Abilities:

Fierce Charge, Fighter, Furious Charge, Pounce (Improved), Scent, Tear to Pieces, Tough, Tough Skin, Track

Skills:

Jump +8%, Listen +11%, Sneak +8%, Spot +9%, Swim +6%

Equipment:

None, even if sometimes their owner will make them wear a reinforced light armor, increasing their DR to 3.

Combat Behaviour:

This kind of dogs are trained to attack on sight or to attack only after a certain signal of their owner or trainers.  
They are trained to fight to the death or until another signal is given.

Dog (Guard Dog)

Str	13	HP	14	Attack	ThR	Damage	Critical	Type
Dex	13	MP	7	Bite	+5	1d6+1	23%	Slashing
Con	12	Movement	12 m (40 ft)					
Cun	2	Init	+13					
Will	12	DR	2					
Wis	8	ThR	+3					
Man	6	Dodge	+4					
		Parry	-					
		HtH	+7/+6					
		Shock Test	42%					

Feats and Special Abilities:

Scent, Tough

Skills:

Jump +6%, Listen +15%, Sneak +8%, Spot +11%, Swim +6%

Equipment:

Light Armor (Studded)

Combat Behaviour:

Guard Dogs are trained to bark against strangers, usually waiting for their masters to give a signal, or they usually attack them until they run away. If the trespassers are not afraid of them, they usually attack without hesitating, but depends on the training they receive.  
Some guard dog are equipped with studded armors.

Dog (Stray Dog)

You can also use this stats for generic medium-sized dogs. Bandits and outlaws are followed by dogs occasionally.

Str	12	HP	6	Attack	ThR	Damage	Critical	Type
Dex	12	MP	6	Bite	+4	1d6+1	20%	Slashing
Con	6	Movement	9 m (30 ft)					
Cun	2	Init	+12					
Will	8	NDR	0					
Wis	8	ThR	+2					
Man	6	Dodge	+3					
		Parry	-					
		HtH	+6/+6					
		Shock Test	26%					

Feats and Special Abilities:

Scent

Skills:

Jump +6%, Listen +10%, Sneak +2%, Spot +8%, Swim +3%

Combat Behaviour:

Stray Dogs can travel alone or in packs. They aren't a real thread for someone who is capable to defend himself, even if in large numbers could became quite dangerous. Stray dogs are usually aggressive to strangers, but they will run away if their opponents are too strong.

Wild Boar

Str	14	HP	17	Attack	ThR	Damage	Critical	Type
Dex	10	MP	7	Tusks	+6	1d6+3	25%	Slashing
Con	15	Movement	12 m (40 ft)					
Cun	2	Init	+10					
Will	12	NDR	3					
Wis	6	ThR	+2					
Man	6	Dodge	+5					
		Parry	-					
		HtH	+9/+5					
		Shock Test	46%					

Feats and Special Abilities:

Cripple, Fierce Charge, Furious Charge, Fighter, Scent, Tough

Cripple:

When a boar scores a Critical hit, it always renounces to the Additional Damage to deal 1d3 Piercing Direct Damage, inflicting a Cripple effect. This Status effect lasts until the injured creature receives the adequate healing. If the boar inflicts the Cripple effect three times against the same creature, in the same combat, the effect is permanent and can only be healed by Thaumaturgy.

Skills:

Listen +8%, Spot +8%

Combat Behaviour:

Wild Boars will simply charge any creature who disturb them, without thinking about. If heavily wounded or scared, it will simply flee as fast as possible, unless while defending their offspring.



Wolf

Str	14	HP	15	Attack	ThR	Damage	Critical	Type
Dex	13	MP	6	Bite	+6	1d6+3	24%	Slashing
Con	13	Movement	12 m (40 ft)					
Cun	2	Init	+14					
Will	11	NDR	1					
Wis	11	ThR	+3					
Man	6	Dodge	+5					
		Parry	-					
		HtH	+8/+6					
		Shock Test	43%					

**Feats and Special Abilities:**  
Fierce Charge, Fighter, Furious Charge, Rapid Reaction, Scent, Tough

**Skills:**  
Listen +10%, Sneak +12%, Spot +8%, Jump +6%, Survival (Forest) +11%

**Combat Behaviour:**  
Wolves usually hunt in packs, and they usually try to isolate the weaklings or the younger. They can be very careful and patient, but hunger can make them more careless. If their prey fights back too hard, they will simply run away to avoid to being all killed.

**Wolf (Dire Wolf)**  
*Like Cave Bears, the Dire Wolves are giant prehistoric wolves who can be still fund nowadays. Dire Wolves can be very dangerous especially if they travel in packs.*

Str	20	HP	24	Attack	ThR	Damage	Critical	Type
Dex	12	MP	7	Bite	+8	1d6+6	28%	Slashing
Con	20	Movement	12 m (40 ft)					
Cun	2	Init	+14					
Will	13	NDR	3					
Wis	11	ThR	+4					
Man	6	Dodge	+6					
		Parry	-					
		HtH	+17/+6					
		Shock Test	63%					

**Feats and Special Abilities:**  
Fear, Fierce Charge, Furious Charge, Fighter II, Knock Down, Pounce (Improved), Rapid Reaction II, Scent, Size (Large), Tough II, Tear to Pieces

**Skills:**  
Listen +10%, Sneak +12%, Spot +9%, Jump +8%, Survival (Mountain) +11%

**Combat Behaviour:**  
Dire wolves follow the same tactics of normal wolves, but still they are even more aggressive and are also able to tackle down larger prey.

# ALTERED ANIMAL

As the name suggest, an Altered Animal is a creature who has been altered by magic, obtaining some peculiar or strange traits and abilities.

**Category:**  
Animal

**Subtype:**  
Arcane

**Arcane Alteration:**  
The creature has been changed by magic in some way, becoming bigger, or smarter or obtaining an unusual ability that others of the base species do not have. An altered creature obtains a +2 Bonus to any Willpower and Mana Counter Check to resist the effects of spells.

**Vile Rat**  
*Vile rats are rodents who grew bigger as a small dog, by some foul magic or by eating arcane wastes left unchecked or cast down the sewers. Not a real danger for someone who can actually use a weapon correctly, they can become very dangerous in large numbers. Those vermin usually devour everything they find, so it's always important to hunt them down.*

Str	4	HP	3	Attack	ThR	Damage	Critical	Type
Dex	13	MP	16	Bite	+3	1	24%	Piercing
Con	6	Movement	6 m (20 ft)					
Cun	2	Init	+15					
Will	8	NDR	1					
Wis	11	ThR	+2					
Man	11	Dodge	+4					
		Parry	-					
		HtH	+0/+7					
		Shock Test	24%					

**Feats and Special Abilities:**  
Arcane Alteration, Arcane Reserve, Climbing Speed (6 mt), Improved Shock Test, Rapid Reaction II, Scent, Size (Small)

**Skills:**  
Climb +10%, Hide +13%, Jump +5%, Listen +9%, Search +6%, Sneak +9%, Swim +10%

**Combat Behaviour:**  
Vile Rats are even more aggressive than common rats, and they will simply attack when disturbed, even if they will flee if scared off somehow or when too much of them are getting killed. If they score a Critical Hit, they always renounce to the additional damage to inflict 1d3 Direct Damage and cause a Bleeding Effect. They do perform attack of opportunities.

# BANDITS AND BRIGANDS

## Bandit (Competent)

Str	11
Dex	11
Con	11
Cun	10
Will	9
Wis	9
Man	8

HP	11
MP	8
Movement	9 m (30 ft)
Init	+11
DR	-
ThR	+1
Dodge	+2
Parry	+2
HtH	+5/+5
Shock Test	31%

Attack	ThR	Damage	Critical	Type
Club	+2	1d6+1	22%	Bludgeoning

Slingshot	+2	1d6+2	25%	Bludgeoning
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### Feats:

Coward, Education (Illiterate)

### Coward:

Bandits aren't exactly famous for their bravery: they usually flee when the circumstances are getting worse. To reflect this, they get a -10% penalty on Negative Morale, Fear and Terror checks.

### Skills:

Hide +5%, Intimidate +4%, Listen +5%, Search +5%, Sleight of Hand +5%, Sneak +5%, Spot +5%

### Equipment:

1d6 CB and Simple Clothes. Those met in cold areas use to wear clothes fitting the climate and have cloaks. Note that their equipment can change, but they tend to have very basic weapons such as clubs, pitchforks and hatchets.

### Combat Behaviour:

Bandits don't use particular combat tactics since they simply try to surround their enemies. If the things get really complicated, they try to flee or surrender. Bandits usually don't do Attacks of Opportunity since they are not really trained into combat.

## Brigand (Competent)

Str	13
Dex	13
Con	13
Cun	11
Will	11
Wis	10
Man	8

HP	14
MP	8
Movement	9 m (30 ft)
Initiative	+13
DR	3
ThR	+2
Dodge	+4
Parry	+3 (+5)
HtH	+6/+7
Shock Test	37%

Attack	ThR	Damage	Critical	Type
Reinforced Hatchet	+5	1d6+2	20%	Slashing

Short Bow	+5	1d6+4	23%	Piercing
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### Feats:

Armor Proficiency (Light), Education (Illiterate or Rudimentary)

### Skills:

Bluff +7%, Hide +7%, Intimidate +8%, Listen +8%, Search +8%, Sneak +7%, Spot +8%, Survival (Based on where he lives) +8%

### Equipment:

Leather Armor (Reinforced), Ruined Cowl or Cloak, Small Shield (Wood), 2d6+3 CB. Those who are equipped with a Hatchet and Shield do not have Bows and vice-versa. Note that the primary weapon can change, but usually they are not wealthy enough to afford expensive or Two Handed weapons, unless they steal them.



## Brigand Combatant (Advanced)

Str	14
Dex	13
Con	13
Cun	12
Will	12
Wis	11
Man	8

HP	16
MP	9
Movement	7,5 m (25 ft)
Initiative	+14
DR	3
ThR	+4
Dodge	+4
Parry	+4 (+7)
HtH	+8/+7
Shock Test	44%

Attack	ThR	Damage	Critical	Type
Heavy Mace	+7	1d6+3	23%	Bludgeoning
Crossbow	+6	1d6+4	23%	Piercing

### Feats:

Armor Proficiency (Medium), Education (Illiterate or Rudimentary), One with the Armor, Rapid Reaction, Resolute, Improved Shock Test

### Skills:

Authority +4%, Hide +9%, Intimidate +10%, Knowledge (Common) +8%, Listen +9%, Search +8%, Sense Motive +8%, Sneak +9%, Spot +10%, Survival (Based on where he lives) +8%

### Equipment:

Medium Hybrid Armor (Leather), Medium Shield (Wood), Ruined Cowl or Cloak, 1d3+1 GB.

Those who are equipped with a Crossbow, also have a quiver with ten bolts and do not have a shield.

### Combat Behaviour:

Usually Brigands hide around, organizing ambushes. They are much fiercer than Bandits and Outlaws and usually fight with brutality, unless things get out of their hands. They always try to get as many advantages as they can and they will likely attack those who are vulnerable or in a difficult situation.

## Crimson Hand Slugger (Advanced)

*The Crimson Hand is a dangerous Criminal Organisation, operating in various Equestrian Reigns. Its members, ferocious and ruthless, are always chosen between important or promising member of other less important criminal groups.*

*They use to wear their unmistakable Crimson Mask, and sometimes they are arrogant enough to show themselves wearing it, but only in the most infamous and poor districts, where the city guards are quite powerless.*

Str	14
Dex	13
Con	13
Cun	11
Will	13
Wis	10
Man	10

HP	18
MP	11
Movement	7,5 m (25 ft)
Initiative	+15
DR	4
ThR	+4
Dodge	+5
Parry	+6(+7)
HtH	+8/+6
Shock Test	45%

Attack	ThR	Damage	Critical	Type
Long Sword	+8	1d6+4	24%	Slashing
One-Hand Crossbow	+6	1d3+3	24%	Piercing

### Feats:

Advanced Training (Brawler), Armor Proficiency (Medium), Brothers in Arms, Education (Illiterate or Rudimentary), Rapid Reaction II, Tough

### Skills:

Climb +5%, Hide +10%, Intimidate +12%, Jump +5%, Listen +10%, Search +8%, Sneak +10%, Spot +12%

### Equipment:

Buckler, Chain Shirt (+1 DR vs Slashing), Crimson Hand Hood, Hide Armor, 2d6+3 CB.

Those who are equipped with a One Handed Crossbow usually have also e Short Sword and do not have any Buckler.

Crimson Hand Chief (Expert)

Str	15	HP	24	Attack	ThR	Damage	Critical	Type
Dex	14	MP	14	Bastard Sword	+10	1d6+6	26%	Slashing
Con	14	Movement	7,5 m (25 ft)					
Cun	12	Initiative	+16	Two-Handed	+10	1d10+6	26%	Slashing
Will	15	DR	5					
Wis	13	ThR	+5					
Man	12	Dodge	+7					
		Parry	+9					
		HtH	+9/+7					
		Shock Test	52%					

Feats:

Armor Proficiency (Medium), Block the Grip, Brothers in Arms, Cloak and Dagger, Command, Riposte Attack, Dauntless, Education (Rudimentary), Fierce Charge, Fighter, Free Hand, One with the Armor, Rapid Reaction II, Resolute, Shield Proficiency, Tough II

Skills:

Authority +15%, Bargain +9%, Climb -5%, Hide +3%, Intimidate +15%, Jump -5%, Listen +12%, Search +10%, Sneak +3%, Spot +8%, Swim -19%

Equipment:

Bastard Sword (Balanced, Steel), Combat Cloak, Crimson Hand Hood, Hauberk (Masterwork, Steel, -12%), Studded Armor, 2d6+6 GB.

Combat Behaviour:

Crimson Hand Members undergo a basic military training and often they use their knowledge to their advantage. They ambush and surround their foes and sometimes use also tactics focused on discouraging the enemies, even if they don't miss an opportunity to play dirty if it can be of any help for them. They usually attempt to kill with Throwing or Ranged weapons the weakest foes or they focus on those who are the most dangerous, before they reach them in Melee. They use to employ smoke bombs and similar items. Against powerful enemies they use to associate with inexperienced or small criminal groups and use them to wear down the enemies, joining afterwards. Sometimes they have Combat Dogs instead.

Outlaw (Competent)

Str	12	HP	13	Attack	ThR	Damage	Critical	Type
Dex	12	MP	8	Mace	+4	1d6+2	23%	Bludgeoning
Con	12	Movement	9 m (30 ft)					
Cun	10	Initiative	+11					
Will	9	DR	2					
Wis	10	ThR	+2					
Man	8	Dodge	+2					
		Parry	+3					
		HtH	+6/+7					
		Shock Test	33%					

Feats:

Armor Proficiency (Light), Education (Illiterate or Rudimentary)

Skills:

Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hand +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

Equipment:

Cowl, Mace, Light Hybrid Armor, Traveller's Clothes, 2d3+4 CB

Combat Behaviour:

Similar to Bandits, but if equipped with Throwing or Ranged weapons they prefer to ambush their opponents.

# BARBARIANS

Typical of the wild territories, Barbarians (also called Wildlings) are those who live far away from the civilization. They are often nomad tribes who travel according to the season, while others assemble in small villages. They are common in the Northern Reign and in Frozen North, where they use to fight Yaks for resources and territories.

## Barbarian Skirmisher (Competent)

Barbarian Skirmishers are very common and usually are people of age, capable of fighting. Some of them will join groups of Raiders who travel to the reigns at South, lusty of adventures and treasures.

Str	14	HP	17	Attack	ThR	Damage	Critical	Type
Dex	13	MP	11	Battle Axe	+5	1d6+3	21%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	10	Initiative	+13					
Will	13	DR	3					
Wis	11	ThR	+3					
Man	10	Dodge	+4					
		Parry	+4(+6)					
		HtH	+8/+6					
		Shock Test	46%					

### Feats:

Armor Proficiency (Light), Dash, Education (Illiterate), Fierce Charge, Power Strike, Resolute, Shield Proficiency, Though

### Skills:

Bargain +3%, Climb +2%, Intimidate +5%, Jump +1%, Knowledge (Common) +3%, Knowledge (Nature) +5%, Listen +7%, Search +7%, Sneak -2%, Swim -5%, Survival (Based on where he lives) +8%

### Equipment:

Cowl, Leather Armor, Studded Armor, Travel Ration (x1), Tribal Trinkets, Small Shield (Wood), Winter Clothes

## Barbarian Warrior (Advanced)

Str	15	HP	22	Attack	ThR	Damage	Critical	Type
Dex	14	MP	12	Battle Axe	+8	1d6+5	25%	Slashing
Con	15	Movement	7,5 m (25 ft)					
Cun	10	Initiative	+15					
Will	14	DR	4					
Wis	11	ThR	+5					
Man	10	Dodge	+6					
		Parry	+7(+10)					
		HtH	+9/+6					
		Shock Test	54%					

### Feats:

Armor Proficiency (Medium), Brothers in Arms, Dash, Education (Illiterate), Fierce Charge, Fighter, Furious, Resolute, Power Strike, One with the Armor, Rapid Reaction, Resolute, Shield Brother, Shield Proficiency, Steady, Though II

### Skills:

Listen +9%, Search +9%, Knowledge (Common) +4%, Knowledge (Nature) +6%, Bargain +5%, Intimidate +8%, Sneak -2%, Swim -10%, Jump +2%, Climb +3%, Survival (Based on where he lives) +11%

### Equipment:

Winter Clothes, Studded Armor, Battle Axe (Steel), Cowl, Hide Armor, Tribal Trinkets, Travel Ration (x1), Medium Shield (Iron)

Pathfinder (Advanced)

Pathfinders are usually tracking and Nordic environment experts. They usually are hired by adventurers and explorers to reach particular locations, or to go quickly through arduous areas. They often work together with Creature Hunters since they know well territories and habits of many creatures. Griffins often become Pathfinders and lift their prices, especially for crossing dangerous areas.

Str	13	HP	18	Attack	ThR	Damage	Critical	Type
Dex	15	MP	13	Reinforced Hatchet	+6	1d6+3	22%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	13	Initiative	+17	Bow	+8	1d10+5	27%	Piercing
Will	13	DR	2					
Wis	12	ThR	+4					
Man	11	Dodge	+8					
		Parry	+4					
		HtH	+7/+8					
		Shock Test	45%					

Feats:

Armor Proficiency (Light), Expert Runner, Sneak Attack, Stealthy, Dauntless, Education (Rudimentary), Fighter, Keen Eye, Walk Softly, Rapid Reaction II, Endurance, Identify Plants and Herbs, Though, Detect Traps II, Track II, Steady

Skills:

Bargain +8%, Knowledge (Common) +6%, Knowledge (Herbalism) +5%, Knowledge (Monsters and Creatures) +3%, Knowledge (Nature) +8%, Listen +14%, Search +16%, Intimidate +9%, Handling Devices +5%, Sneak +15%, Hide +15%, Swim +5%, Jump +10%, Climb +10%, Survival (Based on where he lives) +15%

Equipment:

Bedroll, Composite Bow, Steel and Flint, Studded Armor (-3%), Reinforced Hatchet (Steel), Hide Armor, Tribal Trinkets, Travel Ration (x3), Winter Cloak, Winter Clothes

Combat Behaviour:

Barbarians do not have a proper idea of military discipline and they limit themselves to assaulting their enemies in large numbers. They prefer to use Melee and not Ranged weapons and that's why they are capable of forming shield walls against enemies equipped with Bows and Crossbows, and charging once they are close enough. On the other hand Pathfinders usually do not partake in battles and stay far away, unless they are hired as explorers, but they will always avoid the fight or let the others fight.

# BLOOD-EYED HOWLER MONKEY

A strange yet fierce kind of exotic animal, the Blood-eyed Howler Monkeys have the size of a gorilla but are more cunning than the average monkey, enough to let them set up ambushes or to understand and learn from their mistakes. This kind of monkey can only be found in the jungles of the Deep South.

