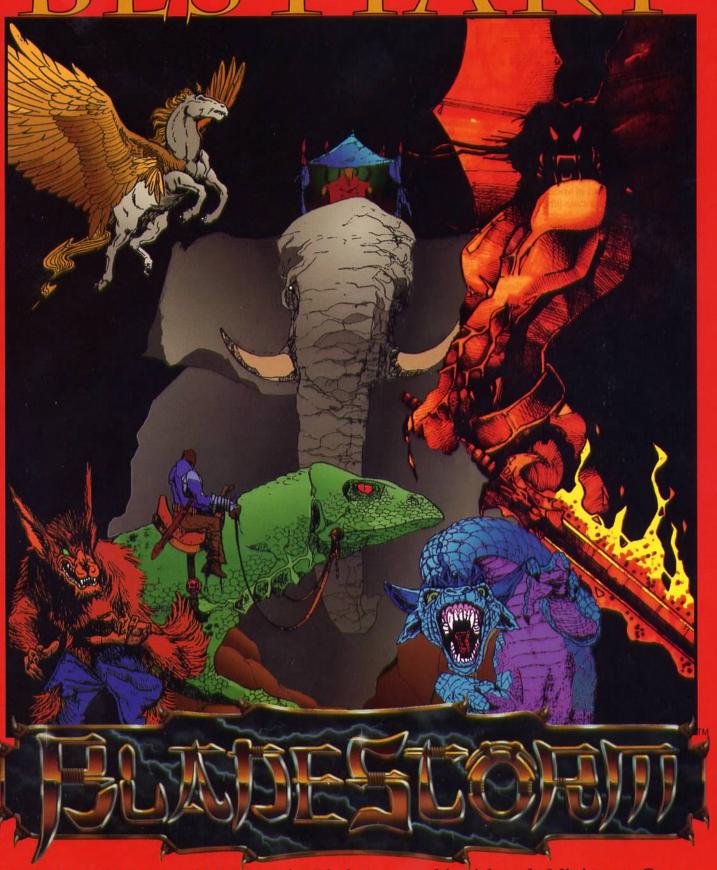
## BLADESTORM\*\*\* BESTIARY



A collection of Beasts and Monsters for *Bladestorm*, a skirmish-style Miniatures Game.

## BLADESTORM BESTIARY

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"Fiercely whirling winds gather shards of steel from fallen warriors. Raining down from a livid sky, these Bladestorms swoop unexpectedly upon a crimson battlefield. Flying blades scatter combatants on both sides. Oblivious to the danger, an evil Garcathu gnashes its claw-ensconced beak, its bloody battleaxe poised to decapitate a fallen Manticore."

Welcome to the Bladelands, home of fierce and foul monsters! We hope you survive your stay. The *Bladestorm Bestiary* brings creatures and other non-humans to your *Bladestorm* (*BSt*) games. This product is organized into four parts:

- The Introduction (Section I)
- Beast Descriptions and Stats (Sections II-XII)
- Ten ready-to-play Scenarios involving beasts (Section XIII)
- Charts for generating random encounters, treasures, and scenario conditions (Section XIV)

#### SPECIAL NOTATION

The beast descriptions and scenarios include a number of standard notations:

- \* Poisoned attack.
- † Used with the *BSt* Optional Rules.
- ‡ A "thrown weapon," once the weapon has been used for a
  missile attack, it is no longer available for use (mark through its
  entry on the combatant's record sheet).
- $\Delta$  Only used with **BSt** Optional Rule O-12.1. The spell user's Defense may be increased by +5 each turn that 1 PP is expended.

**Note:** For readability purposes, this product uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.

#### MULTIPLE CREATURE ATTACKS

Many creatures have more than one non-weapon melee attack. Usually, such a creature may only use one of its attacks in a given turn (see below for exceptions). The front facing for such attacks should be determined by the type of attack. For example, a tail attack might be limited to rear or side facings, while a claw attack might be limited to front and one of the sides.

Certain creatures will have specific restrictions placed upon their attacks:

- ¥ All attacks may be used each Melee Combat Phase with no target restrictions.
- « The creature's Melee Attack II may be used against a foe if the creature's Melee Attack I has already delivered damage to that specific foe during the current Melee Combat Phase (i.e., both attacks may be made during the same phase).
- √— The creature's Melee Attack II may only be used against a foe if the creature's Melee Attack I delivered damage to that specific foe (i.e., hit the foe) on the previous Melee Combat Phase (see BSt Rulesbook S-5.0).

- The Melee Attack may be used if the rider (if any) does not attack during the same Melee Combat Phase.
- ß—The creature's breath weapon may only be used in a given turn in place of one of the melee attacks it would normally make with its head (i.e., bite, horn, etc.). In other words, if the breath weapon is used, the creature may only attack during one of the Melee Combat Phases of the same turn (see BSt Rulesbook S-5.0).
- § The number of allowable attacks against human-sized foes is determined by the number of potential targets (see the chart below). If a target is larger than human-sized, increase the number indicated by 1 (up to the actual number of attacks). If a target is much larger than human-sized (i.e., huge), increase the number indicated by 2 (up to the actual number of attacks).

No. of Potential							_		oatan		
Attacks	1	2	3	4	5	6	7	8	9	10+	
One	1	1	1	1	1	1	1	1	1	1	
Two	1	1	2	2	2	2	2	2	2	2	
Three	1	2	2	2	3	3	3	3	3	3	
Four	2	2	2	3	3	3	4	4	4	4	
Five	2	2	3	3	3	4	4	5	5	5	
Six	2	3	3	3	4	4	5	5	6	6	

#### SLAYING WEAPONS

Slaying weapons are very adept at killing the type of creature that they are attuned to (e.g., Dragon, Troll, Elf, etc.). These highly magical weapons are very rare. If you are randomly generating items, a slaying weapon can only be obtained on a "Special" result. If a slaying weapon is obtained the creature to which it is attuned can be determined by using the Slaying Weapon Chart (see the Magic/ Item Table XIV-1).

The effects of a slaying weapon can be handled in two ways:

- A specific slaying weapon can have special bonuses for Attack and Damage (see Scenario #7, Grim has three such Dragon Slaying Arrows).
- A non-specific slaying weapon automatically inflicts an additional 1D6 of Damage when it strikes a target that it is attuned to. In addition, if more than one attack die rolled for a slaying weapon have the same result, the normal Damage delivered will be multiplied as follows:

# Dice with same result	Damage Multiplier
2 Dice	2x Damage
3 Dice	5x Damage
4 Dice	10x Damage
5 Dice	20x Damage
6 Dice	40x Damage
7 Dice	80x Damage
8 Dice	150x Damage

### II – ANIMALS

In addition to being randomly encountered, animals are often used to provide support for various armies in the Bladelands, either as mounts (for cavalry) or as individual combatants. The capabilities of an animal used as a mount are presented as part of the statistics of the rider (see the *Bladestorm Sourcebook*).

#### 1. TIGER

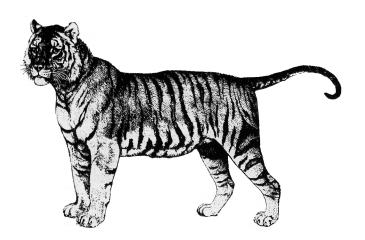
Native to the northern rain forests, tigers prowl in solitary stealth, searching for prey. Their cunning makes them fearsome foes, preying on livestock and helpless men alike. A tiger is most dangerous when cornered or wounded. Tigers often set up hidden and near enemy forces.

The Tiger-folk of Munull use these ferocious beasts in their wars (*BSt Sourcebook* p. 58). Superbly adapted for jungle warfare, tigers have keen senses and great patience. Given a scent, tigers will stalk their prey, whether man or beast, for hours. Tiger-folk keep their tigers on the edge of starvation, making them keen to hunt. Orange tigers are by far the most common strain, and the rare great white tigers are considered to be divine by the Tiger-folk.

(Large Claw, Large Bite, and Soft Leather Hide)

Movement Rate10"(7.5"/5"/2.5") [25cm(19/13/7)]

, , , , , , , , , , , , , , , , , , ,	` /3
Base SizeLarge	Number Appearing 1-2
Melee Attack I 3D6+4	Melee Damage I High
Melee Attack II « 3D6+6	Melee Damage II Mediumx2
Defense 10	Shield Bonus +0
Armor1	Maneuver †6
Morale 9	Resistance †9
Endurance (30)	





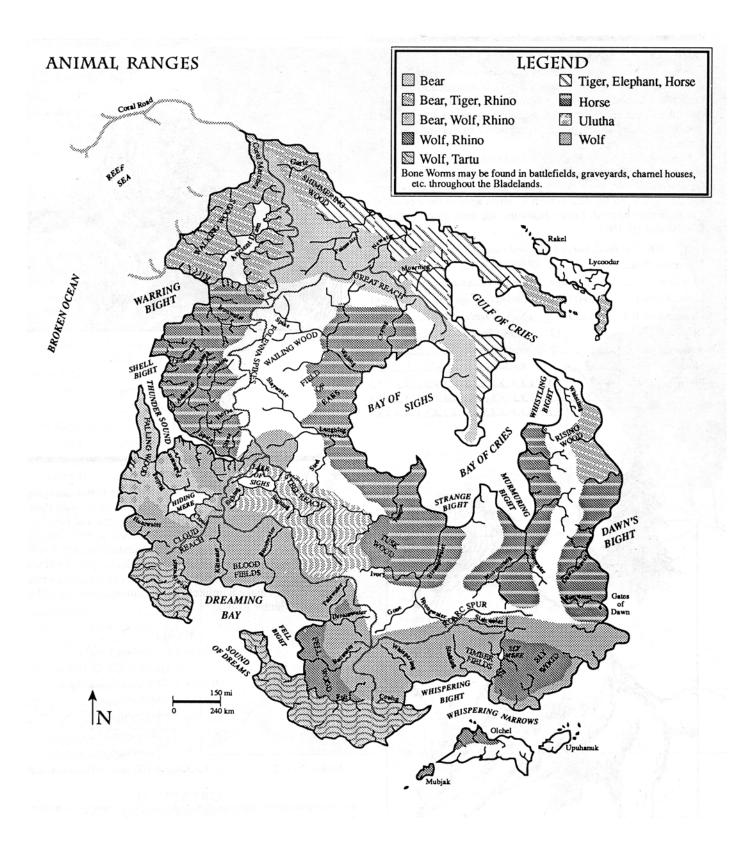
#### 2. WAR HORSE

These statistics are for rider-less war horses. Generally, each mount is considered an inherent part of its cavalry combatant.

(Medium Bite, Large Trample, Soft Leather Hide)

Movement Rate9"(7"/4.5"/2.5") [23cm(18/12/6)]

Base Size Large	Number Appearing 1-10
Melee Attack I 3D6+2	Melee Damage I High+2
Melee Attack II ¤ 3D6+4	Melee Damage II Mediumx2-1
Defense 11	Shield Bonus +0
Armor1	Maneuver † 5
Morale 8	Resistance †9
Endurance (42)	
m□ □□□	



#### 3. FIGHTING BEAR

Some brown bears are used as close-support by natives of the Bear Men of Sull (*BSt Sourcebook* p. 37). If wounded in combat, a bear often becomes berserk, turning on friend and foe alike. Anytime a bear combatant's Morale Roll equals its *Morale* stat, it goes berserk and attacks the nearest combatant for the rest of the battle.

Black bears, larger and stronger than their brown cousins, make able guards for Forest Giants (*BSt Sourcebook* p. 84). When Forest Giants wage war, their guard-bears lumber into battle wearing spiked collars. As the bears crush a victim against their chest, the spikes further imperil. Lesser bears use the stats given in the *BSt Sourcebook* (p. 100).

(Medium Bash, Large Claw, and Thick Leather Hide)

Movement Rate9"(7"/4.5"/2.5") [23cm(18/12/6)]

7 =	·
Base SizeLarge	Number Appearing 1-5
Melee Attack I D6+D10+5	Melee Damage I Low+1
Melee Attack II § 3D6+3	Melee Damage II High
Defense 12	Shield Bonus +0
Armor2	Maneuver †7
Morale 8	Resistance † 8
Endurance (64)	





#### 4. WOLF

Endurance (22)

Social creatures, wild wolf-packs roam the forests and grassland of Folenn. They rely on this pack structure to run down their prey. The Wolf-folk of Urnull employ a special strain of Great-wolf in their quest for domination (*BSt Sourcebook* p. 59). These Great-wolves were bred for huge size, strength and endurance. Four to five feet at the shoulder, Great-wolves bear riders or packs and are most potent on clear, moonlit nights. Their excellent night vision and sense of smell make it unlikely that unmounted enemy will escape (+1 to Encounter Rolls).

#### WOLF

(Medium Bite and Soft Leather Hide)

#### **GREAT WOLF**

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(Medium Bite and Soft Leather Hide)

Movement Rate11"(8.5"/5.5"/3") [28cm(21/14/7)]

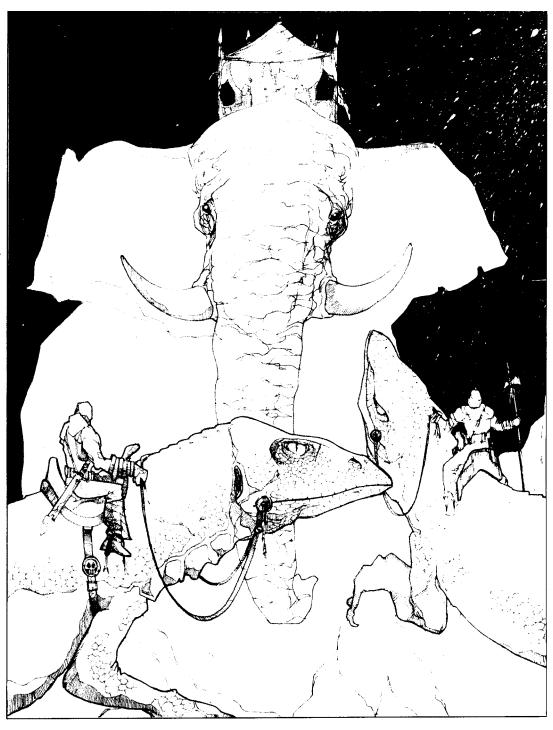
Base Size	<i>M</i> edium	Number Appearing 1-10
Melee Attack	3D6+8	Melee Damage High+2
Defense	11	Shield Bonus +0
Armor	1	Maneuver † 6
Morale	8	Resistance †9
Endurance (36)		
	m□	

## 5. WAR ELEPHANT

Gleaming ivory tusks beset with wicked spears strike fear in the hearts of the greatest warriors. Unfortunates in the path of war elephants are trampled underfoot. The Immigrant Domain of Royn makes use of the great beasts in battle (BSt Sourcebook p. 68). Although easily panicked, a front line of bedecked war elephants has great shock value. These stats may also be used to represent wild or runaway elephants. All combatants or units within 2"[5cm] of the front facing of an elephant figure undergo Mass Panic (as the spell in the *BSt Rulesbook*, p. 47).

(Huge Tusk, Huge Trample, Thick Leather Hide)

Movement Rate: 13"(10/6.5/3.5) [33cm(25/17/9)] Base Size ......Huge Number Appearing ...... 2-12 Melee Attack I ...... 3D6+D10+4 Melee Damage I ..... High+1 Melee Attack II √...... 4D6+4 Melee Damage II ... Mediumx2-2 Defense ...... 11 Shield Bonus .....+0 Armor .....-2 Maneuver † ...... 8 Morale ...... 8 Resistance † ...... 9 Endurance (160) \_\_\_\_\_ -----\_\_\_\_\_ \_\_\_\_\_  $m\Box\Box\Box\Box\Box$ \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_



#### 6. ULTHULA

Ulthula are the trained reptilian mounts of fierce Vancu warriors (*BSt Sourcebook* p. 60). Small, omnivorous, forest-dwelling drakes, Ulthula sport poisonous claws and jaws. Treat this as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49). It is applied in addition to normal damage. Their venom is very potent, so treat it as 2nd level for RR purposes.

(Poisonous Large Bite, Poisonous Large Claw, and Scale Hide) Movement Rate8"(6"/4"/2") [20cm(15/10/5)]

Base Size	Large	Number Appearing	1-6
Melee Attack I	3D6+3 *	Melee Damage I Medium:	x2 *
Melee Attack II § ¤ .	3D6+3 *	Melee Damage II Hig	gh *
Defense	9	Shield Bonus	. +0
Armor	3	Maneuver †	6
Morale	8	Resistance †	8
Endurance (56)			

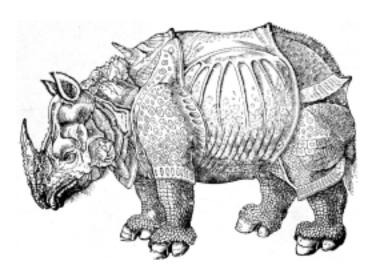
#### 7. "KILLER" RHINO

Found in the forests and plains of northwestern Folenn, these massive, armored beasts sport a vicious horn the size of a man's arm. Despite their bulk, rhino are reasonably agile and aggressive enough to charge anything. Although their vision is poor, a rhino's senses of hearing and smell are excellent.

(Huge Horn, Huge Trample, and Thick Hide)

Movement Rate8"	(6"/4"/2")	[20cm(	(15/10/5)]	

	· =
Large	Number Appearing 1-2
5+D10+7	Melee Damage I High+1
4D6+8	Melee Damage II Mediumx2-2
10	Shield Bonus +0
2	Maneuver † 8
9	Resistance †9
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֡֡֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜֜	+D10+7 . 4D6+8 102 9



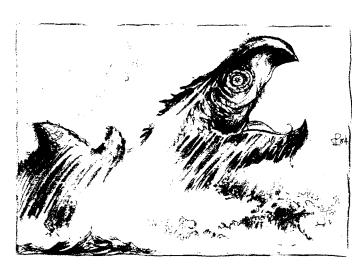
#### 8. TARTU

Hue Eater warriors (Sercathu) often ride Tartu into battle (*BSt Sourcebook* p. 75). Tartu are huge reddish sea turtles which have been extensively trained by the Hue Eaters. Tartu have been bred to contain an armored compartment within their double shells. Hue Eaters often cut apertures in the outer shell of a Tartu, transforming it into a living tank. The stats given here should be used only for unmanned Tartu.

(Large Bite, Medium Bash, {Soft Underbelly}, and Thick Shell) (May carry 2-4 Hue Eaters within its double shell.)

Movement Rate4"(3"/2"/1") [10cm(8/5/3)]

Base Size	Huge	Number Appearing 1-4
Melee Attack I 2	2D6+D10+2	Melee Damage I High
Melee Attack II § ¤ .	D6+D10+4	Melee Damage II Low+1
Defense	7	Shield Bonus +0
Armor	4 {-2}	Maneuver † 8
Morale	8	Resistance † 8
Endurance (85)		
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		مومون مومون مومون مور



#### 9. BONE WORM

These two foot long creatures are bone-white, eyeless worms with large maws and teeth. Bone Worms feed on corpses found in graveyards, battlefields, trash piles, etc. Although unimpressive individually, Bone Worms can be dangerous if they attack in numbers.

(Medium Bite and Fleshy Hide)

Movement Rate2"(1.5"/1"/0.5") [10cm(8/5/3)]

, , , ,	` /-
Base Size Small	Number Appearing 4-24
Melee Attack 3D6+1	Melee Damage High+2
Defense 8	Shield Bonus +0
Armor0	Maneuver † 10
Morale 10	Resistance † 10
Endurance (2)	$\square$ m $\square$

# III – GIANT ANIMALS

In the Bladelands, certain types of animals are much larger than the species we are normally familiar with. This larger size greatly increases such an animal's power and potential danger to the the inhabitants of Folenn.