**Appearance:** *Daring Do and the Marked Thief of Marapore*

**Category:**  
Arcane Beast

**Subtype:**  
Animal

Str	16
Dex	14
Con	16
Cun	4
Will	14
Wis	9
Man	15

HP	20
MP	22
Movement	9 m (30 ft)
Init	+16
NDR	3
ThR	+4
Dodge	+7
Parry	-
HtH	+10/+8
Shock Test	62%

Attack	ThR	Damage	Critical	Type
Bite	+7	1d3+4	28%	Slashing
Slam	+7/+7	1d3+5	25%	Bludgeoning

**Feats and Special Abilities:**  
Climbing Speed (6 mt), Fierce Charge, Fighter II, Pounce (Improved), Rage, Rapid Reaction, Scent, Tough

**Skills:**  
Climb +15%, Hide +15%, Jump +20%, Listen +12%, Search +8%, Sneak +8%, Spot +12%

**Combat Behaviour:**  
These strange monkeys are capable to plan and perform simple and rudimentary hunting tactics, but are also able to learn by observation, if they are still limited in their understanding. A common tactic is that they hide inside the vegetation surrounding common path of other creatures, they they will simply jump out and rush their opponents, while trying to separate those who seems more weak or unable to defend themselves. If in large numbers they can also arrive to perform a frontal attack, while few of them will sneak behind their opponents and then attack those who are distracted. They usually try to use Fierce Charge and or Pounce as soon as possible. They tend to became enraged if surrounded of after suffering some damage.

# BUGBEAR

Bugbears are strange creatures half bear and half bumblebee. Extremely aggressive, they usually prey on smaller creatures even if they have already eat or even if not provoked at all. Bugbears are able to destroy and ravage entire farms and small villages, so they are hunted down as soon as possible, even if it would be a dangerous task.

**Appearance:**

S05 Ep09 - Slice of Life

**Category:**

Chimera

**Subtype:**

Animal, Insect

Str	23
Dex	12
Con	24
Cun	4
Will	15
Wis	6
Man	16

HP	40
MP	33
Movement	3 m (10 ft)
Init	12
NDR	5
ThR	+5
Dodge	+6
Parry	-
HtH	+18/+6
Shock Test	65%

Attack	ThR	Damage	Critical	Type
Bite	+5	1d3+6	25%	Bite
Claw	+9	1d6+6	30%	Claw
Sting	+7	1d3+5	22%	Piercing

**Feats and Special Abilities:**

Arcane Reserve III, Buzzing, Dash, Fear, Fighter II, Fierce Charge, Fluctuate, Furious Charge, Monstrous Constitution, Multi-attack, Resistance to Physical Damage (2), Size (Large), Sting, Tough II, Vulnerability to Moon Silver (3)

**Buzzing:**

As long as the Bugbear is fluctuating, he will produce a clear buzzing noise with his insect wings, and is unable to Sneak.

**Multi-attack:**

A Bugbear is able to perform up to 4 attacks with his four claws, by spending Two Actions. If he does so, he suffers a -1 to his ThR for each consecutive attack after the first. The third and fourth attack are resolved with an Initiative Slowdown of 1.

**Sting:**

When a Bugbear performs a Charge, he uses his Sting to trying to impale his opponents.  
The Sting is considered to have the Anti-Infantry Special Rule.

**Skills:**

Hide +1%, Listen +8%, Search +11%, Sneak +10%, Spot +9%, Survival (Any) +8%

**Combat Behaviour:**

Bugbears usually try to ambush their prey, charging forward with their sting and then finishing them off with their claws.  
If surrounded they try to distribute their attacks equally, or they will always try to take down the strongest of their opponents.  
They usually do not bite their opponents unless they are able to grab and hold them.  
Against Large creatures (or bigger) they do not use their sting since it would be less useful.  
A Bugbear usually is able to analyse his surrounding and to decide to continue a fight or to flee away. They usually try to allure those who seems to strong to be taken down, into a difficult terrain for them to move, like a bog or a swamp, since the bugbear is capable to fluctuate and avoid to being slow down or even trapped within the muddy soil.



# CHIMERA

The term chimera is usually used to indicate a creature formed by the mixture of two or more animals.

Even if it still not know how a chimera is generated, many scholars and sages have theorized that a chimera is always created by the interaction of the arcane energies from the Dreamworld with our reality. The most classic example of a chimera is a creature who is a mixture of a tiger and a ram, with a tail shaped as a snake. Those creatures present primitive intelligence, while others are also able to learn, to speak or at least to understand other living creatures.

## Appearance:

S04 Ep17 - Somepony to Watch over Me

## Category:

Chimera

## Subtype:

Animal, Reptile

Str	20
Dex	12
Con	22
Cun	6
Will	13
Wis	8
Man	16

HP	39
MP	17
Movement	9 m (30 ft)
Init	+14
NDR	5
ThR	+4
Dodge	+7
Parry	-
HtH	+15/+7
Shock Test	65%

Attack	ThR	Damage	Critical	Type
Bite	+7	1d6+7	25%	Slashing

Claw	+9	1d6+5	26%	Slashing
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Headbutt	+8	1d6+5	30%	Bludgeoning
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## Feats and Special Abilities:

Fear, Fierce Charge, Headbutt, Heat Resistance (+25%), Improved Dodge III, Improved Shock Test, Rapid Reaction, Resistance to Diseases and Poisons (+15%), Resistance to Fire (4), Size (Large), Snake Head, Thick Hide, Three Heads are Better than One, Tough III, Vulnerability to Moon Silver (2)

## Headbutt:

When Charging, the Chimera uses his Ram (or Goat) head to perform a Headbutt. If the Headbutt obtains a Critical Hit the Chimera always renounces to Additional Damage to inflict 1d3 Direct Damage and Stun his opponent for 1 Round.

A creature hit by this attack must immediately perform a Counter HtH (Strength) Check or being pushed back by 1,5 m (5 ft). If the chimera obtains a result higher by 10 or more points, the victim is also Knocked Down.

## Snake Head:

The Snake Head can only perform a Bite with the following modifications: it deals 1d3+5 Piercing Damage with 1d3 additional Poison Damage if manages to actually injury his victim. The poison damage also increases the victim's Toxicity by 1d6. If obtains a Critical Hit, the snake head always renounces the additional damage to cause a *Bleeding* effect. A Bleeding creature will increase his Toxicity by 1d6+3 Instead of only 1d6. The Snake head has the *Extended Reach* (3m / 10 ft) Special Rule and is usually faced on the opposite direction of the other heads. As long as the snake head is alive, the chimera negates any *Backstab* and *Sneak Attack* if it's aware of the incoming attack. The Snake Head always swap his initiative with one of the other heads if obtains the higher Initiative Score.

The Snake Head can be considered a separate creature with 17 HP and a NDR of 4, but is able to Dodge the first 3 Attacks without any penalty. If the Snake Head dies, the Chimera suffers 1d6+3 Direct Damage but it will never reach 0 HP in this way, remaining with only 2 HP instead.

## Three Heads are Better than One:

This chimera has three heads. Commonly the two frontal heads are of a Lion and a Goat or a Tiger and a Ram, while the snake tails is usually a viper, even if chimeras who are found in a desertic environment have the tail shaped as a cobra.

A Chimera rolls three different Initiative, one for each head and can perform up to three actions, distributed within the heads but only one of them can decide to move as an additional action, while the other two have only access to one action.

A Chimera counts as 7 creatures when charging or is being charged by medium-sized creatures or as 15 when charging or being charged by Small Creatures. Against Large or bigger creatures, it counts as 3.

Only the Lion (or Tiger) head can decide to perform a Bite Attack, instead of a Claw Attack.

## Skills:

Listen +13%, Search +8%, Sneak +15%, Hide +15%, Spot +15%

## Combat Behaviour:

Usually a chimera simply rushes against his opponents trying to perform a Headbutt, and then proceeds to attack him or his allies nearby if there are any. The snake head usually does not enters combat unless against creatures who are trying to attack the chimera from behind or by the sides. If not engaged, the snake head usually will guard the surrounding or it will simply watch the fighting.

If the chimera runs away, the snake head will try to bite those who are trying to follow them, if within range.

# CREEP

Those creatures who are called Creeps by the common folk, are the result of the interaction between the Dreamworld and the Nether, a horrible, dark and gloomy place where there is no sun, and everything is obscured by a perpetual twilight or darkness. Creeps have different forms and behaviours, and usually their presence is a signal of the corruption of the entire zone, usually by black magic or by and arcane anomaly.

Category:  
Nightmare

Subtype:  
Obscure

## Crawler

Being common in ancient or haunted ruins, those small creatures owe their name since they do not have any legs, so they simply crawl on the ground with their slender arms, who also use to attack their victims. Crawlers are scared by sunlight or other strong sources of light, except by Dim Light. Crawlers are somehow related with Stalkers by appearance, since they look like slender creature made of solid darkness.

Str	4
Dex	13
Con	-
Cun	2
Will	13
Wis	5
Man	14

HP	3
MP	15
Movement	6 m (20 ft)
Init	+14
MDR	1
ThR	+2
Dodge	+5
Parry	-
HtH	-2/+7
Shock Test	-

Attack	ThR	Damage	Critical	Type
Claw	+4	1	20%	Obscure

## Feats and Special Abilities:

Climbing Speed (6 mt), Rapid Reaction, Shadow Creature, Size (Small), Uneasiness, Vulnerability to Moon Silver (1), Wall Climb

## Skills:

Listen +5%, Sneak +10%, Hide +10%, Spot +9%

## Combat Behaviour:

Crawlers always move silently when approaching their victims, and then manage to rush them in large numbers, but since they are not very cunning, they do not always try to sneak behind them. A Crawler is a simple creature who will simply attack the first creature nearby and they never perform Attacks of Opportunity at all. Crawlers are immediately vaporized by strong burst of Light, like the *Dazzle* Spell.



Drooler

Even if the upper body of a drooler is a sort of snake-like creature with a pair of jaws similar to those of an insect, they are actually a sort of fungal formation. Droolers are extremely patient creatures, who will simply wait inside their cocoon until something moves within their perception range, and then they simply burst outside, trying to bite them. Even if they usually prey small vermin and animals, they are capable to arrack anything that moves nearby, except for other Creeps. This creature is called Drooler since it constantly drools a strange mucus from their mouth. This substance is often spit against creatures who are too far away from them. Droolers often infest humid artificial environments, like dungeons, wells and moats.

Str	12	HP	8	Attack	ThR	Damage	Critical	Type
Dex	12	MP	15	Bite	+6	1d3+3	28%	Slashing
Con	6	Movement	-					
Cun	2	Init	+12	Spit	+6	1d6+2	-	Acid
Will	13	NDR	2					
Wis	5	ThR	+3					
Man	14	Dodge	+5					
		Parry	-					
		HtH	+7/+7					
		Shock Test	35%					

Feats and Special Abilities:

Blind Perception (Movement, 6 m / 20 ft), Spit Attack (9 m / 30 ft), Standing Still, Tough, Vulnerability to Moon Silver (1)

Standing Still:

A Drooler is unable to move from his position, and can not be pushed or even hurl away.  
A Drooler can still be Knocked Down.

Skills:

Listen +2%, Hide +15%, Spot +8%

Combat Behaviour:

Drooler will simply hide in their cocoon until something moves nearby then they simply try to bite it. They use their Spit Attack against those creatures who are trying to flee or who are too far away from them.

Observer (Tiny Creature)

Observers are another strange fungal formation, like droolers, but they are harmless creatures who just observe their surrounding. An observer looks like a long stem with an eye on the end. Usually a single observer sprouts up to three or four stems with different heights, even if they can grow to be 2 m tall (6 ft). Like the Droolers, they usually grow in humid environments.

Feats and Special Abilities:

Observing Eye

Spellcaster with a Corruption Score of 6 or higher, who have access to Dark Magic and know the *Far Sight* Spell, are able to use it on an Observer. It is also possible to enchant an Observer with the Alarm Spell to activate when the creature spots certain creatures (usually other ponies).

Skills:

Spot +15%

Lurker (Tiny Creature)

Lurkers are the smallest Creeps who can be found, but they can not be perceived by other creatures with some exceptions. A Lurker does not have a stable form, but they usually look like tiny creatures made of solid darkness with a pair of bright eyes who are 2 cm (1”) tall. Only children are able to perceive them, even if not being able to actually spot them, they are capable to know if there are Lurkers around by a strange feeling of being observed. Creatures with a Corruption Score of 2 or higher are able to perceive them, while with a Corruption of 3 or more, they will appear normally. Lurkers can be found everywhere, but usually in places with a high concentration of dark magic, ancient or haunted ruins but also in those places where there is despair, hate or grudge, so they are commonly spot in the slums of the large cities and even in the sewers. Lurkers are harmless creatures, but they are usually used to detect if someone is being corrupted by Dark Magic, since lurkers usually will start to appear nearby or can be seen by them.

Screecher

Ravenous and fierce creatures, the Screechers will try to bite and devour every living creature they are able to find. The most simple way to describe a Screecher is “Jaws with Legs” since their squat bodies presents only a large mouth, a pair of legs and a small tail. Even the Screecher has no eyes, they have developed an excellent sense of smell and are also able to communicate by emitting a gurgling shriek.

Str	14	HP	12	Attack	ThR	Damage	Critical	Type
Dex	13	MP	15	Bite	+6	1d10+3	30%	Slashing
Con	16	Movement	9 m (30 ft)					
Cun	2	Init	+15					
Will	13	NDR	3					
Wis	5	ThR	+4					
Man	14	Dodge	+6					
		Parry	-					
		HtH	+8/+6					
		Shock Test	43%					

Feats and Special Abilities:

Blind Creature, Blind Perception (Scent), Dash, Fierce Charge, Fighter II, Pounce, Rapid Reaction, Scent, Shriek, Size (Small), Tough II, Vulnerability to Moon Silver (2)

Shriek:

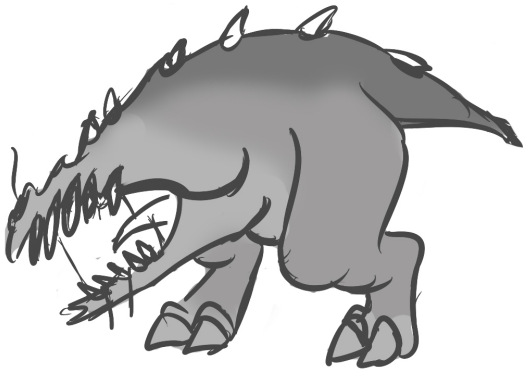
When fighting, a Screecher emits various shrieks who impose a -5% penalty to any Morale Check to any living creature within 9 m (30 ft), even if a creature can be affected by a single penalty, even if there are more Screechers. Three or more Screechers are able to perform a single and powerful shriek together (if within 3 m / 10 ft), against a single target within 6 m (20 ft). The creature must immediately perform a Shock Test (Magic) or being *Disoriented* for 1d3 Round. This effect is considered a Mind-affecting Ability.

Skills:

Listen +4%, Search +9%, Hide +5%, Jump +13%

Combat Behaviour:

Screecher will simply charge any living creature they smell, even if some of them usually try to Pounce. If they obtain a Critical hit, they usually renounce to the additional Damage to inflict a *Bleeding* effect.



Stalker

Stalkers are the most classic example of a Creep. Those thin and slender creatures made by pure darkness looks more like a solid shadow who can walk. A Stalker has no scent at all, and they usually are extremely silent except when they want to be heard or when they attack someone, with a creepy snatching sound. Stalkers are afraid by sunlight or strong sources of light, except Dim Light. Stalkers are smart creatures even if they do not seem to understand any language, they are capable to determine when a creature is afraid, scared or angry. They are also able to perform rudimentary strategies and ambushes, and are even capable to flee from a dangerous situation, to return later. Those who are able to hear a Stalker will usually describe the sound as a strange and creepy thrill.

Str	12	HP	5	Attack	ThR	Damage	Critical	Type
Dex	14	MP	21	Claw	+5	1d3	25%	Obscure
Con	-	Movement	9 m (30 ft)					
Cun	11	Init	+16					
Will	14	MDR	3					
Wis	11	ThR	+4					
Man	14	Dodge	+6					
		Parry	-					
		HtH	+7/+7					
		Shock Test	-					

Feats and Special Abilities:

Arcane Reserve, Backstab, Climbing Speed (3 mt), Resistance to Magic (1), Shadow Creature, Uneasiness, Vulnerability to Moon Silver (1), Wall Climb

Skills:

Listen +10%, Sneak +22%, Hide +15%, Spot +10%

Combat Behaviour:

As their name suggest, Stalkers are extremely patient creatures, who follow their victims even for a long time, studying their movement and behaviours. They usually prefer to attack isolated victims in large numbers, usually sneaking behind them without being noticed. Against more enemies they usually split in two groups, while the first one attracts the attention, the smaller group will sneak behind them to strike them mercilessly with their Backstab.



Gaunt

A Gaunt is a dreadful huge creature, black like a night without stars, who haunt desolated and remote places or arcane anomalies caused by dark magic or by the collapsing of the arcane weave. Like the Stalkers, the Gaunts are patient hunters who also take advantage of their size to catch their victims. Their most frightening peculiarity is their ability to project a Spectral Light from the centre of their hollow head, who will cause such terror in the living creatures that they will simply stand still, paralysed by fear. Even if a gaunt possesses enough intelligence to understand a language, usually the Canterlottian or even the High Canterlottian, they do not seem to actually pay attention to those who try to communicate with them, but they are able to listen and change their behaviours according on what they hear. A Gaunt has no eyes and is only able to sense the environment within 9 m (30 ft) thanks to their link with the arcane weave, but usually ignores any object and structure, unless while trying to catch his victims.

Str	26	HP	45	Attack	ThR	Damage	Critical	Type
Dex	14	MP	56	Claw	+10	1d6+8	25%	Obscure
Con	-	Movement	7,5 m (25 ft)					
Cun	6	Init	+10					
Will	22	MDR	7					
Wis	6	ThR	+6					
Man	25	Dodge	+7					
		Parry	-					
		HtH	+18/+8					
		Shock Test	-					

Feats and Special Abilities:

Arcane Reserve V, Blind Creature, Blind Perception (Corruption), Blind Perception (Sound), Constrict (1d3+3 Obscure Damage), Extended Reach (4,5 m / 15 ft), Improved Grab (Claw), Resistance to Magic (5/+10%), Shadow Creature, Slow and Purposeful, Spectral Light, Spell Immunity, Tough III, Size (Huge), Terror, Vulnerability to Moon Silver (4)

Spell Immunity:

A Gaunt is immune to the effects of any Spell or Special Ability who alter or are based on the sight of a creature to properly work. They are immune to Illusions and are not affected by the Darkness Spell (even a similar one).

Spectral Light:

A Gaunt can emit an intense spectral light from the centre of his hollowed head. The light can be directed up to 12 m (40 ft) and it will illuminate an area with a range of 4,5 m (15 ft). If a creature is illuminated by the Spectral Light, the Gaunt will immediately be aware of his presence, ignoring any Concealment it could have. The Gaunt can then intensify the light upon his prey, reducing the illuminated area with a range of only 1,5 m (5 ft). A creature illuminated by the intense light is considered to be Dazzled and must immediately perform a Terror Check for every Round they remain exposed by the light. A Failure indicates that the creature is only able to perform a Single Action per round, while a critical failure obtained with a result of 20 or more points higher than the value needed to pass the terror check, will cause an unspeakable terror on the victim who will simply do nothing or it will just crouch on itself, trembling in fear. Only a single creature can be influenced by the fear effect, while others will simply perform a Fear Check. The Spectral Light has no effect on creatures who are immune to any Mind-Affecting Ability or who are immune to Terror, still the Gaunt is able to use it to detect them.

Skills:

Listen +10%, Sneak +28%, Hide +9%

Combat Behaviour:

A Gaunt usually wanders silently without a precise direction, and it can be even harmless if carefully avoided. A Gaunt usually preys creatures with a High Mana value or a High Corruption Score, even if they simply try to ignore any other Creep, undead, construct, slime or elemental, unless provoked. As long as they are not hunting, they do not use their spectral light, simply walking in a generic direction until they hear a noise or they perceive something in the distance, like a powerful spell who is being cast. When they spot a prey they immediately try to illuminate it with their Spectral Light and they they will focus on it, trying to grab it if is standing still and then simply consuming his essence until a hollow husk will remain. They can also grab other medium-sized (or smaller) opponents, and then toss them away or against other creatures nearby. A tossed creature can be launched up to 7,5 m (25 ft) away and it will suffer the same amount of damage by a 4 m (12 ft) fall. A Gaunt never tries to dodge ranged attacks, except for spell with the [Light] descriptor. If focusing their light on a victim, they do not even try to dodge any attack at all, unless severely injured or if attacked by weapons made with Moon Silver or Solar Steel.