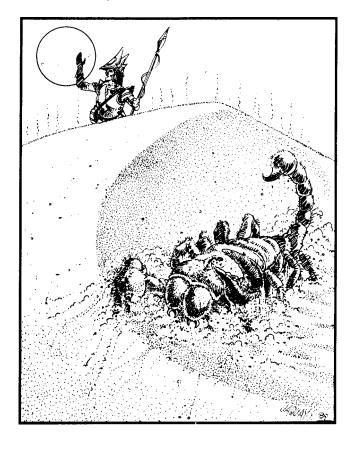
#### 1. SABRETOOTH TIGER

Often dwelling in rugged, open terrain, the Sabretooth Tiger usually attempts to ambush its prey. With their long, powerful claws and teeth, they can rend their prey to pieces, savoring the tasty tidbits of flesh.

(Large Claw, Large Bite, and Soft Leather Hide)

, , ,	, ,
Movement Rate	
Base Size Large	Number Appearing 1-2
$Melee\ Attack\ I\\ 3D6+6$	Melee Damage I High
Melee Attack II « 3D6+8	Melee Damage II Mediumx2
Defense 11	Shield Bonus +0
Armor1	Maneuver † 5
Morale 8	Resistance †8
Endurance (60)	
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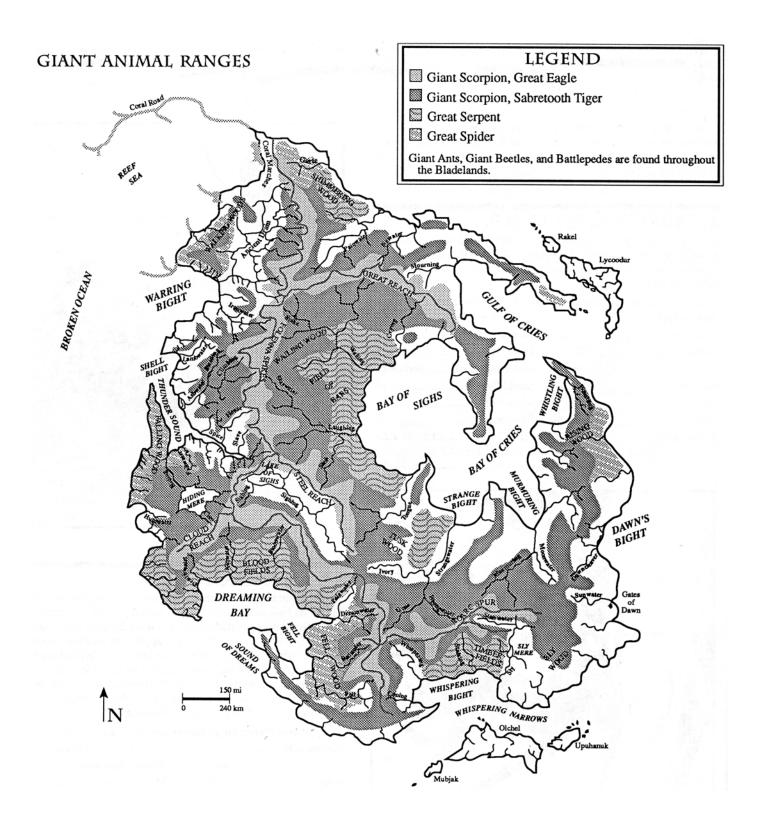


#### 2. GIANT SCORPION

At home in rugged terrain, this fearsome arachnid moves quickly despite its bulk and strikes victims with a poisonous stinger. This poisonous sting is treated as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49) and is applied in addition to normal damage. After poisoning a victim, this beast pulls its food apart with strong pincers. Often the scorpion lurks patiently in rocky grottos (appearing as a Random Encounter). However, Conjurors or Shamans allied with the Unlife are often able to summon Giant Scorpions in the Mountains of the Bladelands.

(Large Pincer, Large Stinger, and Rigid Leather Hide)

(20, 60 1	er, and more Beamer may
Movement Rate	
Base Size Medium	Number Appearing 1-2
Melee Attack I 2D6+D10+3	Melee Damage I High
Melee Attack II ¥ 3D6+1 *	Melee Damage II Low+1 *
Defense 11	Shield Bonus +0
Armor2	Maneuver † 8
Morale 8	Resistance † 8
Endurance (25)	





#### 3. GREAT EAGLE

Rulers of the sky, these noble birds have built eyries in lofty mountain peaks. In ancient times, Great Eagles were allies with the Lord of the Winds, acting as messengers and spies. Although their wing span has dwindled since then, it is still an impressive 30-60 feet. They retain a fierce spirit, remaining enemies of Evil. Eagles aid only those of pure heart and the "Good" cause and are subservient to none.

Great Eagles swayed the course of several battles against the Unlife, their sworn enemies. Their favorite tactics include grappling claw attacks followed by dropping foes from great heights. They always improve the morale (by -1) of any army which they aid. Their Power Hue is Gold which gives them a +1 modifier to all rolls.

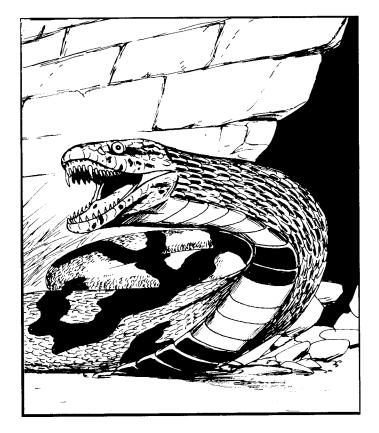
(Huge Claw and Soft Leather Skin)

Movement Rate	18	8"(13.5"/9"/4.5") [46cm(35/	23/12)]
Base Size	Large	Number Appearing	1-2
Melee Attack	5D6+5	Melee Damage	High
Defense	12	Shield Bonus	+0
Armor	1	Maneuver †	4
Morale	5	Resistance †	5
Endurance (120)		ره حوووه ووووه ووو	۔۔۔۔
	اوو وووز	ره محموم محموم ممد	
		)_	
	ومو مووز	ره محموم محموم عمد	
		100 00000 00000 OC	

#### 4. GREAT SERPENT

Normally dwelling in grassy plains, the Great Serpent is camouflaged by its yellow-brown coloration. Both livestock and Men can fall prey to its spitting attack, which can immobilize even the largest of opponents. Treat both the spitting attack and poisonous bite as the first level Essence spell, *Paralyze Legs (BSt Rulesbook* p. 49), that applied in addition to normal damage. Once enmeshed in the Serpent's coils, a victim is slowly swallowed whole.

Spittle, and Soft Leather Hide)
6"(4.5"/3"/1.5") [15cm(12/8/4)]
Number Appearing 1-5
Melee Damage High+2 *
2D6+6 *
Range Mod2 per 1" [2.5cm]
Shield Bonus +0
Maneuver † 7
Resistance †9
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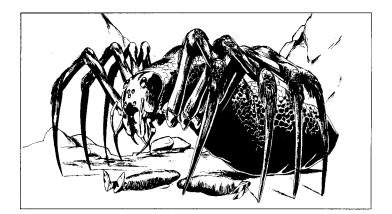


#### 5. GREAT SPIDER

Giant spiders spin complex web traps amongst trees or rocky grottos to ensnare the unwary. They lurk high above, sensing subtle changes in pressure on the ground (100' range) or within their 200-300' webs. Once a victim is surrounded by webs, a Great Spider closes in to inject a muscle poison, rendering prey helpless. Treat the poisonous pincer attack as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. Bound in a silk cocoon, the victim is suspended until mealtime. A reduction poison breaks down the prey's entrails allowing its fluids to be sucked out. Spiders augment their hunting skills with subtle Essence magic use (*BSt Rulesbook* p. 44). Their Power Hue is Grey, which improves their Defense by +2.

(Poisonous Huge Pincer and Rigid Leather Hide)

(= = = = = = = = = = = = = = = = = = =	
Movement Rate	. 10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size Large	Number Appearing 1
Melee Attack 4D6+7 *	Melee Damage High+1 *
Defense 15 Δ	Shield Bonus +0
Armor2	Maneuver † 5
Morale 5	Resistance † 6
Known Spells 5E1	Power Points20
Elemental Spell Bonus +2	
Endurance (140)	
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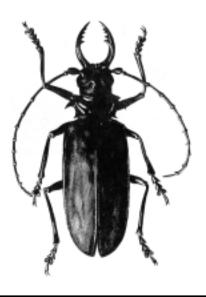


#### 6. GIANT ANT AND BEETLE

Huge ants and beetles are common throughout the varied terrain of the Bladelands. Both are well-armored, with horny exoskeletons and grasping jaws or pincers. Travellers usually encounter a solitary beetle, which can attempt to eat virtually everything — including them. Both beasts employ a poisonous bite treated as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. Giant Ants are most feared when travelling in armies, stripping away all living material in their path.

1	A	1edim	n Pinc	ers and	Plate	Skin)

Movement Rate		5"(4"/2.5"/1.5") [13c	m(10/7/4)]
Base Size	Medium	Number Appearing	1-5
Melee Attack D	06+D10+4 *	Melee Damage	High-1 *
Defense	9	Shield Bonus	+0
Armor	x1/2	Maneuver †	9
Morale	9	Resistance †	10
Endurance (23)		0000 00m0 00000	محمده د



#### 7. BATTLEPEDE

These magical giant centipedes are found throughout the Bladelands, usually guarding the treasures of powerful spell-users. Their mandibles inject a poison treated as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. Battlepedes also possess a magical attack. These fire bolts which spring from their eyes are treated as the first level Essence spell *Elemental Bolt I (BSt Rulesbook* p. 49).