# CULTIST

Cultists are often religious fanatics who follow more or less blindly a Cult's precepts. Often moved by sinister purposes, Cultists that can often be found in Dungeons are usually members of an illegal Cult, such as the Cult of Black Moon, Heralds of Entropy or the enigmatic Cult of Lord Smooze.

## Cultist (Competent)

Str	10	HP	11	Attack	ThR	Damage	Critical	Type
Des	11	MP	13	Curved Dagger	+2	1d3	25%	Slashing
Con	11	Movement	9 m (30 ft)					
Cun	10	Initiative	+11					
Wil	12	DR	0					
Wis	10	ThR	+1					
Man	12	Dodge	+1					
		Parry	+1					
		HtH	+5/+5					
		Shock Test	33%					

### Feats:

Resolute

### Skills:

Listen +5%, Search +5%, Knowledge (Common) +5%, Knowledge(Religions) +5%, Persuade +5%, Bluff +5%, Sneak +5%, Hide +5%, Spot +5%

### Equipment:

Cultist Mask, Curved Dagger (Balanced), Holy Symbol, Cultist Vest

## Cultist Combatant (Competent)

Str	13	HP	16	Attack	ThR	Damage	Critical	Type
Des	13	MP	14	Longsword	+5	1d6+2	22%	Variable
Con	13	Movement	9 m (30 ft)					
Cun	12	Initiative	+13					
Wil	14	DR	2					
Wis	11	ThR	+3					
Man	12	Dodge	+4					
		Parry	+4					
		HtH	+7/+6					
		Shock Test	45%					

### Feats:

Armor Proficiency (Light), Mana Sharing, Resolute, Education (Rudimentary), Tough

### Skills:

Listen +6%, Search +6%, Knowledge (Common) +6%, Knowledge(Religions) +7%, Persuade +8%, Bluff +6%, Intimidate +8%, Sneak +8%, Hide +5%, Spot +8%

### Equipment:

Light Hybrid Armor (Hide), Cape, Holy Symbol, Cultist Vest

Cultist Guardian (Advanced)

Str	15	HP	20	Attack	ThR	Damage	Critical	Type
Des	14	MP	25	Greatsword	+9	2d6+5	26%	Slashing
Con	15	Movement	6 m (20 ft)					
Cun	12	Initiative	+14					
Wil	15	DR	5					
Wis	12	ThR	+5					
Man	13	Dodge	+6					
		Parry	+7					
		HtH	+8/+7					
		Shock Test	47%					

Feats:

Arcane Reserve II, Armor Proficiency (Heavy), Balanced Combat (Greatsword), Brothers in Arms, Dauntless, Education (Rudimentary or Standard), Power Strike, Mana Sharing, Resolute, Shared Spell, Tough, One With The Armor II

Skills:

Listen +13%, Authority +10%, Search +6%, Knowledge (Common) +8%, Knowledge(Religions) +10%, Persuade +10%, Bluff +9%, Intimidate +15%, Sneak +9%, Hide +9%, Spot +13%, Sense Motive +18%

Equipment:

Heavy Hybrid Armor united with a Light one, Greatsword (Steel, Balanced)

Cultist Priest (Unicorn - Advanced)

Str	11	HP	13	Attack	ThR	Damage	Critical	Type
Des	12	MP	46	Ceremonial Dagger	+3	1d3+1	25%	Slashing
Con	12	Movement	9 m (30 ft)					
Cun	13	Initiative	+12					
Wil	14	DR	0					
Wis	12	ThR	+3					
Man	16	Dodge	+5					
		Parry	+4					
		HtH	+5/+6/+8					
		Shock Test	37%					

Magic	+7	?	?	?
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Traits:

Horn

Feats:

Arcane Reserve III, Dark Adept, Dauntless, Combat Spellcasting, Magic Affinity, Mana Sharing, Resolute, Routine Spells, Shared Spell, Education (Standard or Academic), Sorcery

Skills:

Listen +10%, Authority +15%, Library Use +15%, Search +9%, Concentration +15%, Knowledge(Arcane) +15%, Knowledge (Common) +12%, Knowledge (Occultism) +15%, Knowledge(Religions) +13%, Persuade +15%, Bluff +15%, Intimidate +15%, Sneak +5%, Hide +5%, Spot +9%

Equipment:

Magic Wand (Simple), Cape, Lesser Arcane Crystal (10 MP), Holy Symbol (Metallic), Cultist's Robes

Spells:

Novice:

Dazzle (1), Floating Light (1), Eagle Eyes (1), Prestidigitation (4)

Competent:

Cauterize (4), Lesser Arcane Bolt (5), Unease (9), Vocal Distortion (4), Decelerate (9), Swiftness (9), Black Hound Call (15), Scorch (4)

Advanced:

Arcane Bolt (14), Arcane Syphoning (10), Frenzy (24), Despicable Hex (21), Darkness (15)

Grand Priest (Unicorn - Expert)

Str	12	HP	17	Attack	ThR	Damage	Critical	Type
Des	13	MP	82	Ceremonial Dagger	+6	1d3+3	27%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	13	Initiative	+15	Magic	+10	?	?	?
Wil	17	DR	3					
Wis	13	ThR	+3					
Man	24	Dodge	+5					
		Parry	+4					
		HtH	+6/+6/+11					
		Shock Test	52%					

Traits:  
Horn

Feats:  
Arcane Duellist, Arcane Mastery, Arcane Reserve V, Armor Proficiency (Light), Armored Spellcaster II, Dark Adept, Magic Affinity II, Mana Sharing, Resolute, Double Wand, Spokesman II, Dauntless, Combat Spellcasting, Dreadful Spellcaster, Shared Spell, Routine Spells, Lasting Spells, Extended Spells, Thematic Spells, Overwhelming Spell II, Infuse Scrolls, Education (Academic), Ethereal Bond, Rapid Reaction II, Improved Shock Test, Tough, Sorcery

Skills:  
Listen +11%, Authority +20%, Search +10%, Concentration +25%, Knowledge(Arcane) +25%, Knowledge (Common) +20%, Knowledge(Religions) +25%, Knowledge(History) +14%, Persuade +20%, Bluff +20%, Intimidate +20%, Sneak +9%, Hide +9%, Spot +15%

Equipment:  
Light Hybrid Armor (Hide, Reinforced), Channelling Wand, Arcane Necklace (+10 MP), Arcane Crystal (15 MP) (x2), Ceremonial Mask, Healing Potion, Holy Symbol in Lunar Silver, Robes

Novice:  
Dazzle (1), Floating Light (1), Eagle Eyes (3), Prestidigitation (1)

Competent:  
Cauterize (3), Lesser Arcane Bolt (4), Unease (8), Vocal Distortion (3), Frenzy (11), Infra-vision (8), Decelerate (8), Swiftiness (8), Dark Hound Call (13), Scorch (3)

Advanced:  
Feline Grace (18), Arcane Bolt (13), Dispel Magic (Variable), Arcane Syphoning (9), Summon Evil Minion (Upgrade I, 13), Despicable Hex (20), Darkness (14), Paralysis (13), Tough Skin (13)

Expert:  
End Of All Hope (38), Hypnosis (23), Hex (28)

Combat Behaviour:  
Not all Cultists are trained for fighting, actually many of them are common folks or people who aren't used to combat. Only the Guardian Cultists are experienced fighters and use their abilities at best, based on what they can do better, while Priests use to boost their subordinates and use Dark Enchants and eventual Afflictions to divide and weaken possible intruders. When Cultists equipped with Daggers or Ceremonial Daggers obtain a Critical Attack, they always give up the extra damage and provoke Bleeding Damage instead.

Note:  
You should consider that the NpCs above are all generic examples and remember that anyone could join a Cult, even ruthless adventurers. To depict this, the Master should also use statistics belonging to other NpCs present in this compendium.

# DARK HOUND

Despite their names, Dark Hounds are four legged creatures who looks more like a horrible rodent with the shape of a hirsute wolf. Dark Hounds are aggressive creatures who became frenzied by the smell of blood, and are usually domesticated or conjured by cruel individuals or by evil sorcerers and witches. When a Dark Hound dies it wills tart to melt into a goo of a black oily substance. It is theorized that Dark Hounds are native of the Nether, but some of them where able to reach the Material World during particular Anomalies in the Arcane Weave or by a Conjuraction Spell gone wrong.

**Category:**

Beast

**Subtype:**

Obscure

Str	13
Dex	14
Con	13
Cun	2
Will	12
Wis	6
Man	10

HP	13
MP	11
Movement	12 m (40 ft)
Init	+14
NDR	3
ThR	+3
Dodge	+5
Parry	-
HtH	+7/+7
Shock Test	38%

Attack	ThR	Damage	Critical	Type
Bite	+4	1d6+2	23%	Slashing

**Feats and Special Abilities:**

Bloody Frenzy, Fierce Charge, Scent, Uneasiness

**Bloody Frenzy:**

When a Dark Hound smells the scent of blood caused by a *Bleeding* Effect, it will obtains a +2 to his ThR for 1d3+3 Round. Roll the duration for all the Dark Hounds within 12 m (40 ft), but as long as this ability is active, any other *Bleeding* Effect will not increase it any further.

**Skills:**

Hide +5%, Jump +10%, Listen +10%, Search +9%, Sneak +10%, Spot +12%

**Combat Behaviour:**

Dark Hounds will always try to start a fight by charging their opponents, to obtain the benefits from the *Fierce Charge* Feat. A Dark Hound will always try to inflict a *Bleeding* Effect when obtaining a Critical Hit if it's not already under the effect of the *Bloody Frenzy*.



# DIAMOND DOG

*Diamond Dogs are similar to gorillas with canine features. Their frontal limbs are much larger and longer than the hind ones, nevertheless they are able to walk on two feet and to grasp things with their claws. Diamond Dogs' eyes are often of a bright colour with narrowed pupils, just like cats'. This is probably caused by an underground life, which granted them a good sight even with poor lighting. Depending on the subspecies, Diamond Dogs may vary in size, although they usually do go beyond one metre ninety.*

*Diamond Dogs usually live in subsoil or in other underground areas, always in search of metals or precious stones.*

## **Category:**

Sentient Creature

## **Behaviour:**

As hinted by their name, Diamond Dogs are particularly obsessed by gathering gemstones, even if they are well-known thanks to their ability as blacksmiths. Diamond Dogs split in three categories, of each of them has an own behaviour: being the smallest, Bassets use to gather in large packs or to stay near the two different subspecies for a greater protection, becoming in exchange messengers, explorers, servants or bookkeepers even if they still remain aggressive creatures. Mastiffs are extremely practical and straightforward creatures. Even if they are not necessary stupid, they have little interest in intellectual affairs apart from military tactics or weapons and armor forging. They also carry out the most dangerous tasks, thanks also to their strength and constitution. Lastly, since Hounds, if needed, are the most gifted debaters they usually take leading positions or dedicate themselves to any field that hasn't been claimed by Bassets and Mastiffs. Diamond Dogs are usually disinterested in affairs of species who live on the surface and they can easily sell their weapons and armours to two opposed factions, even if they are not as greedy as Griffins. Since they are divided in different packs it's difficult to define their separated behaviours, because every herd limit itself to follow loyally their Pack Leader without questioning his orders. Therefore it can happen to bump into packs of Diamond Dogs Marauders, Mercenaries, Miners or even Weapon Merchants and this fact imposes a remarkable prudence when approaching a pack with unclear intentions.

## **Culture:**

Diamond Dogs split in packs that handle their own specific tasks. Every pack include a variable number of individuals and each of them has a determinate part, decided by the Pack Leader. More Packs can reunite under a Grand Pack Leader, who command directly every Pack Leader who has sworn his loyalty to him or that line up with him. The Pack Leaders usually try to submit themselves to strong and dominant figure, but not necessarily stronger, since the Pack Leader has still to be able to lead. Usually in case of a war. Grand Pack Leaders search between their underlings for a more expert and stronger fighter, to elect him the War Chief. Such figure's assignment is to lead the Packs in the battlefield and usually has at his orders many Pack Leaders that prove them worthy. Beyond the military field their culture is extremely restricted or related to extraction of gemstones. Diamond Dogs has little interest in art of magic, especially avoiding and afraid of the last one, since they are not able to cast spell, even if they use rune magic to defend themselves. They use to fight or trade with Night Pegasi, sharing their environment. As a last noteworthy notion Diamond Dogs have a very contradictory relationship with Sabitians. According to the legends Sabitians were the ones to create Diamond Dogs as servants after descending from the stars, being their numbers too scarce and since they were not intent to do manual labours. However with passing of centuries Diamond Dogs grew in number, forcing Sabitians of freeing themselves of them before rebellions started and sent them to form colonies in the northern undergrounds, making so that the entrances collapsed and creating dangerous traps, in order to make it impossible for them to come back

Basset Scout (Competent)

Str	11	HP	8	Attack	ThR	Damage	Critical	Type
Des	14	MP	8	Sling	+6	1d6+2	25%	Piercing
Con	12	Movement	6 m (20 ft)					
Cun	12	Initiative	+14	Mace	+5	1d6+1	22%	Bludgeoning
Wil	11	DR	2					
Wis	9	ThR	+4					
Man	8	Dodge	+5					
		Parry	+4					
		HtH	+5/+7					
		Shock Test	44%					

Traits:  
Darkvision

Feats and Special Abilities:  
Armor Proficiency (Light), Dauntless, Digger, Tough, Scent, Size (Small)

Digger:  
A Diamond Dog doesn't need tools to dig the terrain because its forepaws are naturally usable for that purpose. A diamond dog can dig the terrain moderately fast, but rarely they do it in a hurry because of the risk of wounding their paws.

Skills:  
Listen +5%, Search +5%, Stealth Movement +10%, Hide +12%, Spot +10%, Survival (Variable) +10%

Equipment:  
Hide Cuirass, 1d6+1 GB

Combat Behaviour:  
Bassets always try to avoid melee fighting, preferring to position themselves in heightened spots which possibly offer an adequate cover, from which they can use ranged attacks safely.  
They are used to unleash a bullet barrage towards their enemies, but they will retreat if engaged in melee fight or if they think the enemy is getting too close. They will fight fiercely if unable to escape. Bassets are very good in quick ambushes to the sides or the rear of their enemies, to then retreat quickly right after that, utilizing hit-and-run tactics. If they have the chance, they will always use smoke grenades to disorient the enemy or to cover their escape.



Armored Mastiff (Expert)

Armored Mastiffs are harshly trained in the art of war since childhood. As big as they are tough, they can defeat a multitude of enemies thanks to their heavy weapons and thick armors. Not even bigger creatures are safe, because these soldiers are trained in bringing down the dangerous creatures of the underground.

Str	18	HP	25	Attack	ThR	Damage	Critical	Type
Des	13	MP	10	Two-Handed Fellblade	+11	2d6+7	26%	Slashing
Con	16	Movement	6 m (20 ft)					
Cun	10	Initiative	+15					
Wil	14	DR	6					
Wis	11	ThR	+4					
Man	8	Dodge	+3					
		Parry	+9					
		HtH	+14/+6					
		Shock Test	65%					

Traits:  
Bulky, Dark Vision

Feats and Special Abilities:  
Advanced Training (Warrior), Against All Odds, Armor Proficiency (Heavy), Armor Specialization II, Armored Impact, Broad Slash, Brothers In Arms, Dauntless, Digger, Fighter, Improved Shock Test, Intrepid, Might, Mighty Strike, Once More Unto The Breach, One With The Armor II, Power Strike II, Rapid Reaction II, Resolute, Scent, Spin Attack II, Strong Back, Tough III, Tough Guy, Trained Since Childhood (Combat), Unwavering

Skills:  
Authority +10%, Hide -15%, Intimidate +15%, Listen +8%, Search +5%, Sneak -10%, Swim -20%, Spot +5%, Survival (Variable) +10%

Equipment:  
Fur Cowl (Winter), Heavy Helmet (Steel), Padded Armor (Secondary Armor), Plate Armor (Primary Armor, Steel, Masterwork, +1 DR vs Slashing and Piercing), Two-Handed Fellblade (Steel, Balanced)



Mastiff Mercenary (Advanced)

Str	15	HP	20	Attack	ThR	Damage	Critical	Type
Des	12	MP	8	Mace Heavy	+7	1d6+3	20%	Bludgeoning
Con	15	Movement	7,5 m (25 ft)					
Cun	9	Initiative	+12					
Wil	13	DR	4					
Wis	9	ThR	+3					
Man	7	Dodge	+3					
		Parry	+6					
		HtH	+8/+6					
		Shock Test	53%					

Traits:  
Scent

Feats:  
Armor Proficiency (Medium), Dauntless, Fierce Charge, One With The Armor, Power Strike, Resolute, Tough

Skills:  
Authority +7%, Hide -5%, Intimidate +10%, Listen +8%, Search +5%, Sneak -5%, Spot +5%, Swim -10%, Survival (Variable) +10%

Equipment:  
Chain Shirt, Hide Armor, 2d6+1 GB

Combat Behaviour:  
Mastiffs like melee fighting the most. In that, they can use their strength and size at best. They rarely use throwing or projectile weapons, but if it's the case they use throwing javelins, so they can always be near to the brawl. Armored Mastiffs are trained to fight in formation with others of their own, but if the need arises, they won't hesitate to get into the fray to use their two-handed weapons and the Spin Attack talent to cause immense amounts of damage.

Hound Mercenary (Advanced)

Str	14	HP	19	Attack	ThR	Damage	Critical	Type
Des	12	MP	8	Fellblade	+7	1d6+3	26%	Slashing
Con	14	Movement	7,5 m (25 ft)					
Cun	11	Initiative	+10					
Wil	12	DR	3					
Wis	10	ThR	+2					
Man	7	Dodge	+4					
		Parry	+5(+7)					
		HtH	+8/+7					
		Shock Test	50%					

Javelin	+6	1d6+5	24%	Piercing
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Traits:  
Scent

Feats:  
Dauntless, Resolute, Tough, Armor Proficiency (Medium), One With The Armor

Skills:  
Listen +8%, Authority +8%, Search +5%, Intimidate +10%, Sneak -10%, Hide -10%, Spot +5%, Sense Motive +5%, Survival (Variable) +10%

Equipment:  
Chain Shirt (Primary Armor), Medium Shield (Wood, Reinforced), Padded Armor (Secondary Armor), 2d6+2 GB  
Some of them also carries 3 Javelins.

Combat Behaviour:  
Hounds usually plan their tactics in advance, or anyway are good at using their group's strength and hit their enemies in weak spots. Hounds usually travel in mixed packs, always bringing with them Bassets as Vanguard and Mastiffs as impact force. A mixed pack is a force to be reckoned with.

# DIRE THORN

Created by strange magic or reanimated by spells, Dire Thorns are small plants with arms and legs made of thorny shrubs and twigs. Dire Thorns usually infest ancient ruins or even the under brush of an Arcane Forest, and are quite common in an Everfree Forest. Dire thorns usually attack in large groups, but are also capable to take an advantage of their shape to camouflage inside the nearby vegetation or woods, by rolling up and looking like a small bush. A Dire Thorn does not understand any language but they are able to communicate only by touching the head of other Dire Thorns.

## Category:

Plant

## Dire Thorn

Str	5
Dex	13
Con	-
Cun	4
Will	12
Wis	8
Man	13

RP	3
MP	14
Movement	6 m (20 ft)
Init	+13
Hardiness	4
ThR	+2
Dodge	+4
Parry	-
HtH	+0/+7
Shock Test	-

Attack	ThR	Damage	Critical	Type
Claw	+3	1	30%	Piercing

## Feats and Special Abilities:

Climbing Speed (6 mt), Plant, Resistance to Electricity (2), Size (Small), Thorns, Vicious Jump, Vulnerable to Fire (2), Wall Climb

## Thorns:

As their name suggest, Dire Thor are covered with sharp thorns. Every time they score a Critical Hit against opponents with a Light Armor or a NDR of 2 or less, they deal 1 additional Direct Damage. Those who attack a Dire Thorn with Unarmed Attacks, try to Hold or simply perform a HtH manoeuvre (except for magic) against them, will suffer 1 Direct Piercing Damage with a 40% chance to Bleed for 1 Round. Creatures with a NDR equal or higher than 4, with a MDR or with their hands covered by a Metallic Gauntlet are able to perform any HtH Manoeuvre without any risk. If a Dire Thorn is *Devoured*, the devouring creature will also suffer 1d6+4 Direct Damage for 1d3 Round. A creature who performs a Stomp on a Dire Thorn will suffer 1d3+3 Direct Piercing Damage and must immediately pass a Shock Test (Pain) or be Stunned for 1 Round and Disoriented for 1d3 additional round, caused by the pain. If failing the test with a result of 90+, the creature will suffer a great pain and it will be stunned for 1 minute instead. Stomping a Dire Thorn will cause a Wound to the feet/paw/h hoof (see the Core Rulebook).

A Dire Thorn increase his Hide Skill modifier to +15% or even +20% if hiding in an adequate environment.

## Vicious Jump:

A Dire Thorn is able to jump directly on his opponent, by spending 1 Action, against a creature within 1,5 m (5 ft) by passing a Jump Check. If the opponents is aware of the incoming attack it's able to Dodge or Block it with a Medium Shield (or Larger), and the Jump is considered to be an Attack with a AV of 14. It's also possible to try to hit the Dire Thorn in mid-air, by passing a Counter Initiative Check and suffering a -2 to the ThR. If a Dire Thorn successfully lands on an opponent, it is considered to be in Hand to Hand combat and it will automatically deal 1 Direct Piercing Damage for every round that successfully beat the opponent with a HtH Counter Check with a result of 5 points higher or more (the Dire Thorn always use his (Dexterity) modifier).

Up to 3 Thorns are able to jump on a medium-sized creature, obtaining a +1 to their HtH roll for any additional thorn after the first.

Against Large creature, up to 6 Thorns are able to jump on them while against even larger creatures is up to the GM to Decide, but they can only obtain a maximum of +8 to their HtH Checks. A medium-sized creature with at least one Dire Thorn on, will suffer a -1 to Attack and Parry and a -2 to Dodge.

## Skills:

Climb +10%, Hide +10%, Jump +10%, Listen +4%, Sneak +10%, Spot +5%

## Combat Behaviour:

Dire Thorns always try to swarm against their opponents, usually trying to also jump on them.

They are also capable to set ambushes to their opponents to higher the chance to jump on them successfully.

Even if they are immune to Fear, Terror and Morale Checks, they are always afraid of Fire, and will try to stay away from any source of fire.

Using a lightened torch has a 50% chance to scare a Dire Thorn.

# Evil Minion

Evil minions are small and cruel creatures who naturally gather in large groups in those places or environments with a high corruption. Some of them usually became servants of those sentient creatures who can be defined “Evil” or simply by those who use the Dark Magic thoughtless. Unless there is a charismatic leader around, they usually fight each other until one of them is able to beat his adversaries down, who will soon became a Tyrant. Evil Minions can be vaguely related to Kobolds, even if they do not have a defined shape, so it's possible that two evil minions will look completely different if compared. Evil Minions only obey to those who are stronger or powerful mages, but even so, Evil Minions will often try to usurp their leaders or simply try to rebel to him just to see if it is strong enough to rule them. As soon as an evil minion will understand that the one who rule is weak, they will try to assassinate him / betray him for someone else or just leave him be. In a similar way, if the evil minions will witness the defeat of their master by another powerful (and evil) creature, they will immediately leave the defeated one to join their new master, even if those who where more affectionate (somehow) to the old one, will try to rescue or even avenge him, even if usually they will be immediately attacked by the others who ave just betrayed the old master.

**Category:**

Oniric Creature

**Subtype:**

Obscure

**Minion Jailer (Competent)**

Str	12
Dex	13
Con	8
Cun	8
Will	11
Wis	8
Man	12

HP	4
MP	12
Movement	6 m (20 ft)
Init	+13
DR	2
ThR	+2
Dodge	+4
Parry	+3
HtH	+2/+6
Shock Test	31%

Attack	ThR	Damage	Critical	Type
Spear	+3	1d6+2	22%	Piercing

**Feats and Special Abilities:**

Armor Proficiency (Light), Opportunist, Size (Small)

**Skills:**

Hide +3%, Listen +5%, Search +5%, Sneak +1%, Spot +5%

**Equipment:**

Leather Armor, Spear, 1d3+1 CB. If guarding a Jail, one of them always have a Key Ring.

**Combat Behaviour:**

Jailer Minions will simply swarm around their victims, even if they will not hesitate to deceive or lure them in dangerous places or even to an ambush. They always try to use their Opportunist Feat as soon as possible, especially against vulnerable targets. Even so, they will always try to flee from combat if the situation is getting worst and regroup somewhere else or trying to alert others and then return in numbers or just to set up an ambush.

Minion Combatant (Competent)

Str	12	HP	8	Attack	ThR	Damage	Critical	Type
Dex	13	MP	14	Melee Weapon	+4	1d6+2	22%	Variable
Con	11	Movement	6 m (20 ft)					
Cun	8	Init	+12	Javelin	+5	1d6+3	24%	Piercing
Will	12	DR	3					
Wis	8	ThR	+3					
Man	13	Dodge	+4					
		Parry	+3					
		HtH	+3/+6					
		Shock Test	40%					

Feats and Special Abilities:

Armor Proficiency (Light), Brothers in Arms, Dash, Fierce Charge, Opportunist, Size (Small), Tough

Skills:

Hide +6%, Listen +7%, Search +7%, Sneak +2%, Spot +7%

Equipment:

Gambeson (Primary Armor), Leather Armor (Secondary Armor), Melee Weapon, 1d3+4 CB.  
Some of them could also have a couple of Javelins.

Minion Soldier (Advanced)

Str	13	HP	13	Attack	ThR	Damage	Critical	Type
Dex	13	MP	19	Half Spear	+8	1d6+3	25%	Piercing
Con	13	Movement	6 m (20 ft)					
Cun	8	Init	+15	Javelin	+7	1d6+4	26%	Piercing
Will	12	DR	4					
Wis	8	ThR	+5	Berdiche / Pike	+8	1d10+3	25%	Piercing
Man	13	Dodge	+6					
		Parry	+6(+8)					
		HtH	+3/+6					
		Shock Test	48%					

Feats and Special Abilities:

Arcane Reserve, Armor Proficiency (Medium), Battlecry, Brothers in Arms, Combat Synergy, Dauntless, Fierce Charge, Formation Combat, Furious Charge, One With the Armor, Rapid Reaction, Resolute, Shield Brother, Size (Small), Strong Back, Target Focus, Tough II

Skills:

Climb +2%, Hide +6%, Intimidate +7%, Jump +3%, Knowledge (Military) +6%, Listen +9%, Search +9%, Sneak +0%, Spot +9%

Equipment:

Half Spear, Heavy Helmet (Iron), Medium Hybrid Armor (+1 vs Slashing) united to a Light Hybrid Armor, Small Shield (Iron), 1d6+4 CB.  
Some of them could also have a couple of Javelins.  
Some of them are armed with a Pike who will use to perform Attacks of Opportunity, but will not have a Shield, or a Berdiche.  
In a group of at least 8 Soldiers there will be always one armed with a Gladius and an Intimidating Standard.

Combat Behaviour:

Combatant Minions are used to be more or less organized, or at least to follow a certain basilar attack pattern, where those armed with shield will fight nearby each other while those with a Javelin will try to use it against isolated enemies or against those who are close enough. Soldiers are those who have increased their fighting skill or have received a military training so are used to fight within a formation and to create a Shield Wall, while those armed with a Pike will be behind them, being able to attack thanks to the extended Reach (since they are small, they will obtain a Reach of 3 m / 10 ft). Even if Combatant usually don't really care if they hit their allies by mistake with ranged weapons, soldiers are more trained and they'll always try to avoid that or they will always find a higher spot to have a clear Ranged Line. If not holding a position, Minion Soldiers will always perform a *Battlecry* before Charging the next round.

Armored Minion (Expert)

Str	16	HP	18	Attack	ThR	Damage	Critical	Type
Dex	12	MP	21	Berdiche	+9/+5	1d10+5	27%	Slashing
Con	14	Movement	4,5 m (15 ft)					
Cun	6	Init	+14					
Will	15	DR	6					
Wis	7	ThR	+5					
Man	14	Dodge	+5					
		Parry	+8					
		HtH	+10/+6					
		Shock Test	65%					

Feats and Special Abilities:

Advanced Training (Warrior), Arcane Reserve, Armor Proficiency (Heavy), Armor Specialization II, Battlecry, Brothers in Arms, Combat Synergy, Dauntless, Extra Attack, Fierce Charge, Fighter, Formation Combat, Furious Charge, Improved Shock Test II, Mutagenic Constitution, One With the Armor II, Power Strike, Rapid Reaction II, Resolute, Size (Small), Strong Back, Tough II, Unwavering

Mutagenic Constitution:

This Minion has been enhanced by a mysterious mutagenic mixture who grants him a increased strength and endurance. The Minion does not halves his Constitution Value when calculating his HP, Shock Test and even HtH (Strength Value). The Minion count as a Medium-Sized creature when is being charged or versus Feats and Abilities who are based on the creature's size. The Minion can is not slowed by the Armor he is wearing if performing a Charge.

Skills:

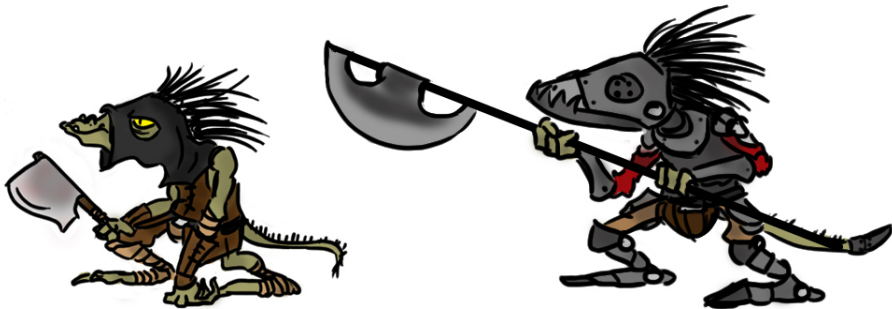
Climb +2%, Hide -15%, Intimidate +13%, Jump -10%, Listen +7%, Search +7%, Sneak -15%, Spot +5%, Sense Motive +10%

Equipment:

Berdiche (Steel), Heavy Helmet (Steel), Heavy Hybrid Armor (Reinforced, +1 vs Slashing Damage) united to a Light Hybrid Armor, 1d6+4 CB.

Combat Behaviour:

Despite being small creatures, Armored Minions can be extremely dangerous if not fought carefully. Thanks to their Mutagenic Constitution and the Strong Back Feat they are able to perform a Charge with a 6 m (20 ft) movement, so they will try to Charge as soon as possible their opponents, obtaining also the benefits from *Furious* and *Fierce Charge*. They also try to use the Battlecry and Combat Synergy to reduce the penalties obtained by using *Power Strike*.



Evil Minion and Minion Soldier with a Berdiche



# GIANT SPIDERS

It is common that ancient places, filled with old magic or even Arcane Forest and Everfree Forest will also spawn all sort of strange creatures or even enlarge the size of small critters and parasites. Giant Spiders are a typical example of such events and will prey upon every living creature they find, but usually tales of spiders larger than a dog are often classified as the Unprobable tale of a drunken man who had too much cider, or simple folklore by the common people. Free-Runner and Dweller Night Pegasi will never doubt about their existence, since they are quite used to hunt them and tell that they have a "poor flavour".

## Category

Insect

## Special Ability:

### Webs:

Giant Spiders usually cover most of the environment where they live with webs. A creature who moves through an area covered with webs will spend twice his movement value. For example a movement of 1,5 m (5 ft) will count as 3 m (10 ft) instead.

All spiders are able to move freely through any zone covered with webs.

Sometimes they will even create a sort of wall of webs who will prevent any further movement. Those structures have a Hardiness of 5, who is increased at 8 against Piercing and Bludgeoning damage. Webs are quite flammable, so it's usually a quick solution to set them on fire, but even so it's not wise to set webs on fire if the entire environment is covered by them.

## Crawling Spider

Str	4
Dex	12
Con	4
Cun	2
Will	8
Wis	4
Man	11

HP	2
MP	11
Movement	6 m (20 ft)
Init	+12
NDR	1
ThR	+2
Dodge	+5
Parry	-
HtH	+0/+6
Shock Test	20%

Attack	ThR	Damage	Critical	Type
Bite	+3	1d3	24%	Piercing

## Feats and Special Abilities:

Chitin Carapace (Piercing), Climbing Speed (6 mt), Size (Small), Spider Legs, Venomous Bite, Wall Climb, Webs

## Skills:

Hide +8%, Jump +10%, Listen +5%, Sneak +8%, Spot +8%

## Blade Spider

Bigger and even more aggressive than the Crawling Spiders, the Blade Spiders obtain their names from the sharpen shape of their forelegs, who uses to quickly slice down their victims.

Str	14
Dex	14
Con	15
Cun	3
Will	14
Wis	4
Man	15

HP	19
MP	11
Movement	9 m (30 ft)
Init	+16
DR	4
ThR	+3
Dodge	+6
Parry	-
HtH	+9/+8
Shock Test	53%

Attack	ThR	Damage	Critical	Type
Bite	+5	1d3+3	24%	Piercing

Blade-Leg	+7/+3	1d6+3	27%	Slashing
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Blade-Legs	+6/+2/+6	1d6+3	27%	Slashing
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## Feats and Special Abilities:

Chitin Carapace (Slashing), Climbing Speed (4,5 mt), Extra Attack, Fighter II, Rapid Reaction II, Spider Legs, Tough II, Webs

## Skills:

Hide +10%, Jump +15%, Listen +11%, Sneak +13%, Spot +13%

## Combat Behaviour:

Blade Spiders will simply rush their enemies and focus on a single target, trying to cut him down with multiple attacks.

A Blade Spider is considered to have the *Ambidexterity* Feats, so it can perform 3 attacks like if it's fighting with two weapons with the *Light* Special Rule, suffering only a -1 to his ThR, even if his Blade Leg aren't *Light* weapons.

Brood Mother

Larger than their offspring, Brood Mothers are able to lay a large amount of eggs if properly fed and protected (although they don't really need protection). A Brood Mother is extremely territorial, so there can be only a single Brood Mother within many kilometres (miles) so in a single nation there is at least one or two, while their brood spreads quickly if left unchecked. They usually live in a remote location, usually into the depths of the earth or inside those ancient and abandoned ruins.

Even if a Brood Mother is slain, one of his brooding will be able to transform into a new one, if manages to eat enough animals to sustain this process.

Str	19
Dex	12
Con	24
Cun	4
Will	16
Wis	8
Man	16

HP	42
MP	24
Movement	6 m (20 ft)
Init	+12
NDR	6
ThR	+5
Dodge	+5
Parry	-
HtH	+20/+7
Shock Test	70%

Attack	ThR	Damage	Critical	Type
Bite	+8	1d6+5	30%	Piercing
Claw	+9	1d6+5	25%	Piercing

Feats and Special Abilities:

Arcane Reserve, Chitin Carapace (Bludgeoning, Piercing, Slashing), Climbing Speed (3 mt), Corrosive Bite, Extended Reach (3 m / 10 ft), Fear, Fighter II, Monstrous Constitution, Scent, Size (Huge), Spider Legs, Tough III, Webs

Corrosive Bite:

The bite of a Brood Mother always deals 1 additional Acid Direct Damage and subtracts 3 additional Resistance Points against wooden items, objects and creatures.

Skills:

Listen +10%, Sneak +5%, Hide +9%, Spot +15%, Jump +8%

Combat Behaviour:

Usually Brood Mothers are always surrounded by a large number of Crawling Spiders and some Blade Spiders, but even so, they are initially quite aggressive against any intruder, especially if they have already killed many of their brood. A Brood Mother is still more intelligent than his spawns, and it can follow simple tactics even if they are driven by anger and ignore any common sense.

# GRIFFIN MERCENARIES

Given their love for gold, Griffins often become mercenaries trying to get rich, even if sometimes they do it just for the taste of combat, given their warlike spirit. Not like Diamond Dogs, who are faithful to their employers, Griffins don't think twice about changing sides if the price is right. In some cases they can settle like guards or soldiers, generally in service of rich nobles or merchants that can afford their services.

## Griffin Combatant (Competent)

Str	13
Des	12
Con	13
Cun	11
Wil	11
Wis	9
Man	8

HP	16
MP	8
Movement	9 m (30 ft)
Initiative	+12
DR	2
ThR	+3
Dodge	+3
Parry	+3 (+5)
HtH	+7/+6
Shock Test	37%

Attack	ThR	Damage	Critical	Type
Melee Weapon	+4	1d6+2	21%	Variable

### Traits:

Wings, Claws, Passion for Gold, Bring it On!

### Feats:

Armor Proficiency (Light), Dauntless, Education (Illiterate or Rudimentary), Shield Proficiency

### Skills:

Listen +5%, Search +5%, Knowledge (Common) +5%, Knowledge (Military) +5%, Bargain 5%, Persuade 5%, Intimidate +5%, Sneak +1%, Hide +1%, Swim -9%, Spot +5%, Sense Motive +5%, First Aid +5%, Jump +1%, Climb +1%, Survival (Variable) +5%

### Equipment:

Traveller's Garments, Light Hybrid Armor (Hide), Blanket, Bedroll, Flask Containing 2 lt. of water, Travelling Rations, Small Shield (Wood), Longsword (or any Melee Weapon), Backpack, 2d6+3 CB

## Griffin Mercenary (Advanced)

Str	14
Des	13
Con	14
Cun	11
Wil	13
Wis	9
Man	8

HP	19
MP	9
Movement	7,5 m (25 ft)
Initiative	+14
DR	4
ThR	+4
Dodge	+4
Parry	+6 (+9)
HtH	+8/+6
Shock Test	45%

Attack	ThR	Damage	Critical	Type
Berdiche	+8	1d10+4	25%	Slashing

Longsword	+8	1d6+4	25%	Slashing
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### Traits:

Claws, Bring it On!, Passion for Gold, Wings

### Feats:

Power Strike, Formation Combat, Brothers in Arms, Shield Proficiency, Armor Proficiency (Medium), Resolute, Shield Brother, Dauntless, Education (Rudimentary), Rapid Reaction, Tough, One With The Armor

### Skills:

Listen +6%, Search +6%, Knowledge (Common) +7%, Knowledge (Military) +8%, Bargain 5%, Persuade 5%, Intimidate +9%, Sneak +5%, Spot +10%, Sense Motive +5%, First Aid +5%, Jump +5%, Climb +5%, Survival (Variable) +8%

### Equipment:

Traveller's Outfit, Leather Armor, Medium Helm, Chain Shirt, Banners or Insignias of Affiliation.  
They are equipped with a Berdiche or with a Longsword and a Medium Shield (Wood, Reinforced).

Griffin Shredderer (Expert)

This kind of Griffins are raised since early age to be brutal Gladiators. They are trained in their ability of clawing the opponent with their claws, and perfecting it with the aid of particular gloves called Reinforced Claws.