(Poisonous Medium Pincer, Fire Bolt I, and Plate Skin)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base SizeLarge	Number Appearing1
Melee Attack D6+D10+3 *	Melee Damage High-1 *
Elemental Attack (fire bolt)	D6+D10+7
Elemental Damage Highx2-1	Range20" [51cm]
Defense 11	Shield Bonus +0
Armor x1/2	Maneuver † 6
Morale 8	Resistance † 8
Endurance (76)	
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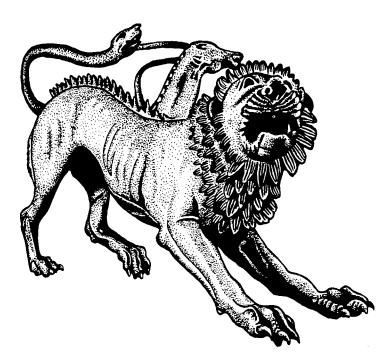


#### 1. CHIMERA

Before the Wars of Dominion, Soulslayers molded a creation of destruction. Grafted to the Chimera's lion's body are a goat's and serpent's head. The latter is in the form of a tail which can spew fire bolts, treat as 2nd level Essence spells *Elemental Bolt II (BSt Rulesbook* p. 49). Chimeras roam freely over the Bladelands ever searching for new prey, which makes them useful allies for the Unlife. When employed in combat, the Chimera charge into battle; their primary targets are powerful knights, mages, or commanders. These creatures are most potent under skies of yellow or orange, when the Damage they deliver is increased by +3.

(Large Claw, Large Bite, Fiery Breath, and Rigid Leather Hide)

(Barge Clair, Barge Bite, Tiery B	ream, and ragia Beamer True,	
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base Size Large	Number Appearing 1-2	
Melee Attack I 3D6+6	Melee Damage I High	
Melee Attack II ¥ 3D6+5	Melee Damage II Mediumx2	
Elemental Attack (fire bolt)	1D6+1D10+4	
Elemental Damage High+1	Range3" [8cm]	
Defense 11	Shield Bonus +0	
Armor2	Maneuver † 5	
Morale 8	Resistance †8	
Endurance (50)		
m		



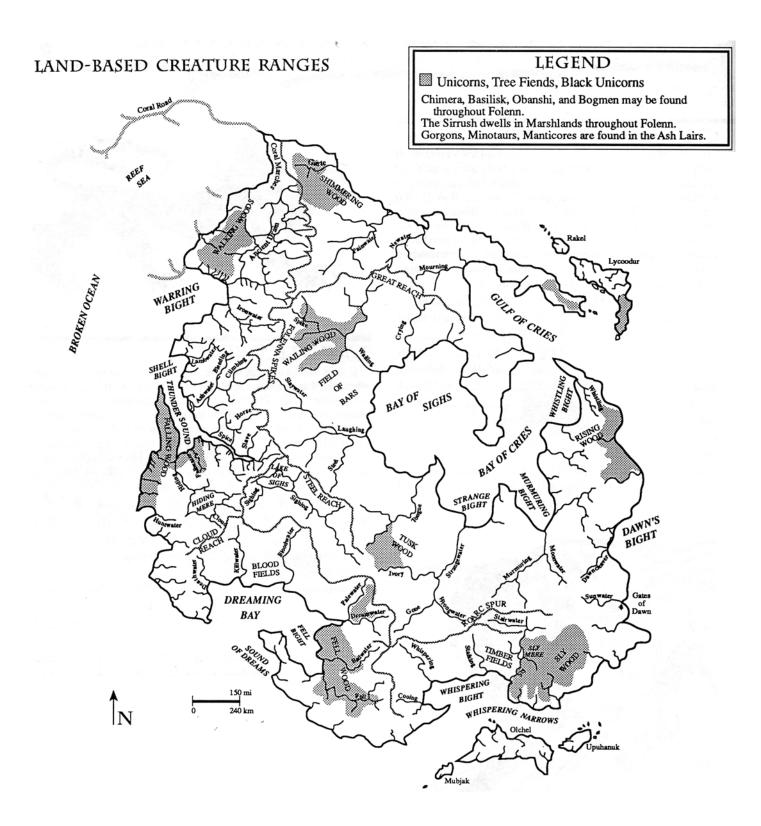


#### 2. MANTICORE

Coarse evil beasts that roam in packs, Manticores spread carnage wherever they appear. Generally they haunt the ruins of Folenn serving the Unlife. Their lion's bodies are perverted by an uncouth Mannish head and a spike-throwing tail. These spikes are treated as light crossbow bolts smeared with a poison; treat this poison as the 1st level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49), applied in addition to normal damage. Their Power Hue is Yellow, which modifies their spike's range from -2 per 18"[46cm] to -2 per 36"[92cm].

(Large Claw, Poisonous Spiked Tail, and Rigid Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]	
Base SizeLarge	Number Appearing 1-5	
Melee Attack 3D6+7	Melee DamageHigh	
Missile Attack (spikes)	2D6+3 *	
Missile Damage Lowx2+1 *	Range Mod2 per 18"[46cm]	
Defense 12	Shield Bonus +0	
Armor2	Maneuver †7	
Morale 8	Resistance †9	
Endurance (48)		
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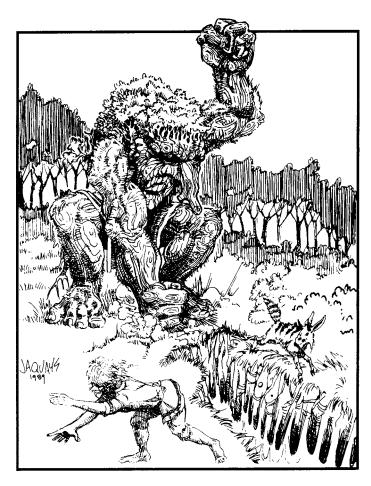
#### 3. TREE FIEND

Awakened and warped by the Unlife, these gnarled trees are malicious and spiteful. When aroused, the creatures can rend stone and earth with iron-hard roots, making Tree Fiends especially effective against fortified positions. Groves of Tree Fiends are not limited to forested regions, but will march into open lands. Their primary weakness is fire, natural or magical, from which Tree Fiends will flee. Fire-based attacks on them do 1D6 extra points of damage. Exceptional Tree Fiends possess spells (14 Power Points, optional rule O-12.1 does *not* apply): 1C1 (*Darkness*), 1E1 (*Nightvision*), 1E2 (*Powder Stone/Wood*). The power of Tree Fiends is greatest when the sky is brown or grey, modifying their attack and damage rolls by +2.

(Many Huge Bashes, Huge Crush, and Wooden Flesh)

(many frage basies, frage Crush, and wooden fresh)		
Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]	
Base Size Large	Number Appearing 1-10	
Melee Attack I 4D6+10	Melee Damage I High+2	
Melee Attack II √ 6D6+3	Melee Damage II Mediumx3	
Defense 14	Shield Bonus +0	
Armor4	Maneuver † 6	
Morale 6	Resistance † 6 (10 vs Fire)	
Endurance (200)		
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#### 4. BASILISK

Rarely seen, but broadly distributed throughout the Bladelands, Basilisks seem drawn to battles either by curiosity or blood lust. In appearance they resemble serpents with feathered wings, legs, and head. Although winged, Basilisks are clumsy flyers and so spend most of the time on the ground. A Basilisk's beaks and claws, although cruelly sharp, are not its main weapons. In combat, they use a wailing hiss to inspire terror; treat as the 4th level Channeling spell *Mass Rout* (*BSt Rulesbook* p. 48). The gaze of a Basilisk turns the viewer to stone. Treat this as a 5th level attack against one combatant per round; if the target fails its RR, it is eliminated. Intentional or not, these creatures spread chaos, so are prized allies of the Unlife. Their Power Hue is Violet which allows them to move twice as fast as normal.

(Large Beak, Large Claws, and Scaly Skin)

, , ,	
Movement Rate	
Base Size Large	Number Appearing1
Melee Attack I 2D6+D10+1	Melee Damage I High
Melee Attack II § 3D6+2	Melee Damage II High
Spell Attack, Damage, & Range (ga	ze and hiss)Special
Defense 11	Shield Bonus +0
Armor4	Maneuver † 8
Morale 8	Resistance † 8
Endurance (37)	
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#### 5. BLACK UNICORN

These former Unicorns are occasionally used as demonic steeds. Evilly warped by Demons of rare cunning and cruelty, Black Unicorns often prey upon mortals for sport. Black Unicorns frolic amidst the carnage, reveling in the gore. Their immense egos usually preclude their use as mounts by any but the most powerful servants of the Unlife. Ebony hide and luminous green eyes are the only clues to the Black Unicorn's true nature. Magic hides their demonic temperament fooling unwary mortals. Black Unicorns' powers are exalted when the sky is black, grey, or whorled — only at these times may they use their 3rd, 4th, and 5th level spells.

(Large Horn, Medium Trample, and Soft Leather Hide)

(Large Horn, Meaium Trampie, ana Soji Leatner Hiae)		
Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]	
Base SizeLarge	Number Appearing1	
Melee Attack I 2D6+D10+8	Melee Damage I High+1	
Melee Attack II $\bowtie$ « 4D6+4	Melee Damage II Lowx2	
Defense 12 $\Delta$	Shield Bonus +0	
Armor1	Maneuver †5	
Morale 8	Resistance †9	
Known Spells	2E1 (Landing, Leaving);	
2E2 (Invisibilit	y, Long Door); 1E3 (Mass Leaving);	
1E4 (Mass Invisibility); 1E5 (Mass Long Door).		
Power Points 20	Elemental Attack Bonus —	
Endurance (34)	aa aaaaa aaaaa aaaaa	
	m	





#### 6. GORGON

Original inhabitants of Folenn, their numbers are now depleted by the ever-present warfare of the Bladelands. Long ago these hags were beauties warped by the touch of the Soulslayers. Now their snaky hair and stoning glance drive away all eligible suitors. The gaze of a Gorgon turns the viewer to stone. Treat this as a 5th level attack against one unit or 1-10 combatants per round (in view of her gaze); if the target fails its RR, it is eliminated. Existing Gorgons kill out of sheer spite. Gorgons may either appear as an ally of the Unlife, as a Random Encounter, or as a Guardian of her lair. A Gorgon's visage is fatal when viewed, so in daylight her effect is awesome. Her stoning gaze is lessened by worsening visibility. Highly reflective surfaces such as polished shields or mirrors are one of the few defenses against the being. Gorgons never follow routing forces, preferring to guard their lairs.