Str	14	HP	22	Attack	ThR	Damage	Critical	Type
Des	15	MP	11	Reinforced Claws	+10/+10/+6	1d3+7	31%	Slashing
Con	15	Movement	9 m (30 ft)					
Cun	12	Initiative	+17	Reinforced Claw	+11	1d3+7	31%	Slashing
Wil	15	DR	3					
Wis	8	ThR	+5					
Man	9	Dodge	+10					
		Parry	+9 (+10)					
		HtH	+11/+7					
		Shock Test	64%					

Traits:  
Bring it On!, Claws, Leonine Appearance, Lionheart

Feats:  
Ambidexterity, Athletic, Battlecry, Counter Charge, Dauntless, Defend with Two Weapons, Extra Attack, Fierce Charge, Furious Charge, Unwavering, Pounce (Improved), Knock Down II, Unarmed Combat, Brothers in Arms, Armor Proficiency (Medium), Reinforced Claws Proficiency, Resolute, Resolute, Fighter III, Tough Skin, Rapid Reaction II, Improved Shock Test II, Tough II, Overbalance, Dash, Overpower (Reinforced Claws)

Skills:  
Climb +18%, Hide +13%, Intimidate +20%, Jump +25%, Listen +17%, Search +11%, Sense Motive +9%, Sneak +17%, Spot +18%

Equipment:  
Gladiator Armor (Minimal Light Armor, -2%), Pair of Reinforced Claws (Steel, Sharpened, Masterwork), Heavy Helmet (Steel), Simple Clothes, 2d3+3 CB. Reinforced Claws also cover his arms.

Griffin Venture Captain (Expert)

Str	14	HP	21	Attack	ThR	Damage	Critical	Type
Des	14	MP	10	Bastard Sword	+12/+8	1d6+7	30%	Slashing
Con	14	Movement	7,5 m (25 ft)					
Cun	13	Initiative	+16	Bastard Sword	+12	1d10+6	30%	Slashing
Wil	13	DR	6					
Wis	11	ThR	+6					
Man	9	Dodge	+7					
		Parry	+9 (+10)					
		HtH	+8/+7					
		Shock Test	51%					

Traits:  
Bring it On!, Claws, Lionheart, Passion for Gold, Wings

Feats:  
Advanced Training (Warrior), Armor Proficiency (Heavy), Armor Specialization II, Brothers in Arms, Command, Riposte Attack, Education (Standard), Extra Attack, Half-Swording II, Knock Down II, Murderstroke, Power Strike, Formation Combat, Shield Proficiency, Silent Communication (Military), Resolute, Shield Brother, Spokesman II, Dauntless, Resolute, Rapid Reaction II, Strong Back, Stable Flight, Tough II, One With The Armor II

Skills:  
Authority +20%, Listen +10%, Search +15%, Knowledge (Common) +15%, Knowledge (Military) +20%, Bargain +20%, Persuade +20%,Diplomacy +18%, Intimidate +20%, Perform (Speech) +16%, Sneak +5%, Hide +5%, Spot +19%, Sense Motive +18%, First Aid +8%, Jump +5%, Climb +6%, Survival (Variable) +11%

Equipment:  
Splint Mail (Steel, Masterwork, -9%), Shoulder bag, Gambeson (Masterwork), Bastard Sword (Steel, Sharpened, Balanced), Military Vest (Venture Captain), Banners or Insignias of Affiliation, 3d6+10 GB  
Some are equipped with a Medium Shield (Steel, Reinforced)

Sphinx (Advanced - Elite)

Those who amongst the Griffins can master the arcane arts are called Sphinxes. Generally females, these hieratic-looking creatures have often without wings.

Str	10	HP	15	Attack	ThR	Damage	Critical	Type
Des	13	MP	54 (59)	Claw	+3	1d3+1	20%	Slashing
Con	12	Movement	9 m (30 ft)					
Cun	13	Initiative	+16	Spell	+7	-	-	-
Wil	15	DR	3					
Wis	13	ThR	+2					
Man	19	Dodge	+4					
		Parry	+3					
		HtH	+5/+6/+8					
		Shock Test	42%					

**Traits:**  
Bring it On!, Claws, Leonine Appearance, Sphinx

**Feats and Special Abilities:**  
Arcane Aim III, Arcane Reserve IV, Armor Proficiency (Light), Armored Spellcaster II, Combat Spellcasting, Magic Affinity, Resolute, Iron Will, Routine Spells, Shared Spell, Ethereal Bond, Tough, Sorcery, Tricks of the Trade (Mana), Use Magic Wands, Focused Will

**Skills:**  
Listen +12%, Authority +11%, Search +10%, Concentration +15%, Knowledge (Arcane) +13%, Knowledge (Common) +12%, Bargain +8%, Persuade +15%, Bluff +10%, Intimidate +14%, Perform (Stories) +11%, Spot +13%, Sense Motive +15%

**Equipment:**  
Light Hybrid Armor (Reinforced), Sorceress Staff (+5 MP), Lesser Arcane Crystal (10 MP, x2)

**Spells:**  
  
**Novice:**  
Dazzle (1), Detect the Arcane (1), Eagle Eyes (Upgrade I, 1), Hop (3)

**Competent:**  
Cauterize (4), Lesser Arcane Bolt (5), Haze (9), Lesser Enchant (9), Lullaby (8), Glittering Dust (8), Swiftess (9), Scorch (4), Arcane Shield (Upgrade I, 9)

**Advanced:**  
Feline Grace (19), Arcane Bolt (14), Dispel Magic (Variable +5), Arcane Syphoning (12), Blaze (14), Frenzy (24), Despicable Hex (24)

**Combat Behaviour:**  
Mercenary Griffins get a combat training since childhood and learn since then to fight in mixed formations made of shields in the front and Polearms in the rear. Each Venture Captain anyway uses a personal strategy he believes is more suited to his style, so mercenary groups often have different styles compared to each others. Born as mere gladiators, Griffin Slaughterers are not always used in war, but instead in skirmishes with little groups, where they can use their agility to overcome enemies equipped with Light Armors. Sphinxes usually buff their allies and prefer avoiding direct combat, unless they are forced.

# GUARDIGOR

Guardigors looks like crocodiles with arms and legs who allows them to stay in a erect posture, and use items and weapons as other sentient creatures. Strong and resistant, they are commonly considered as the perfect guardians, since they are used to obey any order without any doubt or question, making them extremely loyal. Even so, they are unable to feel emotions or are not interested into the moral dilemma, so they are usually used by those with a doubtful morality and are not accepted in the equestrian society.

Guardigors will perform any order given again and again, even if their master dies, since they do not have a real conception of death or common sense. If a new master will come and reclaim them, they will simply accept that and follow the new orders, but they only follow those who demonstrate enough power, or the one who is indicated as “Master” when they hatch.

Guardigors are asexual, but each one of them generates a single egg when they reach maturity, while those more elder will even generate two. The egg remains in a sort of stasis until the bearer dies, and at that point the egg will start to mature until it will hatch.

It is common for Guardigors that after a fight where some of them has fallen, the eggs are gathered and taken in a specific place, where they can incubate and then hatch.

Guardigors were mostly common within the Sabitians many centuries ago, until for some reason, they were replaced by Nagas.

Some scholars are theorizing that the Guardigors found in the equestrian reigns were left by Sabitians during their journey, but also as a present for certain figures, and some were also given to King Guto, King Razormane but also to Nightmare Moon.

**First Appearance:**  
Rescue at Midnight Castle

**Category:**  
Sentient Creature

**Subtype:**  
Reptile

## Guardigor Jailer (Competent)

Str	13	HP	13	Attack	ThR	Damage	Critical	Type
Dex	11	MP	13	Mace	+3	1d6+2	22%	Bludgeoning
Con	12	Movement	7,5 m (25 ft)					
Cun	6	Init	+10					
Will	12	NDR	2					
Wis	10	ThR	+2					
Man	12	Dodge	+3					
		Parry	+3					
		HtH	+7/+5					
		Shock Test	38%					

**Feats and Special Abilities:**  
Cold Blooded, Hold Breath, Resolute, Scale Skin (+1/Piercing), Slow and Purposeful, Tough Skin II

**Skills:**  
Listen +5%, Search +5%, Swim +10%, Spot +8%, Sense Motive +5%

**Equipment:**  
Minimal Light Armor (Leather), Mace (Iron). One of them usually also have a Key Ring.

Guardigor Combatant (Competent)

Str	14	HP	14	Attack	ThR	Damage	Critical	Type
Dex	12	MP	13	Mace	+4	1d6+3	22%	Bludgeoning
Con	13	Movement	7,5 m (25 ft)					
Cun	6	Init	+11					
Will	12	DR	3					
Wis	10	ThR	+3					
Man	12	Dodge	+3					
		Parry	+4					
		HtH	+8/+6					
		Shock Test	45%					

Feats and Special Abilities:

Cold Blooded, Hold Breath, Mighty Blow, Resolute, Scale Skin (+1/Piercing), Slow and Purposeful, Tough Skin II

Skills:

Listen +5%, Search +5%, Spot +5%, Sneak -2%, Swim +7%, Sense Motive +5%

Equipment:

Leather Vest, Mace (Iron)

Oplitian Guardigor (Advanced)

Str	14	HP	19	Attack	ThR	Damage	Critical	Type
Dex	13	MP	13	Half Spear	+7	1d6+3	25%	Piercing
Con	14	Movement	7,5 m (25 ft)					
Cun	6	Init	+14	Spear	+7	1d10+3	23%	Piercing
Will	13	DR	4					
Wis	11	ThR	+4	Javelin	+8	1d6+4	24%	Piercing
Man	12	Dodge	+4					
		Parry	+6					
		HtH	+8/+6					
		Shock Test	45%					

Feats and Special Abilities:

Armor Proficiency (Light), Cold Blooded, Counter Charge, Dash, Dauntless, Fierce Charge, Mighty Blow, Brothers in Arms, Formation Combat, Shield Brother, Slow and Purposeful, Resolute, Powerful Throw, Scale Skin (+2/Piercing), Rapid Reaction, Tough, Tough Skin II, Hold Breath

Skills:

Listen +7%, Search +7%, Intimidate +8%, Sneak -6%, Swim +4%, Spot +8%, Sense Motive +8%

Equipment:

Hybrid Light Armor (Bronze, +1 DR vs Slashing), Medium Helmet (Bronze), Half Spear, Medium Shield (Bronze)  
Some Oplitians have also 3 Javelins.



Guardigor Retiarius (Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Dex	15	MP	13	Mace	+6	1d6+3	25%	Piercing
Con	13	Movement	7,5 m (25 ft)	Combat Net	+7	-	-	-
Cun	6	Init	+16	Javelin	+8	1d6+4	24%	Piercing
Will	13	DR	3					
Wis	11	ThR	+4					
Man	12	Dodge	+4					
		Parry	+6					
		HtH	+7/+9					
		Shock Test	44%					

Feats and Special Abilities:

Ambidexterity, Armor Proficiency (Light), Brothers in Arms, Cold Blooded, Dauntless, Fighter, Formation Combat, Hold Breath, Power Strike, Powerful Throw, Precise Throw, Rapid Reaction, Resolute, Retiarius, Scale Skin (+2/Piercing), Slow and Purposeful, Sneak Attack, Stealthy, Tough, Tough Skin II

Skills:

Listen +14%, Search +9%, Intimidate +8%, Sneak +12%, Hide +12%, Swim +10%, Spot +13%, Sense Motive +8%, Climb +10%

Equipment:

Combat Net, Javelin (Hunting, x2), Light Hybrid Armor (Leather, +1 DR vs Slashing), Medium Helmet (Bronze), Mace (Iron)

Guardigor Keeper (Expert)

Str	16	HP	25	Attack	ThR	Damage	Critical	Type
Dex	13	MP	20	Berdiche	+10/+6	1d10+5	25%	Slashing
Con	16	Movement	7,5 m (25 ft)	Great Sword	+10	2d6+5	25%	Slashing
Cun	6	Init	+15					
Will	14	DR	6					
Wis	11	ThR	+5					
Man	13	Dodge	+5					
		Parry	+10					
		HtH	+11/+6					
		Shock Test	61%					

Feats and Special Abilities:

Advanced Training (Warrior), Balanced Combat, Broad Slash, Brothers in Arms, Cold Blooded, Dauntless, Extra Attack, Fighter II, Hold Breath, Improved Shock Test, Intrepid, Mighty Blow, Rapid Reaction II, Resolute, Scale Skin (+3/Piercing), Slow and Purposeful, Tough II

Skills:

Authority +10%, Intimidate +13%, Listen +8%, Search +7%, Sense Motive +10%, Sneak -6%, Spot +8%, Swim -5%

Equipment:

Hybrid Medium Armor (Bronze, Mastercrafted, +1 DR vs Slashing and Bludgeoning), Berdiche (Iron, Balanced) or Two-Handed Sword (Iron, Balanced).

Combat Behaviour:

All Guardigor usually receives a basic Military Training by the elder Guardigors who have received by other Guardigors when they were younger. Jailers and Combatants usually follow simple tactics, while Oplitians are trained to move and fight within a formation. A Retiarius Guardigor usually fights by side of other Guardigors but his objective is to hinder his opponents using his combat net and Hunting Javelin. Keepers are the most stronger and trained Guardigors, who are capable to deal with dangerous foes without hesitate.

# GUARDS AND GUARDIANS

## City Guard (Competent)

Str	13
Des	12
Con	13
Cun	10
Wil	12
Wis	10
Man	10

HP	16
MP	11
Movement	9 m (30 ft)
Initiative	+12
DR	2
ThR	+3
Dodge	+4
Parry	+4
HtH	+7/+6
Shock Test	43%

Attack	ThR	Damage	Critical	Type
Longsword	+5	1d6+2	23%	Slashing

Half-Spear	+5	1d6+1	20%	Piercing
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Halberd	+5	1d10+2	24%	Slashing
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### Feats:

Armor Proficiency (Light), Resolute, Education (Rudimentary or Standard), Tough

### Skills:

Listen +8%, Authority +9%, Search +7%, Knowledge (Common) +6%, Persuade +8%, Intimidate +7%, Sneak +3%, Spot +9%, Sense Motive +7%, Jump +1%

### Equipment:

Padded or Hide Armor, Simple Clothes or Vest with City Heraldry, Pouch, 2d3+1 CB

Choice between Longsword (or any other one-handed weapon), Half-Spear or Halberd

## House Guard / Royal Guard (Advanced)

Str	14
Des	13
Con	14
Cun	10
Wil	13
Wis	11
Man	10

HP	19
MP	11
Movement	7,5 m (25 ft)
Initiative	+12
DR	4
ThR	+4
Dodge	+4
Parry	+6
HtH	+8/+6
Shock Test	46%

Attack	ThR	Damage	Critical	Type
Longsword	+8	1d6+5	26%	Slashing

Half-Spear	+8	1d6+5	27%	Piercing
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Halberd	+8	1d10+5	28%	Slashing
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### Feats:

Power Strike, Formation Combat, Brothers in Arms, Armor Proficiency (Medium), Resolute, Shield Brother, Education (Rudimentary or Standard), Tough, One With The Armor

### Skills:

Listen +10%, Authority +8%, Search +9%, Knowledge (Common) +9%, Persuade +10%, Intimidate +7%, Sneak +3%, Spot +10%, Sense Motive +10%

### Equipment:

Leather Armor (Reinforced), Military Vest with House Heraldry, Longsword (Steel, Balanced), 2d6+2 GB.

Choice between a Longsword (or any other one-handed weapon), Half-Spear or Halberd. Weapons are always Balanced and Steel. If armed with Sword or Half-Spear, they also possess a Medium Shield (Wood, Reinforced).

Captains can sometimes wear better armors.

Royal Guardian (Expert Elite)

To become a Royal Guardian takes years of training and to prove ourselves on the battlefield in more than one occasion. These formidable warriors become Royal Guardians, with the duty of protecting the Reign Regents or even Princess Celestia herself, even if often the selection for this honour can take a long time and often is the Solar Princess to evaluate her guards personally.

Str	15	HP	24	Attack	ThR	Damage	Critical	Type
Des	14	MP	20	Longsword	+12/+8	1d6+6	30%	Slashing
Con	15	Movement	7,5 m (25 ft)	Half Spear	+12/+8	1d6+6	24%	Piercing
Cun	11	Initiative	+16	Halberd	+12/+8	1d10+6	31%	Slashing
Wil	15	DR	6					
Wis	12	ThR	+6					
Man	13	Dodge	+4					
		Parry	+11(14)					
		HtH	+8/+7					
		Shock Test	60%					

Feats:

Advanced Training (Warrior) II, Armor Specialization II, Armor Proficiency (Heavy), Brothers in Arms, Combat Synergy, Dauntless, Defensive Strategy, Devoted to the Cause, Education (Rudimentary or Standard), Extra Attack, Fidelity, Firm Legs, Formation Combat, Half-Swording II, Improved Shock Test, Intrepid, Iron Will, Murderstroke, Once More Unto The Breach, One With The Armor II, Resolute, Shield Brother, Shield Wall, Since Childhood (Combat), Strong Back, Tough II, Unwavering

Skills:

Authority +12%, Listen +14%, Search +9%, Concentration +15%, Knowledge (Common) +9%, Knowledge (Military) +9%, Persuade +10%, Intimidate +12%, Sneak +0%, Spot +10%, Sense Motive +14%

Equipment:

Padded Armor, White Sun Armor (Steel, Masterwork - Slashing and Piercing), Metal Helmet, Symbol Of Princess Celestia, Military Vest with Royal Heraldries. Choice between a Longsword (or any other one-handed weapon), Half-Spear or Halberd. Weapons are always Masterwork and made of Steel. Guards with Swords or Half-Spears can also have a Medium Shield (Steel, Reinforced).

Combat Behaviour:

City Guards are not always expert fighters, because some of them choose that job only for the pay, so they don't use particular talents except for their number. House Guards and Royal Guards are instead trained in fighting because their duty is to protect rich families or individuals, even if they will limit themselves to protect only their employers, to which are often faithful. Of an all other level are the Royal Guardians: chosen between the most promising Canterlottian warriors, Royal Guardians are formed by small units where each individual creates an unbreakable bond with its battle-brothers, and they will fight fiercely and with dedication until their last breath. Royal Guardians use excellent defensive tactics and are extremely cautious and methodical.

# KoBoLd

*Kobolds are small creatures who are attracted by shiny things and are famous for their stupidity. Kobolds tends to form small colonies of scavengers, since they like to collect all sort of junk left by other sentient species, like ponies, griffins and minotaurs. Not particularly strong or organized, their strength relies on their numbers, since they can easily swarm up a careless adventurer, beating him with everything they find.*

*Sometimes, it happens that small group of Kobolds who saw someone wearing a particular tiara or necklace, they will be so impressed that they starts to think that he (or she) is a "Filthy Rich", so they start to bring him (or her) all the things they found, since they try to please/impress him (or her).*

*Kobolds doesn't really understand the common language, even if they learn few words that they repeat frequently, even if out of context, while Filthy Rich Kobolds always try to learn more words to mostly impress other Kobolds than other sentient creatures.*

## Category:

Sentient Creature

## Subtype:

Arcane, Oniric

## Special Abilities:

### Carrier:

Kobolds are surprisingly strong, when carrying items. A Kobold is always considered a Medium-Sized creature, when determining his Carrying Value, and also consider his Strength value as if 2 points higher. They also are not slowed by a Medium Load.

### Junk:

Kobolds usually fight with every item they find (yes even a spoon). To represent that, they are usually considered to use One-Handed Weapons or Small Weapons, while the Damage type can be different. It's up to the GM to decide what kind of junk a Kobold is using.

### Resistant to Fall Damage:

Kobolds are able to fall from a certain height without suffer much damage. A Falling Kobold only suffers 1 Non Lethal Bludgeoning Direct Damage for the first 6 m (20 ft) he falls, and it will suffer no damage at all if voluntarily fall down from 2 m (6 ft).

### Combat Behaviour:

As typical of smaller creatures, Kobold usually tend to just swarm up their enemies, yelling, jangling the junk they use as improved weapons and sometimes even attacking. They usually make a lot of noise to try to scare their foes, and if this tactics does not work, they will proceed to bash them out with everything they have. Even if a single Kobold poses no threat at all, a large number could even overpower the careless adventurer, since they can also literally try to jump on him, or they will also try to make them trip and fall down.

Armored Kobolds always try to have a certain composure, since they try to imitate the military behaviour of other sentient creatures, trying to march within a formation and even performing a military salute, but they usually end to be clumsy or to just forget everything about that "military composure" and be even more muddler than other Kobolds, especially when the combat is taking a lot of time.

Filthy Rich Kobolds will just simply stay safely behind their subjects, yelling orders and swearing words a lot, (also enjoying and laughing when others gets hurt) but also some of them will also try to enter combat if angry enough or when trying to beat a rival Filthy Rich who dares to challenge them, or when they think they are being mocked.