(Dagger, Poisonous Snake Hair, and No Armor)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size Medium	Number Appearing 1
Melee Attack I 2D6+2	Melee Damage I Lowx2-1
Melee Attack II ¥ 2D6-1 *	Melee Damage II Low-1 *
Spell Attack, Damage, & Range (	(gaze)Special
Defense 10	Shield Bonus +0
Armor0	Maneuver †7
Morale 8	Resistance †
Endurance (18)	

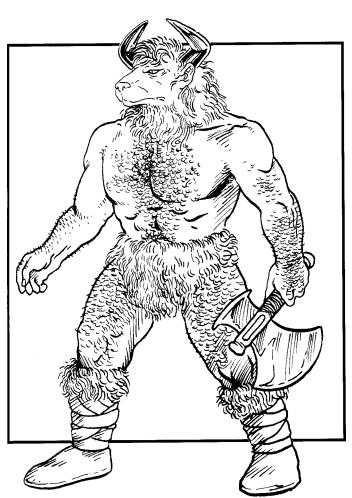
#### 7. MINOTAUR

Possessed of great strength and stupidity, these bull-headed men are prized by evil-doers for their unwavering savagery. Often they continue to attack when retreat would be the best option. As such, Minotaurs are most often used as the vanguard of an attacking force. Minotaurs tend to reside in labyrinthine caves beneath the central highlands of Folenn, the region known as the Ash Lairs. Their blood lust is such that Minotaurs always seek battle and will travel far afield to engage in a little wanton butchery. Their massive battle-axes are kept honed to a razor's sharpness.

(Battle Axe, Medium Horn, and Tough Leather Hide)

(Danie Axe, Meanin Horn, c	ina Tough Leather Hae)
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base SizeLarge	Number Appearing 1-2
Melee Attack I 3D6+D10+3	Melee Damage I High+Low+1
Melee Attack II § 2D6+D10+2	Melee Damage II High
Defense 12	Shield Bonus +0
Armor2	Maneuver † 5
Morale 7	Resistance †
Endurance (55)	
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#### 8. SIRRUSH

Found throughout the Bladelands, the Sirrush is a marsh-dwelling drake-like creature with powerful legs and a narrow head. Its forelimbs end in compact paws, while its hind legs sport cruel claws. These special appendages allow the beast to walk on two or four legs. Sirrush tongues are 10' long and can grapple unwary foes. Their breath is electrified; treat as the 3rd level Essence spell *Elemental Bolt III (BSt Rulesbook* p. 51). Sirrushes can employ all manner of Illusions. Extremely greedy, Sirrushes will fight for the highest bidder. In fact, if the enemy proposes a better offer, the Sirrush will promptly switch sides. As such, Sirrushes are used primarily for shock value by wealthy armies. Their Power Hue is Silver or Gold, which allows them to fly.

(Large Claw, Large Grapple, Huge Bite, and Scaly Hide) Base Size ...... Huge Number Appearing ...... 1 Melee Damage I ...... High Melee Attack I ......4D6 Melee Attack II § ...... 3D6+5 Melee Damage II ..... High-2 Melee Attack III « ..... 4D6+D10 Melee Damage III Mediumx2+2 Range ......20"[50cm] max. Elemental Damage ....... Highx2 Defense ...... 14 Δ Shield Bonus ..... +0 Maneuver † ...... 7 Armor .....-3 Morale ..... 7 Resistance † ...... 7 Known Spells ....... 1E1 (Light); 3E2 (Illusionary Terrain, Invisibility, Sudden Light); 1E3 (Illusionary Troops); 2E4 (Mass Illusionary Terrain, Mass Invisibility); 1E5 (Mass Illusionary Troops). Elemental Spell Bonus ...... +5 Power Points ...... 23 \_\_\_\_\_ Endurance (210) -----------



#### 10. OBANSHI

Intensely hostile and ravenous, these massive four-armed lizards walk upright on trunk-like legs. Although originally native to Thuul, long ago Soulslayers brought Obanshi to the Bladelands to tip the balance of power in their favor. The behemoths resolutely refused training and in one disastrous battle slew several Soulslayer contingents. Since then, the Obanshi wander desolate countryside laying waste to all in their path. The tough skin of the Obanshi is a mottled brown color; their gaping jaws are large enough to swallow a man whole. Although they are awesome beasts of battle, Obanshi are rather stupid and easily confused. (See ICE's *Shadow World* module, *Kingdom of the Desert Jewel*, for more information.)

#### (Huge Bash and Thick Leather Hide)

Movement Rate	3"(2.5"/1.5"/1") [8cm(6/4/2)]
Base SizeHuge	Number Appearing 1-3
Melee Attack 4D6+8	Melee Damage High
Defense 12	Shield Bonus +0
Armor3	Maneuver † 6
Morale 7	Resistance †
Endurance (150)	00000 00000 00000
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#### 9. UNICORN

Beautiful, graceful, and free, unicorns roam the whole of the Bladelands seeking to aid righteous folk. A shimmering, opalescent horn surmounts its equine head, with which it dispatches the forces of Darkness. Magically, it can avoid danger by simply being elsewhere. Truly free spirits, Unicorns eschew battle unless allied to the forces of good in conflict with the Unlife. Unicorns may only be ridden by maidens of pure heart (an admittedly scarce commodity on Folenn). Usually they can serve as a shock force to drive an enemy from the field of battle. The power of the unicorn is greatest in white, silver, or whorled hues. Under these skies, Unicorns are blessed with more powerful Magic — only at these times may they use their 3rd, 4th, and 5th level spells

(Large Horn, Medium Trample, and Soft Leather Hide)

(Large Horn, Mealum Trample, and Soji Leatner Hide)		
Movement Rate	16"(12"/8"/4") [41cm(31/21/11)]	
Base SizeLarge	Number Appearing1	
Melee Attack I 4D6+D10	Melee Damage I High+2	
Melee Attack II ¤ « 4D6+2	Melee Damage II Lowx2	
Defense 13 Δ	Shield Bonus +0	
Armor1	Maneuver † 4	
Morale 7	Resistance †	
Known Spells 41	El (Deflections, Landing, Leaving,	
Resist Elements); 3E2 (Bladeturn, Fly, Long Door);		
2E3 (Mass Deflections, Mass Leaving); 2E4 (Mass Bladeturn,		
Mass Resist Elements); 1E5 (Mass Long Door).		
Power Points 33	Elemental Attack Bonus —	
Endurance (36)		
m		

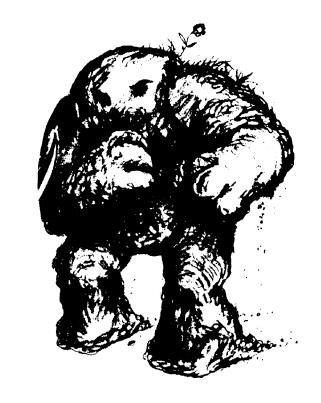


#### 11. BOGMAN

Through an unlikely combination of lightning, fire, water and earth, a man who sank in swampy ground later was reborn as the champion of nature, Bogman. Although of limited intellect, Bogman knows enough to detest the constant warfare on Folenn. He stops the fighting in the only way he can — killing everyone in sight with his massive, pummeling fists. Only with the battle field cleared can the Peace of Humus once again prevail. Bogman is 8' tall and is composed entirely of animated plant-matter. If Bogman suffers severe damage or dismemberment, he withdraws from battle to regenerate lost limbs. Only magic, heat, acid, and cold damage him permanently. Those who can speak with plants and who are of good heart may seek his aid in defeating despoilers of nature. Otherwise, Bogman destroys all mutilators of the land. Bogman's Power Hue is Green. Under Green skies he gains a +2 modifier to attack and damage rolls.

#### (Large Bash and Fibrous Skin)

, 0	*
Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size Large	Number Appearing 1 (unique)
Melee Attack 3D6+9	Melee Damage Medium
Defense 13	Shield Bonus +0
Armor4	Maneuver †6
Morale 6	Resistance †6
Endurance (56)	





Summoned from elemental realms near Kulthea, brutish Zephyr Hounds devastate the lands through which they roam with their Dragon-like breath. Appearing as the largest of curs (3' at the shoulder) with glowing eyes and mouth, these hounds may be summoned anywhere on the Bladelands by any adept conjuror. Each type of Zephyr Hound will associate only with its own kind.

#### 1. FIRE HOUND

Soot dulls the coppery fur of this hound. It has glowing red eyes and a mouth that roars flames. Treat its fiery breath as the third level Essence spell *Elemental Bolt III (BSt Rulesbook* p. 51). Immune to fire, the fire hound takes double damage from cold.

(Medium Bite, Fiery Breath, and Soft Leather Hide)

Movement Rate 1	4"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Medium	Number Appearing 1-10
Melee Attack 3D6+4	Melee Damage High+2
Elemental Attack (fire bolt) ß	D6+D10+5
Elemental Damage Highx2	Range5" [13cm]
Defense 10	Shield Bonus +0
Armor1	Maneuver † 7
Morale 8	Resistance †
Endurance (20)	





#### 2. ICE HOUND

Frost-tinged ground marks the passage of Ice Hounds. They have grey fur and fluorescent blue eyes. Treat its icy breath as the third level Essence spell *Elemental Bolt III (BSt Rulesbook* p. 51). They are immune to cold,but take double damage from fire. These hounds enjoy full movement on ice and snow.