*Kobold, Kobold Hoarder, Armored Kobold and Filthy Rich Kobold*

## Kobold (Competent)

Str	8
Dex	12
Con	8
Cun	12
Will	8
Wis	7
Man	13

HP	4
MP	13
Movement	6 m (20 ft)
Init	+12
DR	-
ThR	+2
Dodge	+4
Parry	+2
HtH	+2/+6
Shock Test	32%

Attack	ThR	Damage	Critical	Type
Piece of Junk	+2	1d3	25%	Variable
Slingshot	+4	1d3+1	22%	Bludgeoning

### Feats and Special Abilities:

Armor Proficiency (Light), Carrier, Improved Shock Test II, Immunity to Poison Joke, Immunity to Somnambular Bloom, Junk, Low-light Vision, Resistance to Diseases (+10%), Resistance to Poisons (+15%), Resistant to Fall Damage

### Skills:

Craft (Craft Items) +10%, Listen +5%, Search +11%, Sleight of Hand +10%, Sneak +8%, Hide -5%, Swim -5%, Spot +6%, Repair (Items) +10%, Jump +5%, Climb +7%, Lock-picking +5%, Survival (Variable) +8%

### Equipment:

Bag or Shoulder Bag, Simple Clothes.

A Group of Kobolds always have a bag with 1d3 Junk (Low Value).

## Kobold Hoarder (Advanced)

*Hoarders are those Kobolds who collect all kind of stuff and keep it for themselves. Usually hated by other Kobolds, they are often chased down by other Kobolds who will try to steal their stuff. Sometime Hoarders have interesting stuff in their huge bags, so even adventurers chase them down, if they can catch them since they run really fast.*

Str	13
Dex	13
Con	13
Cun	12
Will	11
Wis	7
Man	16

HP	8
MP	16
Movement	9 m (30 ft)
Init	+15
DR	-
ThR	+2
Dodge	+6
Parry	+3
HtH	+2/+6
Shock Test	46%

### Feats and Special Abilities:

Junk, Expert Runner, Immunity to Poison Joke, Immunity to Somnambular Bloom, Carrier, Resistant to Fall Damage, Improved Shock Test II, Rapid Reaction II, Resistance to Diseases (10%), Resistance to Poisons (15%), Tough, Low-light Vision

### Skills:

Listen +9%, Search +15%, Sneak -5%, Hide +8%, Spot +12%, Jump +13%, Climb +5%

### Equipment:

Bigga' Shoulda Bag, Simple Clothes, 1d3+3 Junk (Low Value), 1d3 Junk (Generic Value).

A Hoarder as also a 25% Chance to carry a single Junk (Valuable)

## Armored Kobold (Advanced)

Armored Kobolds, commonly known as Garbage Kobolds, are those who like wearing all kind of metal objects, like plates, bowls, pots and so on. They also melt the metal took from scraps and craft it to look like a sort of rudimental armor. They like to try imitate the military behaviour they see from more intelligent species, but they usually end up being more a parody than real soldiers.

Str	13
Dex	12
Con	14
Cun	12
Will	11
Wis	8
Man	13

HP	14
MP	13
Movement	4,5 m (15 ft)
Init	+12
DR	5
ThR	+4
Dodge	+3
Parry	+5
HtH	+7/+6
Shock Test	47%

Attack	ThR	Damage	Critical	Type
Short Sword	+7	1d3+3	24%	Slashing

Polearm	+7	1d6+3	22%	Variable
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Two-Handed Weapon	+7	1d10+3	22%	Variable
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### Feats and Special Abilities:

Formation Combat, Brothers in Arms, Armor Proficiency (Heavy), Resolute, Firm Legs, Immunity to Poison Joke, Immunity to Somnambular Bloom, Carrier, Resistant to Fall Damage, Improved Shock Test II, Resistance to Diseases (10%), Resistance to Poisons (15%), Tough II, Strong Back, Armor Specialization II, One With the Armor II, Low-light Vision

### Skills:

Craft (Craft Armors) +11%, Listen +7%, Search +12%, Sleight of Hand -5%, Intimidate +9%, Sneak -7%, Hide -20%, Swim -35%, Spot +8%, Repair (Armors) +12%, Jump -10%, Climb -8%, Lock-picking +6%, Survival (Variable) +9%

### Equipment:

Junk Armor (Heavy Hybrid Armor), Pouch, Simple Clothes, Light Helmet (Iron), 1d6 CB.

Notice that by "Polearm" it can be anything, from a broom to a shovel, same applies to "Two-Handed Weapons".

Sometimes, those armed with a Short Sword are also equipped with a Small Shield (Wood), who increases their Parry to +7

## Filthy Rich Kobold (Advanced)

The Chiefs of the Kobold society are those who can find and keep the most impressive and shiny objects for themselves, commonly called "Filthy Rich Kobolds". Since Kobolds are impressed by shiny items, those who can wear the most shiniest and impressive item become quickly the indisputable leader of the colony. Dangerously greedy, they keep to obtain more shiny items to wear, becoming even more impressive to others at the point that they will be too scared to even try to steal them at all.

Str	8
Dex	12
Con	10
Cun	13
Will	10
Wis	8
Man	14

HP	6
MP	14
Movement	6 m (20 ft)
Init	+12
DR	2
ThR	+2
Dodge	+4
Parry	+2
HtH	+5/+7
Shock Test	38%

Attack	ThR	Damage	Critical	Type
Sceptre	+5	1d3+1	26%	Bludgeoning

### Feats and Special Abilities:

Armor Proficiency (Light), Junk, Immunity to Poison Joke, Immunity to Somnambular Bloom, Carrier, Filthy Rich, Resistant to Fall Damage, Improved Shock Test II, Resistance to Diseases (10%), Resistance to Poisons (15%), Strong Back, Low-light Vision

### Filthy Rich:

A Filthy Rich is a prominent figure within his kind, thanks to their ostentation of shiny items that they wear. To represent that, they always grant a +10% Bonus to the First Morale Check of any allied Kobold within 9 m (30 ft), while the second Morale Check will obtain only a +5% and from the third they will get nothing. The Bonus is granted as long as the Filthy rich is not running away, Panicked or Scared/Terrorized.

### Skills:

Craft (Craft Items) +10%, Listen +5%, Authority +6%, Search +8%, Persuade +5%, Sleight of Hand +13%, Bluff +9%, Intimidate +8%, Sneak +6%, Hide -9%, Swim -6%, Spot +8%, Sense Motive +1%, Repair (Items) +10%, Jump +5%, Climb +7%, Lock-picking +8%, Survival (Variable) +8%

### Equipment:

Flashing Garments, Simple Junk Armor (Counts as a Light Hybrid Armor made of Metal), Trinkets (2d10+10 CB).

Notice that by "Sceptre" it could be any item, like a large spoon, a piece of metal or else. It's extremely rare that they actually have a real sceptre.

# MAGUS (ORDER AND CHAOS)

## Chaos Magus (Unicorn - Advanced Elite)

Str	9	HP	14 (15)	Attack	ThR	Damage	Critical	Type
Des	12	MP	56(71)	Wizard Staff	+3	1d6	20%	Bludgeoning
Con	11	Movement	9 m (30 ft)					
Cun	13	Initiative	+14	Magic	+8	?	-	??
Wil	15	DR	-					
Wis	12	ThR	+3					
Man	19	Dodge	+6					
		Parry	+4					
		HtH	+4/+6/+9					
		Shock Test	45%					

**Traits:**  
Horn

**Feats:**  
Arcane Affinity, Arcane Aim IV, Arcane Duellist, Arcane Reagents, Arcane Reserve IV, Magus (Chaos), Dauntless, Ethereal Bond, Magic Affinity, Familiar, Resolute, Combat Spellcasting, Tenacious Spellcaster, Routine Spells, Thematic Spells (Chaos), Piercing Spell, Overwhelming Spell, Education (Standard), Rapid Reaction, Improved Shock Test, Tough, Sorcery, Tricks of the Trade (Mana), Iron Will

**Skills:**  
Bargain +8%, Bluff +13%, Concentration +18%, Knowledge (Arcane) +17%, Knowledge (Common) +18%, Knowledge (Herbalism) +12%, Knowledge (Monsters and Creatures) +18%, Knowledge (Occultism) +8%, Library Use +12%, Listen +8%, Persuade +14%, Search +5%

**Equipment:**  
Dream Catcher (Lunar Silver), Magus Amulet, Wizard Staff (+5 MP), Shoulder bag, Cape, Lesser Arcane Crystal (x2), Spellbook, Bedroll, Healing Potion, Sack Containing 5 Doses of Oniric Powder, Chaos Magus Vest (Counts as Traveller's Vest), 2d6+8 CB

**Spells by Grade:**  
This is an example of typical spells that a Chaos Magus could know.

**Novice:**  
Comfortable Bedroll (5), Dazzle (1), Detect the Arcane (1), Insta-Moustache (Upgrade I, 2), Floating Light (1), Prestidigitation (5)

**Competent:**  
Arcane Push (Upgrade I, 10), Burning Rage (12), Decelerate (9), Dreamscape Dust (3), Elemental Barrier (9), Haze (9), Lesser Animate Object (4), Lesser Arcane Bolt (4), Lullaby (9), Grease (Upgrade I, 11), Minor Illusion (4), Scorch (4), Shatter (Upgrade I, 9), Summon Animal Spirit (Upgrade II, 13), Vocal Distortion (4)

**Advanced:**  
Arcane Bolt (14), Arcane Syphoning (12), Charm (15), Dazzling Chant (17), Despicable Hex (24), Dispel Magic (Variable +5), Dream Catcher (Upgrade I, 14), Gigantism (34), Illusion (24), Illusive Shape (16), Paralysis (14)



Order Magus (Unicorn - Advanced Elite)

Str	9	HP	14 (15)	Attack	ThR	Damage	Critical	Type
Des	12	MP	56(71)	Wizard Staff	+3	1d6	20%	Bludgeoning
Con	11	Movement	9 m (30 ft)					
Cun	13	Initiative	+14	Magic	+8	?	-	??
Wil	15	DR	-					
Wis	12	ThR	+3					
Man	19	Dodge	+6					
		Parry	+4					
		HtH	+4/+6/+9					
		Shock Test	45%					

Traits:

Horn

Feats:

Arcane Duellist, Magic Affinity, Familiar, Resolute, Dauntless, Combat Spellcasting, Tenacious Spellcaster, Routine Spells, Thematic Spells (Order), Piercing Spell, Overwhelming Spell, Education (Academic), Ethereal Bond, Arcane Magic, Magus (Order), Arcane Aim IV, Arcane Reagents, Rapid Reaction, Improved Shock Test, Arcane Reserve IV, Tough, Arcane Affinity, Tricks of the Trade (Mana), Iron Will

Skills:

Bargain +8%, Diplomacy +9%, Listen +8%, Library Use +13%, Search +5%, Concentration +18%, Knowledge(Heraldry and Nobility) +8%, Knowledge (Arcane) +17%, Knowledge (Common) +18%, Knowledge (Law) +13%, Knowledge (Monsters and Creatures) +18%, Knowledge (Occultism) +8%, Persuade +13%,

Equipment:

Cape, Magus Amulet, Certificate (Order Magus), Certificate Of Arcane Proficiency (Spellcaster), Certificate Of Arcanum Studies (Spellcaster), Wizard Staff (+5 MP), Shoulder bag, Credentials, Lesser Arcane Crystal (x2), Spellbook, Scroll Case, Healing Potion, Order Magus Vests (Counts as Traveller's Vest), 2d6+10 GB

Spells by Grade:

This is an example of typical spells that an Order Magus could know.

Novice:

Comfortable Bedroll (5), Dazzle (1), Detect the Arcane (1), Floating Light (1), Lesser Repair (3)

Competent:

Alarm (4), Amplify (2), Arcane Shield (Upgrade I, 9), Arcane Push (Upgrade I, 10), Cauterize (4), Elemental Barrier (9), Hold Door (5), Lesser Arcane Bolt (5), Lesser Enchant (9), Scorch (4), Summon Animal Spirit (Upgrade II, 13), Swiftmess (9), Tidy Up (9)

Advanced:

Arcane Armor (14), Arcane Bolt (14), Arcane Lock (14), Blaze (14), Dispel Magic (Variable +5), Elemental Eruption (7), Enchanted Barrier (14), Flaming Blade (Upgrade I, 9), Reinforce (14), Reorganize (19), Mana Drain (9)

# MANTICORE

**Appearance:**

S01 Ep02 - Friendship is Magic (Part 2)  
S06 Ep06 - No Second Prances

**Category:**

Chimera

**Subtype:**

Beast

Str	23	HP	42	Attack	ThR	Damage	Critical	Type
Dex	12	MP	23	Claw	+8	1d6+5	27%	Slashing
Con	24	Movement	9 m (30 ft)					
Cun	2	Init	+12	Bite	+8	1d6+8	24%	Slashing
Will	15	NDR	5					
Wis	6	ThR	+4	Scorpion Tail	+8	1d6+6	30%	Piercing
Man	16	Dodge	+5					
		Parry	-					
		HtH	+18/+6					
		Shock Test	65%					

**Feats and Special Abilities:**

Arcane Reserve, Dash, Fear, Fighter, Monstrous Constitution, Pounce, Rending Claws, Scent, Scorpion Tail, Size (Large), Tear to Pieces (1d6+6), Tough III, Vulnerability to Moon Silver (3)

**Scorpion Tail:**

A Manticore can renounce to all his attacks to use his Scorpion Tail to attack a creature on his Side or Back. The Tail has the Extended Reach (3 m / 10 ft) and it always deal 1 additional Direct Poison Damage. If the Manticore scores a Critical Hit with the Scorpion Tail, the damage dealt became Direct Damage that also inflicts 1d3 Direct Necrotic Damage. A Manticore never obtains any Additional Damage or different effect for a Critical hit while using the scorpion Tail. The Poison Damage dealt by the Tail increases the Victim's Toxicity by 1d3+3.

**Skills:**

Jump +13%, Listen +9%, Search +8%, Sneak +9%, Spot +10%

**Combat Behaviour:**

Manticores will try to Charge and then Pounce on their enemies, so they are able to use the Tear to pieces special ability. They also use their Scorpion Tails against dangerous foes or when attacked on theirs sides or back.

# MERCENARY

Mercenaries are fighters who offer their services in exchange of payment.

## Doppelsöldner (Advanced)

Doppelsöldners are Earth Pony, Donkey or Mule mercenaries native from the Eastern Reigns. They became famous during the War of the Sisters, but this kind of mercenaries existed before the War with Sombra. Their name indicates they used to get a double payment since they were used to break enemy spears and also fight big-sized creatures or heavily armored foes.

Str	15	HP	21	Attack	ThR	Damage	Critical	Type
Des	13	MP	10	Zweihänder	+9	2d6+5	24%	Slashing
Con	14	Movement	6 m (20 ft)					
Cun	11	Initiative	+14(10)					
Wil	13	DR	4					
Wis	10	ThR	+4					
Man	9	Dodge	+4					
		Parry	+6					
		HtH	+8/+6					
		Shock Test	57%					

### Feats:

Armor Proficiency (Heavy), Balanced Combat, Brothers in Arms, Formation Combat, Half-Swording, Mighty Strike, Murderstroke, One With The Armor II, Power Strike, Rapid Reaction, Teamwork, Tough II

### Skills:

Bargain +8%, First Aid +2%, Intimidate +10%, Knowledge (Common) +8%, Knowledge (Military) +10%, Listen +11%, Persuade +10%, Search +8%, Spot +11%, Sense Motive +10%,

### Equipment:

Plate Armor, Colourful Military Vest, Zweihänder (Steel, Balanced)



Mercenary Infantryman (Competent)

Str	13	HP	15	Attack	ThR	Damage	Critical	Type
Dex	12	MP	9	Glaive	+5	1d10+2	25%	Slashing
Con	13	Movement	9 m (30 ft)					
Cun	10	Init	+13	Falchion	+5	1d6+2	24%	Slashing
Will	11	DR	3					
Wis	10	ThR	+3					
Man	9	Dodge	+3					
		Parry	+4					
		HtH	+7/+6					
		Shock Test	42%					

Feats:

Armor Proficiency (Light), Brothers in Arms, Critical Strike, Education (Illiterate or Rudimentary), Formation Combat, Rapid Reaction, Shield Proficiency, Tough

Skills:

Bargain +1%, Hide -8%, Intimidate +5%, Knowledge (Common) +6%, Knowledge (Military +6%), Search +5%, Sneak -8%, Spot +5%

Equipment:

Chain Shirt (Reinforced) or Padded Armor (Reinforced), Military Vest (Infantry), 2d3+5 CB.  
Sometimes they are equipped with a Small Shield (Wood) increasing heir Parry to +6.  
They always have a Standard-bearer, equipped with a Banner.

Combat Behaviour:

Similar to other Infantrymen, even if they have a better training and experience.  
Since they are also mercenaries, they don't really care about what happens to other units, but they can still flee if they see that the situation is dire or worst.

Mercenary Shieldmare (Advanced)

Str	14	HP	19	Attack	ThR	Damage	Critical	Type
Des	14	MP	13	Battleaxe	+7	1d6+5	23%	Slashing
Con	14	Movement	9 m (30 ft)					
Cun	12	Initiative	+15					
Wil	14	DR	3					
Wis	11	ThR	+5					
Man	12	Dodge	+5					
		Parry	+6(+9)					
		HtH	+7/+7					
		Shock Test	46%					

Feats:

Sisters in Arms, Formation Combat, Armor Proficiency (Light), Shield Proficiency, Education (Rudimentary or Standard), Rapid Reaction, Tough, Shield Sister

Skills:

Craft (Any) +9%, Listen +11%, Search +8%, Knowledge (Common) +8%, Bargain +9%, Persuade +10%, Intimidate +8%, Sneak +6%, Hide +6%, Swim -17%, Spot +9%, First Aid +2%, Jump +6%, Climb +6%, Survival (Mountain) +8%

Equipment:

Padded Armor, Battleaxe (Steel), Winter Cape or Mantle, Chain Shirt, Medium Wooden Shield

Pavise Crossbowman (Advanced)

Native from the Southern Reign, these peculiar mercenaries are renowned for using the Pavise, a particular shield that is planted in the terrain and offers a certain degree of cover to those who go behind it.

Str	13	HP	18	Attack	ThR	Damage	Critical	Type
Des	14	MP	10	Heavy Crossbow	+9	1d10+6	24%	Piercing
Con	13	Movement	9 m (30 ft)					
Cun	11	Initiative	+16	Short Sword	+6	1d6+1	21%	Slashing
Wil	12	DR	3					
Wis	10	ThR	+5					
Man	9	Dodge	+6					
		Parry	+5					
		HtH	+6/+8					
		Shock Test	43%					

**Feats:**  
Armor Proficiency (Medium), Education (Illiterate or Rudimentary), Precise Aim, Rapid Reaction II, Target Focus, Tough

**Skills:**  
Bargain +7%, Concentration +5%, Listen +8%, Search +10%, Knowledge (Military) +15%, Knowledge (Common) +15%, Spot +11%, Sense Motive +12%, First Aid +3%

**Equipment:**  
Case with 15 Darts (x2), Heavy Crossbow, Reinforced Chain mail, Metal Helmet, Gorget, Pavise

**Combat Behaviour:**  
As their name suggests, these mercenaries use the cover given them by their Pavise, so they can reload their weapons uninterrupted. They gain a Total Cover when they are behind their Pavise, while reloading.

Soldier of Fortune (Advanced)

Str	14	HP	21	Attack	ThR	Damage	Critical	Type
Des	14	MP	10	Longsword	+8	1d6+5	26%	Slashing
Con	14	Movement	7,5 m (35 ft)					
Cun	11	Initiative	+15					
Wil	12	DR	4					
Wis	10	ThR	+5					
Man	9	Dodge	+5					
		Parry	+6(+9)					
		HtH	+9/+7					
		Shock Test	45%					

**Feats:**  
Power Strike, Formation Combat, Shield Proficiency, Armor Proficiency (Medium), Shield Brother, Fighter, Rapid Reaction, Tough II

**Skills:**  
Listen +8%, Search +10%, Knowledge (Military) +8%, Knowledge (Common) +8%, Bargain +6%, Swim -16%, Spot +11%, Sense Motive +12%, First Aid +5%

**Equipment:**  
Medium Hybrid Armor (Metal) united to a Light one, Medium Helm (Metal), Longsword (Steel), Medium Iron Shield

Spitfire (Pegasus - Advanced)

Spitfires are trained to use a particular flammable substance in combat by spitting it on their enemies, through a lit torch so it can catch fire. Typical of Pegasi's military culture, in the last years also other races imitated this concept, but rarely. Spitfires were once regular troops, but with the passing of centuries they became simple mercenaries. It can sometimes happen that opposing armies both hire Spitfires at the same time, in this case they just ignore each other or race on who is gonna set on fire more enemies, or even catch the enemy bombs before they land and throw them back, even if this last move can be very dangerous because the bomb may explode in their face. In the Pegasi culture, a Spitfire is often used to name someone who doesn't hesitate to talk back to others (without thinking to the consequences) or to indicate a woman with a strong personality.

Str	11
Des	14
Con	12
Cun	11
Wil	13
Wis	11
Man	12

HP	17
MP	13
Movement	9 m (30 ft)
Initiative	+16
DR	0
ThR	+5
Dodge	+8
Parry	+6
HtH	+5/+8
Shock Test	41%

Attack	ThR	Damage	Critical	Type
Short Sword	+6	1d6	21%	Slashing

Traits:  
Air Affinity, Wings

Feats:  
Armor Proficiency (Light), Brothers in Arms, Defensive Stance, Expert Runner, Precise Throw II, Rapid Reaction II, Silent Communication (Military), Stable Flight, Tough

Skills:  
Climb +10%, First Aid +5%, Hide +13%, Intimidate +9%, Jump +10%, Knowledge (Common) +8%, Knowledge (Military) +9%, Listen +8%, Search +8%, Sneak +13%, Spot +9%

Equipment:  
Bandoleer, Gloves (Thick), Incendiary Bomb (x3), Matches (x5), Minimal Armor (Light Armor, Leather), Oily Liquid Flask (x3), Smoke Bomb, Torch (x2)

Combat Behaviour:  
Spitfires usually move in groups and usually aggregate to other fighters to avoid being directly hit. They get near the enemy undetected, using the battle confusion, and spit a flame on their enemies then retreat, or finish them with their short swords. Because they are not serious fighters, they will rapidly retreat if engaged. Sometimes they ambush the enemy, throwing bombs at enemy groups or to certain supplies. The bravest ones fly over the enemy to bomb them more accurately from height, but this makes them very vulnerable to enemy ranged weapons.

# Owlbear

Owlbears, as the name suggest, are huge creatures with the shape of a bear mixed with an owl or a civet. An adult Owlbear usually is 2,5 m tall (8 ft) or even more, while his weight is similar to a brown bear. His fur colour is usually Midnight Blue with various colour degrees, being brighter towards the chest, while younger Owlbears and cubs have a lighter colour. Owlbears are usually common in an Arcane Forest, even if in the Easter Reign they are common also in remote forests.

**Apparizione:**  
MLP IDW Comic Micro Series #10 - Princess Luna

**Category:**  
Chimera

**Subtype:**  
Animal, Beast

Str	24	HP	40	Attack	ThR	Damage	Critical	Type
Dex	12	MP	21	Bite	+7	1d6+7	35%	Slashing
Con	24	Movement	7,5 m (25 ft)					
Cun	2	Init	+12	Claws	+8/+8	1d6+7	25%	Slashing
Will	14	NDR	6					
Wis	5	ThR	+4					
Man	14	Dodge	+6					
		Parry	-					
		HtH	+18/+6					
		Shock Test	65%					

**Feats and Special Abilities:**  
Arcane Reserve, Rending Claws, Monstrous Constitution, Fighter, Fear, Size (Large), Resistance to Magic (2), Tough II

**Skills:**  
Climb +9%, Listen +8%, Search +8%, Sneak +8%, Spot +9%

## Owlbear (Young)

Str	20	HP	19	Attack	ThR	Damage	Critical	Type
Dex	13	MP	14	Bite	+5	1d6+4	30%	Slashing
Con	17	Movement	7,5 m (25 ft)					
Cun	2	Init	+13	Claw	+7	1d3+4	22%	Slashing
Will	12	NDR	3					
Wis	5	ThR	+3					
Man	13	Dodge	+5					
		Parry	-					
		HtH	+11/+6					
		Shock Test	54%					

**Feats and Special Abilities:**  
Fear, Tough

**Skills:**  
Listen +5%, Search +3%, Sneak +2%, Spot +5%, Climb +1%

**Combat Behaviour:**  
Similar to common bears, the females can be extremely aggressive if protecting their cubs. Lone males can also be very aggressive, and they hunt down any creature they find, if hungry.



# PUTRID RAT

*In those cities where is present a mages guild, or where are crafted many alchemical items, who are dumped down the sewers, it is often common that those vermin that live in the sewers will feed on that alchemical waste and then mutate horribly.*

*Many of those vermin usually die painfully since their organism isn't unable to process what they eat, but sometime could happened that some individuals actually manage to survive the mutation process, obtaining an increased musculature, speed but also hunger.*

*Putrid Rats are a common result of those rats who feed on alchemical wastes and survive the mutation, growing up fast and becoming quite fierce. Adventurers and Rat Catcher are often hired to dispatch those nasty critters, but usually is not as easy at it seems, since they will find themselves quickly surrounded by a large amount of them.*

*Even if they consist a serious menace since they can devour any provision a city could been storing, they also age fast and die soon or they also tend to devour each other if they find nothing to eat.*

*Putrid Rats usually avoid the direct light of the sun and the moon, even if does not hurt them.*

## Category:

Animal

## Subtype:

Mutant

## Putrid Rat

*This ill-looking rat has the same size of a small dog. Even if they aren't a real threat for the common adventurer, if encountered in large number they can become quite dangerous.*

<b>Str</b>	<b>4</b>
<b>Dex</b>	<b>13</b>
<b>Con</b>	<b>8</b>
<b>Cun</b>	<b>2</b>
<b>Will</b>	<b>11</b>
<b>Wis</b>	<b>9</b>
<b>Man</b>	<b>11</b>

<b>HP</b>	<b>4</b>
<b>MP</b>	<b>16</b>
<b>Movement</b>	4,5 m (15 ft)
<b>Init</b>	<b>+13</b>
<b>NDR</b>	<b>1</b>
<b>ThR</b>	<b>+2</b>
<b>Dodge</b>	<b>+4</b>
<b>Parry</b>	<b>-</b>
<b>HtH</b>	<b>+0/+7</b>
<b>Shock Test</b>	<b>33%</b>

<b>Attack</b>	<b>ThR</b>	<b>Damage</b>	<b>Critical</b>	<b>Type</b>
<b>Bite</b>	<b>+4</b>	<b>1</b>	<b>25%</b>	<b>Piercing</b>

## Feats and Special Abilities:

Arcane Reserve, Climbing Speed (3 mt), Dark Vision (12 m / 40 ft), Improved Shock Test II, Putrid Bite, Resistance to Diseases and Poisons (+25%), Resistance to Falling Damage (2), Scent, Size (Small), Vulnerability to Moon Silver (1)

## Putrid Bite:

Since Putrid Rats feed on trash and alchemical wastes, their bite is particularly infective.

A creature bitten by a Putrid Rat increases hi Toxicity by 1, or by 1d3 if suffers a Critical Strike.

When a Putrid Rat obtains a Critical Hit whit his bite, the victim must also pass a Shock Test (Disease) or suffer an Infection for 1d3+3 Minutes, who reduces his Initiative Value by 1 and movement speed by 1,5 m (5 ft). If bitten (by a Critical Hit) on one arm or appendices used to attack, the creature also suffers a -1 to his ThR. If bitten (by a Critical Hit) on the Head/Torso/Neck, the victim reduces his total HP by 2 for 24 hours, even if it can be reduced only twice or unless the creature is cured.

If the Shock test if failed with a result of 90 or higher, the infection will last for 1d3+1 Days, instead, and the victim will suffer all the penalties (it also reduces his total HP by 4).

Notice that the effects are not combinable, so if a creature suffers more Critical hits, will only increase his Toxicity by an additional 1.

## Skills:

Climb +13%, Hide +10%, Jump +9%, Listen +8%, Search +8%, Sneak +10%, Spot +8%

## Combat Behaviour:

Putrid Rats will fiercely attack any creature they see (except other rats) and usually fight to the death.

They always renounce the additional damage when obtaining a Critical Hit to inflict a *Bleeding* Effect and never preforms Attacks of Opportunity.

Putrid Rat (Giant)

Those Putrid Rats that are able to eat enough wastes and food, or when their mutation takes a longer time to modify them, they can become a Giant Putrid Rat. Those fat, purulent and voracious critters usually create a sort of burrow nearby the zones where the alchemical waster are usually thrown or in those places where is easy for them to gather something to eat, usually discarded by others. A Giant Putrid Rat needs to feed constantly or his organism will start to collapse and his hunger will drove him so mad that he will start to devour himself. In the worst scenario, if the Giant Putrid Rat is a Female she will also start to breed a lot of other Putrid Rats just by eating constantly. Those newborns usually mature quite fast and wills tart to spread in any direction, eating everything but also gathering food for their horrible mother, even those who die or get killed by adventurers or other predators.

Str	14	HP	21	Attack	ThR	Damage	Critical	Type
Dex	12	MP	20	Bite	+6	1d3+4	26%	Piercing
Con	14	Movement	3 m (10 ft)					
Cun	3	Init	+11					
Will	14	NDR	3					
Wis	9	ThR	+3					
Man	13	Dodge	+4					
		Parry	-					
		HtH	+9/+6					
		Shock Test	52%					

Feats and Special Abilities:

Arcane Reserve, Dark Vision (9 m / 30 ft), Fighter, Immunity (Diseases), Improved Shock Test, Monstrous Constitution, Slow and Purposeful, Piercing Bite (1), Putrid Bite, Resistance to Bludgeoning Damage (1), Resistance to Magic (1), Resistance to Poisons (+25%), Scent, Tough, Vulnerability to Fire (1), Vulnerability to Moon Silver (2)

Skills:

Hide +10%, Listen +10%, Search +9%, Sneak +11%, Spot +7%

Combat Behaviour:

Giant Putrid Rats are never alone, since their burrows are placed nearby a source of food, or because they are the offspring of a female. A Giant Putrid Rat is a lazy creature, that usually lets the smaller rats to attack any intruders, but it will emerge from his burrow if the intruders are still approaching and try to finish them off, and then scare the other rats away so they can feast on tho who have fallen. If things are getting worst for the Giant Putrid Rat, it will eventually try to cowardly retreat, but due to his mole, and small legs, it would not run too far away, unless it manages to hide somewhere.

# RAIDERS AND MARAUDERS

## Pillager (Competent)

*Pillagers are those who assault villages and settlement for the purpose of pillaging their belongings and then run away. Some of them form small groups while others will join larger raiders group with the hope for a better loot and glory.*

Str	12
Dex	12
Con	12
Cun	10
Will	9
Wis	10
Man	8

HP	15
MP	8
Movement	9 m (30 ft)
Initiative	+12
DR	2
ThR	+2
Dodge	+4
Parry	+4
HtH	+6/+7
Shock Test	38%

Attack	ThR	Damage	Critical	Type
Reinforced Hatchet	+4	1d6+2	20%	Slashing

### Feats:

Armor Proficiency (Light), Education (Illiterate or Rudimentary), Tough

### Skills:

Bluff +6%, Hide +5%, Intimidate +6%, Listen +7%, Search +6%, Sleight of Hand +6%, Sneak +5%, Spot +7%, Survival (Based on where they live) +6%

### Equipment:

Cowl, Light Hybrid Armor, Traveller's Clothes, 2d3+6 CB

### Combat Behaviour:

Similar to Bandits and Outlaws

## Marauder (Competent)

*Marauders are typical of the desertic zones of the Saddle Arabia and usually assault caravans or unguarded travellers to rob them or sometimes sell them to illegal markets or Sabitian slavers. Some also infest the Sabitian's Coasts, often creating small groups with bases hidden between the coastal rocks, from which they trade with pirates, other marauders or sometimes the ruthless Captains coming from the Equestrian Reigns. Sabitians mostly tolerate these types of commerce because they are not interested in port activities or because sometimes they also trade with them. Marauders knows that they must not overstep their position with Sabitians, or they will probably end up as slaves or even worse.*

Str	12
Des	12
Con	11
Cun	11
Wil	11
Wis	10
Man	8

HP	14
MP	9
Movement	9 m (30 ft)
Initiative	+12
DR	2
ThR	+3
Dodge	+4
Parry	+4
HtH	+7/+6
Shock Test	28%

Attack	ThR	Damage	Critical	Type
Falchion	+5	1d6+2	24%	Slashing

Short bow	+5	1d6+4	23%	Piercing
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### Traits:

Weather-Proofed (Hot)

### Feats:

Armor Proficiency (Light), Shield Proficiency, Tough Skin, Tough, Track

### Skills:

Listen +8%, Search +9%, Intimidate +6%, Sneak +8%, Hide +8%, Jump +5%, Climb +5%, Survival (Desert) +8%

### Equipment:

Desert Garment, Hide Jacket, Quilt with 10 Arrows (Only with Short bow), 1d3+4 CB

Marauder Skirmisher (Advanced)

Str	14	HP	18	Attack	ThR	Damage	Critical	Type
Des	12	MP	9	Scimitar	+7	1d6+4	31%	Slashing
Con	13	Movement	9 m (30 ft)					
Cun	11	Initiative	+12	Composite Short bow	+7	1d6+6	25%	Piercing
Wil	12	DR	3					
Wis	10	ThR	+3					
Man	8	Dodge	+4					
		Parry	+4					
		HtH	+7/+6					
		Shock Test	28%					

Traits:  
Weather-Proofed (Heat)

Feats:  
Armor Proficiency (Light), Brothers in Arms, Shield Proficiency, Tough, Tough Skin, Track

Skills:  
Listen +10%, Search +11%, Intimidate +9%, Sneak +9%, Hide +9%, Jump +6%, Climb +6%, Survival (Desert) +10%

Equipment:  
Buckler, Desert Outfit, Light Hybrid Armor (Slashing), Scimitar (Sharpened), 1d3+7 CB.  
When encountered in large groups, some of them are equipped with a Short Bow, but without a Shield.

Combat:  
Marauders usually attack in groups but they do not use particular strategies. If things are getting worst, they will simply run away.

Raider (Advanced)

Raiders are typical of the Northern Reign coasts and often make raids in the southern regions, going down the coast in small but fast ships. They never venture too far in the sea, unless they have to run away from someone, but even in that case, they prove themselves to be able sailors. Raiders prefer to attack isolated villages or small coastal towns, especially the least defended ones. Some, differently, dedicate themselves at raiding forest regions, disappearing as rapidly as they came by. Raiders are ferocious fighters who appreciate fighting, especially if they have the upper hand, but some of them follow a code of honour. Sometimes, Raiders are hired as mercenaries and used as Elite units.

Str	14	HP	19	Attack	ThR	Damage	Critical	Type
Des	12	MP	11	Battleaxe	+8/+4	1d6+4	24%	Slashing
Con	14	Movement	7,5 m (25 ft)					
Cun	10	Initiative	+12	Javelin	+7	1d6+5	26%	Piercing
Wil	13	DR	4					
Wis	11	ThR	+4					
Man	10	Dodge	+5					
		Parry	+6(+10)					
		HtH	+9/+6					
		Shock Test	46%					

Traits:  
Weatherproofed (Cold)

Feats:  
Extra Attack, Knock Down, Power Strike, Brothers in Arms, Armor Proficiency (Medium), Shield Proficiency, Resolute, Shield Brother, Dauntless, Rudimentary Education, Fighter, Shield Wall, Stomp (Only Earth Ponies and Donkeys), Tough, Overbalance, Combat Synergy, One With the Armor

Skills:  
Listen +10%, Search +10%, Knowledge (Sea) +10%, Intimidate +10%, Sneak +8%, Hide +8%, Swim -5%, Spot +10%, Sense Motive +8%, First Aid +8%, Jump +5%, Climb +3%, Survival (Coast / Open Seas) +8%

Equipment:  
Battleaxe, Javelin (x2), Chain Shirt (-5% to Penalties), Padded Armor, Large Shield (Reinforced Wood), Iron Helm, 2d6+2 GB. In cold regions they always possess capes and winter clothes.

Reaver Master (Earth Pony - Expert)

Str	15	HP	25	Attack	ThR	Damage	Critical	Type
Des	14	MP	14	Two-Handed Axe	+10/+6	2d6+5	28%	Slashing
Con	15	Movement	6 m (20 ft)					
Cun	13	Initiative	+15(13)					
Wil	14	DR	5					
Wis	12	ThR	+6					
Man	10	Dodge	+4					
		Parry	+10					
		HtH	+10/+7					
		Shock Test	59%					

Traits:  
Weatherproofed (Cold)

Feats:  
Armor Proficiency (Heavy), Balanced Combat (Two-Handed Axe), Battlecry, Brothers in Arms, Combat Synergy, Command, Fierce Charge, Fighter II, Dauntless, Education (Illiterate/Rudimentary/Standard), Extra Attack, Knock Down, Might, One With the Armor II, Overbalance, Power Strike, Rapid Reaction, Resolute, Shield Proficiency II, Stomp, Tough II, Tough Skin, Unwavering

Skills:  
Authority +15%, Bargain +12%, Climb +4%, First Aid +5%, Hide +4%, Intimidate +18%, Jump +4%, Knowledge (Sea) +15%, Listen +10%, Search +13%, Persuade +16%, Sense Motive +13%, Sneak +4%, Spot +14%, Survival (Coast / Open Seas) +15%, Swim -5%

Equipment:  
Two-Handed Axe (Balanced and Sharpened), Padded Armor (Masterwork) (-5%), Hauberk (Iron, Reinforced, Masterwork, -10%), 3d6+3 GB

Combat:  
Raiders are usually divided in small groups who scatter around to raid various houses. Generally, in each group there is at least one Raider with javelins, so others can also pick them up and throw them. Reaver Masters usually shout orders to their minions and never intervene, unless they have to end disputes or fight important figures, so they can show others they are stronger.

**Zebra Head Hunter (Expert Elite)**

*Zebra Head Hunters are Zebras specifically trained by Sabitian Slavers so they can effectively hunt escaping slaves or procure new ones to their masters. They are feared and hated by free Zebras, because they dedicate body and soul to serve their masters, a doctrine imprinted in their head since birth and that leads to total submission. Anyway, they only operate in the deep southern Sabitian reigns, and are sent to Equestrian reigns only to find particular Zebras. Their doctrine has ambushes and sneaking as main weapons, but also usage of brutal tactics and demoralizing of enemies. They usually carry nets to capture victims, or Bolas for single individuals.*

Str	14
Dex	16
Con	14
Cun	11
Will	15
Wis	10
Man	11

HP	23
MP	13
Movement	9 m (30 ft)
Init	+18
DR	2
ThR	+5
Dodge	+11
Parry	+7 (+8)
HtH	+10/+8
Shock Test	53%

Attack	ThR	Damage	Critical	Type
Spear	+9	1d6+6	25%	Slashing
Khopesh	+9	1d6+6		
Javelin	+10	1d6+5	26%	Piercing

**Traits:**  
Weatherproofed (Heat)

**Feats:**  
Armor Proficiency (Light), Athletic, Backstab, Counter Attack II, Dauntless, Defensive Stance II, Disengage, Education (Rudimentary), Fierce Charge, Fighter III, Furious Charge, Improved Shock Test, Knock Down, Leap, Nemesis (Zebras), Opportunist, Precise Throw, Rapid Reaction II, Resolute, Silent Communication (Head Hunters' Slang), Sneak Attack, Stealthy, Tough II, Tough Skin, Track II

**Skills:**  
Craft (Rudimentary Traps) +20%, Listen +25%, Search +20%, Knowledge (Nature) +15%, Intimidate +20%, Sneak +25%, Hide +25%, Swim +15%, Spot +25%, Sense Motive +13%, First Aid +5%, Jump +20%, Climb +20%, Survival (Desert) +15%, Survival (Jungle) +15%

**Equipment:**  
Dagger (Sharpened, Balanced), Head Hunter's Mask, Javelin (Hunting, x4), Javelin Holder, Light Armor, (Leather, Reinforced), Spear (Steel, Sharpened, Masterwork). Some of them are also armed with a Combat Net and a Khopesh (Steel, Masterwork) instead of a Spear.