(Medium Bite, Cold Breath, and Soft Leather Hide)

Movement Rate 1	4"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Medium	Number Appearing 1-10
Melee Attack 3D6+4	Melee Damage High+2
Elemental Attack (ice bolt) ß	D6+D10+3
Elemental Damage Highx2	Range5" [13cm]
Defense 10	Shield Bonus +0
Armor1	Maneuver †7
Morale 8	Resistance †
Endurance (18)	m

#### 3. NIGHT HOUND

Nocturnal creatures, these hounds shun the daylight. They are adept at stalking their prey on the blackest nights, virtually invisible with sooty coats. Their poisonous breath is treated as the 2nd level Essence spell *Mass Paralyze Legs (BSt Rulesbook* p. 51). This breath extends 5"[13cm] in a 60° arc, affecting all within. Night Hounds are immune to "Sleep" spells and their own breath.

(Medium Bite, Poison Breath, and Soft Leather Hide)

Movement Rate	. 14"(10.5"/7"/3.5") [36cm(27/18/9)]	
Base Size Medium	Number Appearing 1-10	
Melee Attack 3D6+3	Melee Damage High+2	
Spell Attack, Damage, & Range (poison breath) ß Special		
Defense 10	Shield Bonus +0	
Armor1	Maneuver † 8	
Morale 9	Resistance †9	
Endurance (16)	00000 000m000 00000	

#### 4. STORM HOUNDS

Their long yellow fur crackles from static, their eyes glow with phosphor. Storm Hounds employ as shock breath treated as the 2nd level Essence spell *Elemental Bolt II (BSt Rulesbook* p. 50). Immune to electricity, these hounds take double damage from water.

(Medium Bite, Shocking Breath, and Soft Leather Hide)

Movement Rate 1	4"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Medium	Number Appearing 1-10
Melee Attack 3D6+2	Melee Damage High+2
Elemental Attack (shock bolt) $\beta$	D6+D10+1
Elemental Damage High+1	Range10" [25.5cm]
Defense 10	Shield Bonus +0
Armor1	Maneuver † 7
Morale 9	Resistance †9
Endurance (12)	00000 0m0 00000

#### 5. VAPOR HOUND

Moving silently as fog, these hounds creep along the ground to envelop victims in a cloud of green vapor. They are disguised by thick, snowy coats and have iridescent eyes. Vapor Hounds have deadly poisonous gas breath treated as the 5th level Essence spell *Mass Word of Pain (BSt Rulesbook* p. 53), with two exceptions. The attack is treated as 3rd level for RR purposes and the range is only 3"[8cm]. They are immune to poisons, including their own breath.

(Medium Bite, Deadly Poison Breath, and Soft Leather Hide)

Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Medium	Number Appearing 1-10
Melee Attack 3D6+3	Melee Damage High+2
Spell Attack, Damage, & Range (po	pison breath) βSpecial
Defense 10	Shield Bonus +0
Armor1	Maneuver † 8
Morale 8	Resistance †9
Endurance (15)	

#### 6. WATER HOUND

Blue-furred with aqua eyes, these hounds are adept swimmers and breathe water as well as air. Water Hounds possess the ability to shoot a water bolt from their mouth. Treat this as the 1st level Essence spell *Elemental Bolt I (BSt Rulesbook* p. 49). Such hounds are immune to water-based attacks but take double damage from fire.

(Medium Bite, Water Bolt, and Soft Leather Hide)

Movement Rate 1	4"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Medium	Number Appearing 1-10
Melee Attack 3D6+2	Melee Damage High+2
Elemental Attack (water bolt) ß	D6+D10+1
Elemental Damage Low+2	Range10" [25.5cm]
Defense 10	Shield Bonus +0
Armor1	Maneuver † 8
Morale 9	Resistance †9
Endurance (14)	00000 00m00 00000



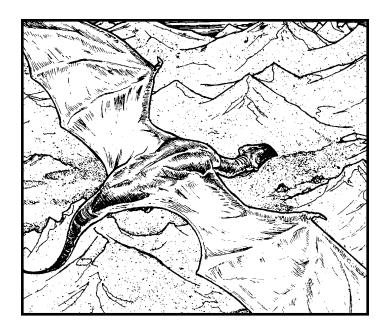


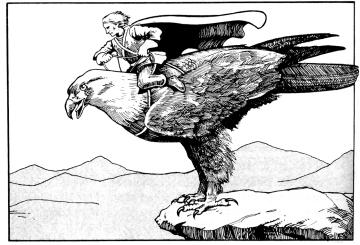
#### 1. FELL BEAST

Fell Beasts look much like small armless Dragons and usually nest in cliff-nooks. Although they lack breath weapons, their powerful talons and huge jaws can defeat most foes. Agile, strong, and moderately bright, they are often trained as air steeds for the Unlife. Primarily nocturnal, they can abide the loathsome touch of the Undead, so Fell Beasts are often chosen as mounts by Wraiths, Death Knights, and the like. Under Black skies, Fell Beasts have double normal movement rate.

(Huge Claw, Large Bite, and Rigid Leather Hide)

(Huge Clair, Ear & Buc, and High Eculier Hue)		
Movement Rate	32"(24"/16"/8") [81cm(61/41/21)]	
Base SizeHuge	Number Appearing 1-10	
Melee Attack I 4D6+2	Melee Damage I High	
Melee Attack II § 3D6+5	Melee Damage II Mediumx2	
Defense	Shield Bonus +0	
Armor2	Maneuver †4	
Morale 7	Resistance † 8	
Endurance (96)		
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#### 2. THYFUR

Cold mountain peaks shelter the Thyfur, huge birds resembling Great Eagles, but of lesser wingspan. Thyfur are more sociable than the Great Eagle, often forming friendships with Human, Elvish, and Hírazi riders. Grottos and mountain caves serve as an abode for bird and rider. A remnant of Hírazi people formed a strong allegiance with these great birds centuries ago. Mounted Thyfur troops make regular forays into the lowlands for food and to guard their lofty realm from enemies. Their Power Hue is Blue, when Thyfur can fly at a doubled rate.

(Huge Claw, Large Beak, and Soft Leather Hide)

, ,	
Movement Rate	14"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Large	Number Appearing 1-2
Melee Attack I 4D6+4	Melee Damage I High
Melee Attack II § 2D6+D10+3	Melee Damage II High
Defense 11	Shield Bonus +0
Armor1	Maneuver † 4
Morale 8	Resistance † 8
Endurance (56)	



#### 3. PEGASUS

Remote alpine valleys secure privacy for the shy Pegasus. Ranging in hue from silver to white, a Pegasus has the form of a winged horse. Hollow-boned and lightly built, the creatures take to the sky for the joy of flight or to escape predators. The lure of excitement draws a few from their secluded abodes. Intelligent and of good nature, a Pegasus values its freedom; never does it serve forces of evil. Men sometimes steal foals to raise as steeds. Pegasus are primarily bred and used by the Erlini of Orchel and Cryan (*BSt Sourcebook* p. 62). Under White skies their Defense is 15.

(Medium Bash, Medium Trample, and Soft Leather Skin)

(Medium Bash, Medium Trampie, and Soji Lediner Skin)	
Movement Rate	. 14"(10.5"/7"/3.5") [36cm(27/18/9)]
Base SizeLarge	Number Appearing 1-5
Melee Attack I D6+D10+1	Melee Damage I Low+1
Melee Attack II « 2D6+6	Melee Damage II Lowx2
Defense 11	Shield Bonus +0
Armor1	Maneuver †5
Morale 9	Resistance † 8
Endurance (43)	
m□ □□	





#### 4. GRYPHON

Endowed with an eagle's wings and head, a Gryphon's forequarters are covered with metallic plumage. Sharp talons protrude from its forelegs. A muscular lion's body provides great strength and agility. The scent of blood draws the Gryphon into battle, seeking fresh meat for its insatiable hunger. Its soaring grace and glinting body belie its deadly nature. The Titans who guard the Jewel Wells sometimes use Gryphons as spies. Their Power Hue is iridescent, when Gryphons attack at +2 modifier.

(Large Claw, Medium Beak, and Soft Leather Hide)

(Edit Se Citati, Micanian Beam, and Soft Econter Titate)		
Movement Rate	. 10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base SizeLarge	Number Appearing 1-2	
Melee Attack I 3D6+6	Melee Damage I High	
Melee Attack II « 2D6+D10+2	Melee Damage II High-1	
Defense 12	Shield Bonus +0	
Armor1	Maneuver †5	
Morale 8	Resistance † 8	
Endurance (55)		
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#### 5. GARGOYLE

Grotesque mockeries of Man and imps, Gargoyles pass the time between battles imitating statuary. They prefer to crouch, unperceived, on the eaves and gables of ruined structures. They swoop down on prey, attacking with teeth and claws. Fresh Human flesh is the Gargoyles' favorite meal; however, these creatures also hunt for sport. Though their form varies, all are winged. Rough, leathery hide and a chameleon ability aid in their subterfuge. Too small to be ridden, Gargoyles sometimes band together to drive off invaders or despoil villages.

(Large Claw, Medium Bite, and Scaly Hide)

Movement Rate		8"(6"/4"/2") [20cm(15/10/5)]
Base Size	. Medium	Number Appearing 1-10
Melee Attack I	3D6+3	Melee Damage I High
Melee Attack II «	3D6+1	Melee Damage II High+2
Defense	12	Shield Bonus +0
Armor	3	Maneuver † 6
Morale	9	Resistance †9
Endurance (22)	000000	





#### 6. NASTI

Vicious, semi-intelligent insects with sharp, toothy mandibles and claws, Nasti dwell near civilized areas. Believed to be the product of demonic experimentation, Nasti bedevil civilized folks on Folenn. (See ICE's *C&T II* for more information.)

(Small Claws, Medium Bite, and Soft Leather Hide)

Movement Rate	. 9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size Small	Number Appearing 1-20
Melee Attack I 2D6+3	Melee Damage I Low
Melee Attack II § 3D6+2	Melee Damage II High+2
Defense 10	Shield Bonus +0
Armor1	Maneuver †9
Morale 10	Resistance † 10
Endurance (6)	



#### 8. HARPY

A woman's head and breasts surmount an eagle's body covered in shining blue plumage. The Harpy's keening cries paralyze her foes, rendering them vulnerable to her cruel talons. Treat this wail as the first level Essence spell *Paralyze Legs* (*BSt Rulesbook* p. 49) with a range of 10". Harpies feast on the flesh of their victims.

(Medium Talons and Soft Leather Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)
Base Size Medium	Number Appearing 1-10
Melee Attack 2D6+4	Melee DamageHigh
Spell Attack, Damage, & Range (ga	ze)Specia
Defense 11	Shield Bonus+
Armor1	Maneuver †
Morale 9	Resistance †
Endurance (10)	00000 m00000

#### 7. BANSHEE

Long, wild hair veils a Banshee's flesh, while desiccated, filmy wings carry the Banshee's shriveled body. The Banshee's cry, a tortured wail, spreads panic, despair, and death. This wail affects all combatants and units within 10"[25cm] using any one of the spells listed below each turn.

(Dagger and Soft Leathery Skin)

, 66		,
Movement Rate		7"(5.5"/3.5"/2") [18cm(14/9/5)]
Base Size M	edium	Number Appearing 1-2
Melee Attack	2D6	Melee Damage Lowx2-1
Defense	9 <b>Δ</b>	Shield Bonus +0
Armor	1	Maneuver †9
Morale	9	Resistance †9
Known Spells		1C1 (Panic); 1C2 (Mass Panic);
1C3 (M	ass Disrup	ot);1C4 (Mass Rout); 1C5 (Death).
Power Points	30	Elemental Attack Bonus
Endurance (13)		0000 00m0 0000





#### 9. PHOENIX

Red and gold plumage adorn an eagle-like body, while a sinuous neck supports the phoenix's graceful fan-crested head. Hawk-like golden eyes look out over its crimson beak. Although immortal, the legendary Phoenix can be killed in battle. Upon its death, the body burns fiercely; treat as the 5th level Essence Spell *Elemental Ball IV* (*BSt Rulesbook* p. 53). From its ashes will arise the Phoenix reborn. Immune to fire-based attacks, the Phoenix takes double damage from cold-based ones. A Phoenix's Power Hues are Red and Gold; under those skies, its Fire Attacks and Defense are increased by +2.

•	
(Huge Claws, Medium Beak, Fiery	Breath, and Soft Leather Hide)
Movement Rate	. 16"(12"/8"/4") [41cm(31/21/11)]
Base Size Large	Number Appearing 1
Melee Attack I 4D6+6	Melee Damage I High
Melee Attack II § D6+D10+4	Melee Damage II High-1
Elemental Attack (fire bolt)	D6+D10+3
Elemental Damage High+1	Range20" [51cm]
Defense 13 Δ	Shield Bonus $+0$
Armor1	Maneuver † 4
Morale 7	Resistance † 7
Known Spells 2E1 (Fire F	Bolt I, Fire Wall); 2E2 (Fire Ball I,
Fire Bolt II); 3E3 (Fire Bal	l II, Fire Bolt III, Fire Wall True);
•	II, Fire Bolt I Triad, Fire Bolt IV);
3E5 (Fire Ball I	V, Fire Bolt II Triad, Fire Bolt V).
Power Points 45	Elemental Spell Bonus +4
Endurance (100)	
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#### 10. ROC

Largest of all that flies, the Roc is a colossal bird with the strength to lift elephants into the skies. The Roc is silky black in color except for malevolent yellow eyes. Its sharp talons and beak challenge even the might of Dragons.

(Huge Talons, Huge Beak, and Tough Leathery Skin) Base Size ...... Huge Number Appearing ..... 1-2 Melee Attack I ..... 5D6+3 Melee Damage I ..... High+1 Melee Attack II « ...... 5D6+2 Melee Damage II ...... High+2 Shield Bonus .....+0 Armor .....-2 Maneuver † ...... 7 Morale ...... 8 Resistance † ...... 7 Endurance (240) \_\_\_\_\_\_\_ ---------maaaaa aaaaa aaaaa -----\_\_\_\_\_



#### 11. SPHINX

With a human head and eagle wings atop a lion's body, the Sphinx is a union of animal strength and rationality. Quite intelligent, the Sphinx avoids battle unless assured of victory. The Power Hue of a Sphinx is Blue, which grants double PPs and the following additional spells: 3E1, 2E2, and 1E3 (ESB 0).

(Large Claw, Huge Bash, and Tough Leather Hide)

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Movement Rate	
Base SizeLarge	Number Appearing1
$Melee\ Attack\ I\\ 4D6+6$	Melee Damage I High
Melee Attack II $\S$ 4D6+4	Melee Damage II High-1
Defense 14 $\Delta$	Shield Bonus +0
Armor2	Maneuver †6
Morale 7	Resistance †7
Known Spells	4C1; 3C2; 2C3; 1C4
Power Points	Elemental Spell Bonus +0
Endurance (70)	
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#### 12. BAASHI

Baashi are carnivorous flying monkeys that often work as the agents of evil spell-casters. Baashi are intelligent enough to respond to complex verbal commands. (See ICE's *RMC I* for more information.)

(Medium Bash, Small Bite, and Soft Leather Hide)

Movement Rate	
Base Size Small	Number Appearing 1-10
Melee Attack I D6+D10+3	Melee Damage I Low+1
Melee Attack II « 2D6+4	Melee Damage II High+1
Defense 11	Shield Bonus +0
Armor1	Maneuver †5
Morale 9	Resistance †9
Endurance (13)	



#### 13. TENTMORSE

Tentmorses have green round bodies with a large red mouth, two white eyes, and ten poisonous radiating appendages. Maneuvering through tree limbs on smooth sinuous tentacles, Tentmorses never touch ground if they can help it. Grappling with poisoned tentacles, Tentmorses immobilize their surprised prey. This poisonous Grapple also inflicts the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. (See ICE's *C&T II* for more information.)

(Myriad Poisonous Medium Grapples, Medium Bite, and Soft Leathery Hide)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Base Size Medium	Number Appearing 1-10
Melee Attack I 3D6+3 *	Melee Damage I High-2 *
Melee Attack II √ 3D6+1	Melee Damage II High+2
Defense 9	Shield Bonus +0
Armor1	Maneuver † 8
Morale 9	Resistance †9
Endurance (16)	

#### 14. HORRIBAR

A hairy black ball with a toothy mouth agape, the wingless Horribar flies by means of a magical gland. Hook-tipped tentacles grab prey drawing it towards vicious fangs. Mindless carnivores, Horribars feed constantly. (See ICE's *C&T II* for more information.)

(Medium Hooks, Large Bite, and Soft Leather Hide)

,	, 0	, ,
Movement Rate		10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	Small	Number Appearing 4-16
Melee Attack I	2D6+D10	Melee Damage I Low
Melee Attack II √	3D6+5	Melee Damage II Mediumx2
Defense	12	Shield Bonus+0
Armor	1	Maneuver † 8
Morale	9	Resistance †9
Endurance (12)		0000 0m0 0000



This section presents three types of Dragons: the Great Drakes, the Lesser Drakes, and three Minor Drakes.

#### GREAT DRAKES

Great Drakes reside in many remote or devastated locales throughout the Bladelands, but all prefer to live in cavernous lairs. Features common to all Dragon-kind include: fiery, captivating eyes; well-muscled but slender bodies; two legs, two arms, and two variably developed "wings;" great talons, a long neck and tail; one to four horns; caustic blood and foul secretions; and scaly body armor. Dragons are generally intelligent and enjoy battles of logic and wit. They are independent and solitary, seldom allying themselves in the petty wars between Mortals.

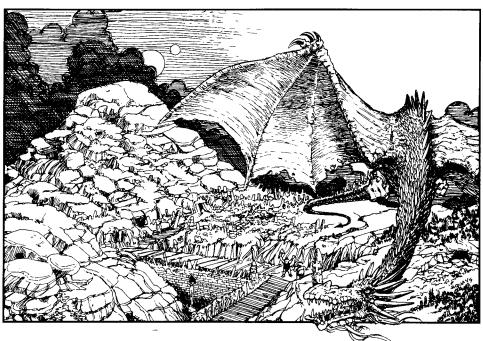
Dragons' huge claws, whip-like tails, and massive multi-rowed teeth enable them to physically overpower most any beast. The beat of their wings can stir the air with a fierce whirlwind, doubling the spreading speed of a fire and making maneuvers difficult. Great Drakes can use spells like the best Mages when not in melee. In addition, their enchanted senses and intuition give them the inherent ability to discern illusions and invisible beasts. Immune to the elements, (fire, ice, light, air, darkness, and water) and highly resistant to spells, they are rarely bothered by magic.