**Combat:**  
Head Hunters often operate in small hunting groups dedicated to the tracking and capture of potential slaves that they will later return to their masters. They are used to make ambushes where they attack from multiple directions with coordinated and precise behaviour. Against difficult foes, they usually use their spears to get opportunity attacks and then gradually disengage them and reposition at 9 metres of distance, always keeping an available action to disengage again. This tactic allows Head Hunters to weaken their enemies and avoid being counter-attacked, until they decide to finish them.

# SKELETON

Reanimated by foul magic or by other mysterious events, skeletons represent a grim reminder of the inevitability of death, and even the most brave adventurer, would be concerned by knowing that he would share their fate if he will not be enough careful.

Category:

Undead

Subtype:

Obscure

## Reanimated Skeleton (Competent)

Str	10	RP	4	Attack	ThR	Damage	Critical	Type
Dex	11	MP	13	One-Handed Weapon	+2	1d6+1	23%	Variable
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+12					
Will	12	Hardiness	4					
Wis	-	ThR	+2					
Man	12	Dodge	+3					
		Parry	+2					
		HtH	+5/+5					
		Shock Test	-					

Feats and Special Abilities:

Dark Vision (15 m / 50 ft), Resistance to Cold (5), Rapid Reaction, Resistance to Electricity (5), Skeletal Creature, Undead, Uneasiness

Skills:

Listen +5%, Sneak +8%, Spot +5%

Equipment:

One-Handed Weapon

## Skeleton Archer (Competent)

Str	13	RP	7	Attack	ThR	Damage	Critical	Type
Dex	13	MP	14	Ancient Bow	+5	1d6+4	22%	Piercing
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+14					
Will	13	Hardiness	6					
Wis	-	ThR	+3					
Man	13	Dodge	+4	Short Sword	+4	1d6+1	22%	Slashing
		Parry	+3					
		HtH	+6/+6					
		Shock Test	-					

Feats and Special Abilities:

Armor Proficiency (Light), Dark Vision (15 m / 50 ft), Rapid Reaction, Resistance to Cold (5), Resistance to Electricity (5), Skeletal Creature, Uneasiness, Undead

Skills:

Listen +8%, Sneak +2%, Spot +8%

Equipment:

Light Hybrid Armor (Bronze, Rusty), Short Sword (Rusty)



Skeleton Combatant (Competent)

This skeleton still wears the armors and weapon that they had when they died, and also have a vague memories of their military training.

Str	13	HP	7	Attack	ThR	Damage	Critical	Type
Dex	12	MP	14	One-handed Weapon	+5	1d6+2	24%	Variable
Con	-	Movement	9 m (30 ft)					
Cun	-	Init	+14	Spear	+5	1d6+2	22%	Variable
Will	13	DR	6					
Wis	-	ThR	+3					
Man	13	Dodge	+4					
		Parry	+3(+6)					
		HtH	+7/+6					
		Shock Test	-					

Feats and Special Abilities:

Armor Proficiency (Light), Dark Vision (15 m / 50 ft), Rapid Reaction II, Resistance to Cold (5), Resistance to Electricity (5), Shield Proficiency, Skeletal Creature, Uneasiness, Undead

Skills:

Listen +8%, Sneak +2%, Spot +8%

Equipment:

Light Hybrid Armor (Bronze), One-Handed Weapon (Rusty) or Spear (Rusty), Medium Shield (Bronze) if not equipped with a Spear.

Grave Guard / Barrow Guard (Advanced)

Grave Guards and Barrows Guards where the best warriors who usually are buried with ancient Lords and Kings. They are formidable foes, especially thanks to their spectral blades who are able to ignore any kind of armor from time to time. A single Grave Guard can be also found as captains or Sargent of a group of Skeleton Combatants who will apparently follow his silent orders.

Str	14	RP	13	Attack	ThR	Damage	Critical	Type
Dex	13	MP	16	One-Handed Weapon	+8	1d6+4	27%	Variable
Con	-	Movement	7,5 m (25 ft)					
Cun	-	Init	+15	Polearm	+8	1d10+4	27%	Variable
Will	15	Hardiness	8					
Wis	-	ThR	+4	Two-Handed Weapon	+8	2d6+4	27%	Variable
Man	14	Dodge	+5					
		Parry	+7(+10)					
		HtH	+8/+6					
		Shock Test	-					

Feats and Special Abilities:

Armor Proficiency (Medium), Fighter, Formation Combat, One With the Armor, Power Strike, Rapid Reaction II, Resistance to Cold (5), Resistance to Electricity (5), Shield Proficiency, Skeletal Creature, Spectral Blade, Uneasiness, Undead, Dark Vision (15 m / 50 ft)

Spectral Blade:

All weapons used by a Grave Guard will ignore any Special Rule granted by the opponent's Armor and are also able to hit Ethereal Creatures. When obtaining Critical Hit, the Grave can renounce to the Additional Damage, to be able to deal the weapon's damage as Direct Damage.

Skills:

Listen +8%, Sneak +2%, Spot +8%

Equipment:

Hybrid Medium Armor (Iron). If armed with a One-handed weapon they also have a Medium Shield (Iron, Reinforced). In a unit of at least 10 Grave Guards, there is always a Standard Bearer, equipped with a Banner.

Combat Behaviour:

Skeletons and Skeletons Combatants will simply move towards their enemies and then attack them, but they don't even try to charge and they don't perform any Attack of Opportunity. On the other hand, Grave Guards are those who maintain a better memory of their training, so they will fight within a formation, charge and also perform attacks of opportunity.

# SOLDIERS

## Infantryman (Competent)

Str	13
Dex	12
Con	12
Cun	10
Will	11
Wis	10
Man	8

HP	14
MP	8
Movement	9 m (30 ft)
Init	+13
DR	2
ThR	+3
Dodge	+3
Parry	+4
HtH	+7/+6
Shock Test	41%

Attack	ThR	Damage	Critical	Type
Spear	+5	1d10+2	23%	Slashing

Falchion	+5	1d6+2	22%	Slashing
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### Feats:

Armor Proficiency (Light), Education (Illiterate or Rudimentary), Formation Combat, Rapid Reaction, Shield Proficiency, Tough

### Skills:

Bargain +1%, Hide -9%, Intimidate +5%, Knowledge (Common) +5%, Knowledge (Military +6%), Search +5%, Sneak -9%, Spot +5%

### Equipment:

Chain Shirt or Padded Armor, Military Vest (Infantry), 1d3+3 CB.

Sometimes they are equipped with a Small Shield (Wood) increasing heir Parry to +6.

In a unit of at least 10 Infantrymen one is usually assigned to the role of Standard-bearer, equipped with a Simple Standard.

## Heavy Infantryman (Advanced)

Str	13
Dex	13
Con	13
Cun	10
Will	12
Wis	10
Man	8

HP	17
MP	8
Movement	6 m (20 ft)
Init	+14
DR	2
ThR	+4
Dodge	+4
Parry	+6
HtH	+7/+6
Shock Test	42%

Attack	ThR	Damage	Critical	Type
Spear	+7	1d10+2	23%	Slashing

Falchion	+7	1d6+2	22%	Slashing
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### Feats:

Armor Proficiency (Heavy), Education (Illiterate or Rudimentary), Formation Combat, Rapid Reaction, Shield Proficiency, Tough II

### Skills:

Bargain +1%, Hide -9%, Intimidate +5%, Knowledge (Common) +5%, Knowledge (Military +6%), Search +5%, Sneak -9%, Spot +5%

### Equipment:

Chain Shirt or Padded Armor, Military Vest (Infantry), 1d3+3 CB.

Sometimes they are equipped with a Small Shield (Wood) increasing heir Parry to +6.

In a unit of at least 10 Heavy Infantrymen one is usually assigned to the role of Standard-bearer, equipped with a Simple Standard.

### Combat Behaviour:

Infantry usually follow simple tactics, based upon what a commander or a general will decide. They are trained to fight in a formation and to engage their opponents together. Every unit has his own banner and chief.

Militiaman

Militiamen are generally simple people, taken from common folk and taught a minimum amount of military training and how to handle a weapon. They are many times the only defence of many villages, and also the heart of armies together with regular soldiers. Those who are of age and males are generally the ideal candidates, most of the conscripted are males, maybe to avoid a decrease in new births (or maybe females are too sharp to get involved in certain things). Many can be artisans or farmers, so their education level can be lacking or even totally absent.

Str	11	HP	12	Attack	ThR	Damage	Critical	Type
Des	11	MP	8	Half-Spear	+3	1d6+1	20%	Piercing
Con	12	Movement	9 m (30 ft)					
Cun	10	Initiative	+11					
Wil	9	DR	1					
Wis	9	ThR	+2					
Man	8	Dodge	+1					
		Parry	+2					
		HtH	+6/+5					
		Shock Test	32%					

Feats:  
Education (Illiterate or Rudimentary)

Skills:  
Craft (Any) +5%, Listen +5%, Knowledge (Common) +5%, Sneak -5%, Hide -5%, Spot +5%, Repair (Any) +2%

Equipment:  
Padded Armor, Simple Clothes, Spear. Note: many times Militia forms units equipped differently based on what they can scavenge along the way. There can be units of Militia equipped with improvised weapons like forks, hoes, pickaxes and so on.

Combat Behaviour:  
Militia generally is made of common people with some combat notion, but usually many of them is not apt to combat. They are used mainly as an expendable asset or as a support to other units. Obviously, t Militia unit will not hesitate to surrender or retreat when the situation turns to the worse.

# TIMBERWOLF

**Appearance**

S02 Ep12 - Family Appreciation Day  
S03 Ep09 - Spike at your Service  
S05 Ep26 - The Cutie Remark (Part II)

**Category:**

Construct

**Subtype:**

Arcane, Plant

Str	14	RP	10	Attack	ThR	Damage	Critical	Type
Dex	13	MP	18	Bite	+6	1d6+3	25%	Piercing
Con	-	Movement	12 m (40 ft)					
Cun	4	Init	+14					
Will	12	Hardiness	5					
Wis	11	ThR	+5					
Man	12	Dodge	+6					
		Parry	-					
		HtH	+9/+7					
		Shock Test	-					

**Feats and Special Abilities:**

Construct, Fighter, Knock Down, Scent, Rapid Reaction, Repairing, Vulnerability to Fire (1), Vulnerability to Moon Silver (1)

**Repairing:**

When a Timberwolf loses his last RP, he crumbles down into pieces, since the magic who animates him ends. Even so, there is a 50% chance that he will reform within 1d3 Round, spending 6 MP. The arcane energies who were animating him will awake again, gathering new pieces and repairing the suffered damage, more or less.

A Repaired Timberwolf recovers half of his original RP, but this ability has effect only if the Timberwolf is within a natural environment and is able to gather new resources within, like twigs, branches and so on. If the Timberwolf lost more than half of his total RP by Fire Damage or is destroyed with less than 6 MP remaining, this ability will not work, but his remains can be still used by other Timberwolves nearby

**Skills:**

Hide +8% (+15% if within Woods), Jump +11%, Listen +15%, Search +15%, Sneak +14%, Spot +11%

## Altered Timberwolf

An Altered Timberwolf has grown thorns on his body, but is not know if there is a relation with this phenomenon and something that could involve the Dire Thorns. Altered Timberwolves are slightly bigger and stronger than usual Timberwolves.

Str	15
Dex	14
Con	-
Cun	4
Will	12
Wis	10
Man	11

RP	16
MP	12
Movement	12 m (40 ft)
Init	+15
Hardiness	6
ThR	+5
Dodge	+7
Parry	-
HtH	+9/+7
Shock Test	-

Attack	ThR	Damage	Critical	Type
Bite	+7	1d6+4	30%	Piercing

### Feats and Special Abilities:

Construct, Fighter, Knock Down, Scent, Rapid Reaction, Repairing, Thorns, Vulnerability to Fire (1), Vulnerability to Moon Silver (2)

### Thorns:

If the Altered Timberwolf inflicts a *Bleeding* Effect with a Critical Strike, it lasts 2d3+1 Round instead of only 1d3+1.

Any HtH manoeuvre performed by or against an Altered Timberwolf who includes physical contact has a 50% chance to inflict 1d3 Direct Piercing Damage to the opponent. Attacking an Altered Timberwolf with unarmed attacks has the same chance to deal damage to the aggressor, unless the attack is performed by something that does not get injured.

### Skills:

Listen +15%, Search +15%, Sneak +14%, Hide +8% (+15% if inside a Forest), Spot +11%, Jump +11%

## Dire Timberwolf

A Dire Timberwolf is the result of an agglomeration of a certain number of Timberwolves destroyed within a certain distance.

A Dire Timberwolf is a terrific huge creature who can cause a huge havoc if not destroyed quickly, but even so, such thing is not an easy task to perform. It's a common advice from Creature hunters and Monster hunters to do not destroy too many Timberwolves together, but instead to try to lure them away, reducing the chances that their remains will generate a Dire Timberwolf.

Str	24
Dex	12
Con	-
Cun	5
Will	16
Wis	11
Man	16

RP	45
MP	24
Movement	6 m (20 ft)
Init	+14
Hardiness	9
ThR	+9
Dodge	+6
Parry	-
HtH	+23/+6
Shock Test	-

Attack	ThR	Damage	Critical	Type
Bite	+9	1d6+7	24%	Piercing

Claws	+10/+10	1d6+6	25%	Slashing
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### Feats and Special Abilities:

Arcane Reserve, Construct, Extended Reach (3 mt), Fighter II, Rapid Reaction, Scent, Size (Huge), Superior Repairing, Sweep Attack, Tear to Pieces, Terror, Vulnerability to Fire (2), Vulnerability to Moon Silver (2)

### Superior Repairing:

When a pack of at least 7 Timberwolves is destroyed within 6 m (20 ft) one from another, there is a 30% that they will reform as a Dire Timberwolf instead of repair themselves, with a +10% chance for every 3 additional Timberwolves destroyed nearby.

A Dire Timberwolf has also a 35% Chance to repair himself when destroyed, recovering only 20 RP but also reducing his ThR for both Bite and Claws by 3. If the Dire Timberwolf is destroyed again, he will not repair himself any more.

IF a Dire Timberwolf has lost more than half of his RP by Fire Damage, he will not Repair himself, but his pieces can be used by others as usual.

### Skills:

Listen +13%, Search +13%, Sneak +10%, Hide +5% (+12% inside Forests), Spot +13%, Jump +18%

### Combat Behaviour:

Like normal wolves, Timberwolves always hunt in packs, so they have a similar behaviour even if they do not perform any Attack of Opportunity. Dire Timberwolves are just fierce creatures who attack everything on sight, using their Swipe Attack to take care of a large number of enemies who dare to stand against them.

# URSÆE

## Appearance

S01 Ep06 - Boast Busters

## Category:

Arcane Beast

## Subtype:

Oniric (*the Ursa Major also has the Epic Subtype*)

## Ursa Major

Str	45
Dex	10
Con	50
Cun	3
Will	24
Wis	8
Man	26

HP	200
MP	49
Movement	12 m (40 ft)
Init	+10
MDR	8
ThR	+4
Dodge	+6
Parry	-
HtH	+42/+5
Shock Test	99%

Attack	ThR	Damage	Critical	Type
Bite	+9	2d10+17	30%	Piercing

Claw	+12	2d6+15	25%	Slashing
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## Feats and Special Abilities:

Arcane Reserve III, Demolisher, Devour, Extended Reach (7,5 m / 25 ft), Fighter III, Monstrous Constitution, Nocturnal Coat, Scent, Size (Colossal), Sweep Attack, Terror

## Nocturnal Coat:

The fur coat of an Ursa Major reflects the sky above, making the creature to be almost invisible during night time, even if her lower paws could be visible. A Ursa major ha a Concealment of 60% during Night Time, while an Ursa Minor only a 30%.

An Ursa Major can Spend 10 MP to create an effect identical to the Invisibility Spell, who is considered to have a Consumption value of 5.

An Ursa Minor can only became invisible for 1d3 Rounds, then the effect will simply end.

## Skills:

Hide +5%, Listen +12%, Search +13%, Spot +13%

## Ursa Minor

Str	27
Dex	11
Con	25
Cun	3
Will	14
Wis	6
Man	17

HP	50
MP	24
Movement	9 m (30 ft)
Init	+11
MDR	4
ThR	+9
Dodge	+6
Parry	-
HtH	+22/+5
Shock Test	66%

Attack	ThR	Damage	Critical	Type
Bite	+8	1d10+7	24%	Piercing

Claw	+8	1d6+5	24%	Slashing
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## Feats and Special Abilities:

Arcane Reserve, Extended Reach (4,5 m / 15 ft), Fear, Fighter, Monstrous Constitution, Nocturnal Coat, Scent, Size (Huge),

## Skills:

Listen +5%, Search +6%, Spot +6%

## Combat Behaviour:

Ursae are simple animals who usually stay away from civilization and never attack other creatures unless provoked, even if the Ursa Minor often ends up attacking other creatures just for curiosity.

A Female Ursa Major can become extremely aggressive if his cub is in danger, and at this point there is nothing much to do except to run away.

# WORG

Even if a Worg could look like a strange wolf at first sight, they possess different details that allows to understand that there is something wrong in them. Their bright red eyes, glows with a sinister rage but also with a sort of feral and cruel intelligence. Unlike normal wolves who hunt for necessity or hunger, Worgs will hunt just for the taste of blood or by the violence they can cause. They are also capable to simply injury a creature and then let her run away or to cry for help, while hiding nearby and then ambush those who came for assistance. Elder Worgs are even more cruel and savage than a normal Worg, but is rare that an Elder Worg leads a pack of younger Worgs, since they prefer to hunt alone.

**Category:**  
Arcane Beast

**Subtype:**  
Nightmare

## Worg (Elder)

Str	20	HP	37	Attack	ThR	Damage	Critical	Type
Dex	14	MP	21	Bite	+9	1d6+6	28%	Slashing
Con	20	Movement	12 m (40 ft)					
Cun	4	Init	+16	Claw	+8	1d6+5	26%	Slashing
Will	14	NDR	5					
Wis	13	ThR	+5					
Man	14	Dodge	+7					
		Parry	-					
		HtH	+17/+7					
		Shock Test	62%					

**Feats and Special Abilities:**  
Arcane Reserve, Fierce Charge, Fighter II, Improved Shock Test, Monstrous Constitution, Rapid Reaction II, Scent, Tear to Pieces, Terror, Tough II, Size (Large), Uneasiness

**Skills:**  
Jump +15%, Hide +8%, Listen +12%, Search +11%, Sneak +10%, Spot +12%

## Worg

Str	16	HP	16	Attack	ThR	Damage	Critical	Type
Dex	14	MP	19	Bite	+6	1d6+4	27%	Slashing
Con	14	Movement	12 m (40 ft)					
Cun	4	Init	+15	Claw	+5	1d3+4	24%	Slashing
Will	12	NDR	3					
Wis	12	ThR	+4					
Man	13	Dodge	+5					
		Parry	-					
		HtH	+10/+7					
		Shock Test	54%					

**Feats and Special Abilities:**  
Arcane Reserve, Fierce Charge, Fighter, Scent, Fear, Rapid Reaction, Improved Shock Test, Tough, Tear to Pieces

**Skills:**  
Hide +13%, Jump +10%, Listen +8%, Search +9%, Sneak +12%, Spot +8%

**Combat Behaviour:**  
Worg are intelligent enough to observe their preys for a certain period of time, studying their behaviour and movements. They will always try to attack those who are more vulnerable or weak, and they can also arrive to distract their foes by attacking from one direction, while one or two of them sneak behind them. They are also used to flee from a fight just to lure their opponents in a dangerous environment or to another ambush. Worgs are patient and cunning predators who can quickly adapt on the situation, even if their intelligence is still limited.