#### 1. LIGHT DRAKE (BLUE)

The lairs of the Light Drake are always in the Mountains since they favor thunderous electrical storms. Generally blue or blueblack, Light Drakes are nocturnal predators. Their breath acts as lightning (Bolt: 300', Cone: 200') usable once per turn, 25 times a day. A Light Drake is most powerful when the sky is Blue or in the presence of electrical storms; this adds +3 to attack and defense.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Lightning Ball Breath, Lightning Bolt Breath, and Plate-like Hide)

, , , , , , , , , , , , , , , , , , , ,	,
Movement Rate 22'	'(16.5"/11"/5.5") [56cm(42/28/14)]
Base Size Huge	Number Appearing 1
Melee Attack I 3D6+7	Melee Damage I High-1
Melee Attack II § 3D6+D10+6	Melee Damage II High+1
Melee Attack III § 4D6+5	Melee Damage III High
Melee Attack IV § . 2D6+D10+4	Melee Damage IV Mediumx2+2
Elemental Attack I (lightning cone) if	3 5D6+D10+2
Elemental Damage I Lowx2+2	Range I 33"[84cm], 30° arc
Elemental Attack II (lightning bolt) i	3 5D6+D10+2
Elemental Damage II Highx2	Range II50"[127cm]
Defense	Shield Bonus +0
Armor x1/2	Maneuver † 3
Morale 2	Resistance †
Known Spells	
Power Points 60	
Endurance (270)	محمده محمده
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#### 2. COLD DRAKE (WHITE)

Frequently grey or white, Cold Drakes live on high mountain peaks or in frigid climes. Relatively few (15%) have wings. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. Their breath weapons are a cone of cold and an ice bolt (maximum of one breath attack per turn). Their Power Hues are Grey and White, when attack and defense are at +3.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Cold Ball Breath, Ice Bolt Breath, and Plate-like Hide)

Movement Rate 1	3"(10"/6.5"/3.5") [33cm(25/17/9)]
Base SizeHuge	Number Appearing 1
Melee Attack I 4D6+9	Melee Damage I High-1
Melee Attack II § 3D6+D10+4	Melee Damage II High+1
Melee Attack III § 4D6+7	Melee Damage III High
Melee Attack IV § . 3D6+D10+5	Melee Damage IV Mediumx2+2
Elemental Attack I (ice cone) ß	4D6+D10+1
Elemental Damage I Lowx2+2	Range I 50"[127cm], 30° arc
Elemental Attack II (ice bolt) ß	4D6+D10+3
Elemental Damage II Highx2	Range II85"[216cm]
Defense 17 Δ	Shield Bonus +0
Armor x1/2	Maneuver † 3
Morale 2	Resistance †2
Known Spells	2E1; 2E2; 2E3; 2E4; 2E5.
Power Points 50	Elemental Spell Bonus +10
Endurance (390)	
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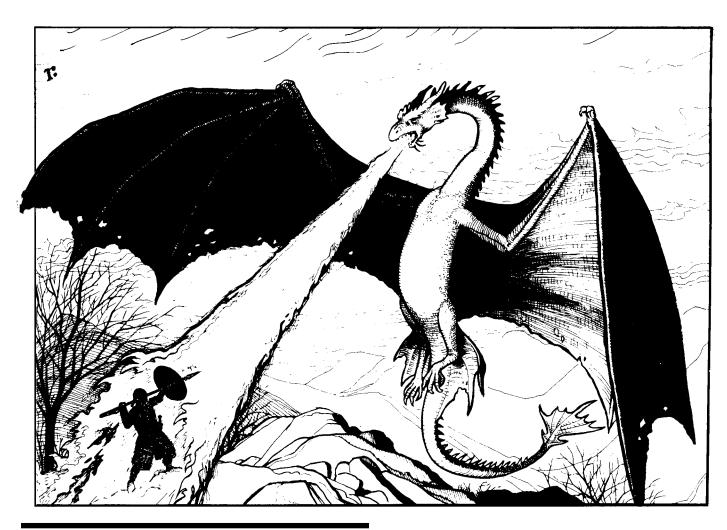
#### 3. GAS DRAKE (GREEN)

Usually Gas Drakes inhabit marshes, although they are well-known in the wild heath of remote moors. Grey, green, black, or brown they blend into forested swamps. These flighted Drakes surround themselves with sickening odors and fetid mists, creating a sense of impending death. They attack with a poisonous gaseous breath (usable once per turn, forty times a day). They are most powerful when the sky is Yellow or Green, giving them +2 to attack and defense.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Poisonous Gas Breath, and Plate-like Hide)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base SizeHuge	Number Appearing 1
Melee Attack I 4D6+6	Melee Damage I High-1
Melee Attack II § 3D6+D10+4	Melee Damage II High+1
Melee Attack III § 4D6+6	Melee Damage III High
Melee Attack IV § . 3D6+D10+2	Melee Damage IV Mediumx2+2
Spell Attack (gas breath) **	Range . 20"[50cm] (max. radius)
Defense 12 Δ	Shield Bonus +0
Armor x1/2	Maneuver † 3
Morale 4	Resistance †4
Known Spells	2C1 (Pain I, Panic); 3C2 (Fog Call,
	n II); 2C3 (Mass Disrupt, Pain III);
•	out); 2C5 (Death, Mass Pain True);
	aralyze Legs, Weaken); 3E2 (Fear,
	ss Weaken); 2E3 (Mass Confusion,
//	of Pain); 1E5 (Mass Word of Pain).
Power Points 100	Elemental Spell Bonus +0
Endurance (240)	
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\*\* — The effects of this breath can be the same as any spell listed for the drake.  $\beta$ 



#### 4. FIRE DRAKE (RED)

The oldest and most common of all the Drakes, these creatures reside in stoney lairs of every clime. They are typically red or reddish-gold, but are unrestricted as to color. Cumbersome on land, all Fire Drakes fly. Their fiery breath may be used once per turn, fifty times a day (one bolt or cone per turn). Their power is exalted under Red, Golden, or Orange skies, giving attack and defense +3.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Fire Ball Breath, Fire Bolt Breath, and Plate-like Hide)

Movement Rate 1	8"(13.5"/9"/4.5") [46cm(35/23/12)]
Base Size Huge	Number Appearing1
Melee Attack I 4D6+7	Melee Damage I High-1
Melee Attack II § 3D6+D10+4	Melee Damage II High+1
Melee Attack III § 4D6+9	Melee Damage III High
Melee Attack IV § . 3D6+D10+3	Melee Damage IV Mediumx2+2
Elemental Attack I (fire cone) ß	5D6+D10
Elemental Damage I Lowx2+2	Range I 50"[127cm], 45° arc.
Elemental Attack II (fire bolt) ß	5D6+D10
Elemental Damage II Highx2	Range II85"[216cm]
Defense 18 Δ	Shield Bonus +0
Armor x1/2	Maneuver † 3
Morale 2	Resistance †2
Known Spells	5E1; 4E2; 4E3; 3E4; 3E5.
Power Points 70	Elemental Spell Bonus +12
Endurance (360)	محمده محمده فحمده معد
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#### LESSER DRAGONS

Resembling Great Drakes in structure and habits, Lesser Drakes lack their overall size and enchanted breath. Lesser Drakes are quicker and more agile. Less egotistical and insular than the Great Drakes, they sometimes serve other parties.

#### 5. AIR DRAKE (GREY)

Air Drakes nest in cliff-nooks or giant trees throughout the Bladelands. Silver or grey in color, their Power Hues are Silver and Grey, giving Air Drakes +2 to attack and defense. Although these beasts are usually independent, they occasionally ally themselves with other flighted beings (such as the Hírazi). Of course enticement is necessary, either treasure or food. Even then allied Dragons can never be fully trusted.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, and Scaly Hide) Base Size ...... Huge Number Appearing ...... 1 Melee Attack I ...... 4D6+1 Melee Damage I ..... High-1 Melee Attack II § ... 3D6+D10+3 Melee Damage II ..... High+1 Melee Attack III § ...... 4D6+6 Melee Damage III ..... High Melee Attack IV § . 2D6+D10+3 Melee Damage IV Mediumx2+2 Defense ...... 14 Shield Bonus .....+0 Armor .....-3 Maneuver † ...... 4 Morale ..... 5 Resistance † ...... 5 Endurance (180) \_\_\_\_\_ -----00000 00000 00000m00000 00000 00000 





#### 6. LAND DRAKE (BROWN)

Agile climbers, Land Drakes nest in breaks and glens throughout Folenn. Dark grey or brown the flightless Land Drake is most powerful under Brown skies, giving them +2 to attack and defense. Enraged by continued Mannish encroachment, these creatures may join forces with one another or evil armies to decimate villages and fields. They can be swayed by promises of magical treasure.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Plate-like Hide)

	,
Movement Rate 1	4"(10.5"/7"/3.5") [36cm(27/18/9)]
Base Size Huge	Number Appearing 1
Melee Attack I 4D6+6	Melee Damage I High-1
Melee Attack II § 3D6+D10+4	Melee Damage II High+1
Melee Attack III § 4D6+5	Melee Damage III High
Melee Attack IV § . 2D6+D10+6	Melee Damage IV Mediumx2+2
Defense 15	Shield Bonus +0
Armor x1/2	Maneuver † 4
Morale 4	Resistance †
Endurance (270)	
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#### MINOR DRAKES

These creatures represent the low end of Dragon-kind. Without breath weapons, magic, or great intelligence, minor Drakes must rely on agility, strength, and perhaps poison to defend their hoards from interlopers.

#### 8. WYVERN

Smaller and more graceful than the Great Drakes, Wyverns rely on their superb agility and venomous tail barb rather than breath weapons. Treat this poison as the first level Essence Spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. Their habitats include highland caves, pinnacles, or giant trees. Active hunters, they ply the skies of all the Bladelands. Preferring ambush to open battle, Wyverns seldom take up the causes of others.

(Large Claws, Huge Poisonous Stinger, and Scaly Hide)

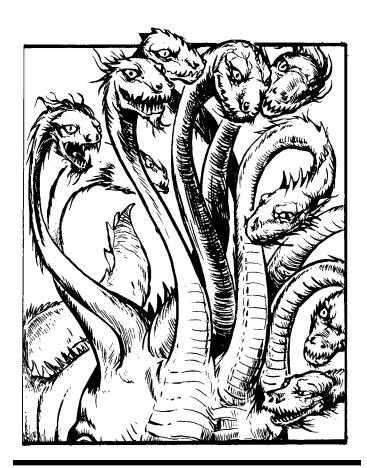
Movement Rate	30	"(22.5"/15"/7.5") [76cm(57/38/19)]
Base Size	Huge	Number Appearing1
Melee Attack I	3D6+4	Melee Damage I High
Melee Attack II ¥	3D6+4 *	Melee Damage II Medium-1 *
Defense	16	Shield Bonus +0
Armor	3	Maneuver † 3
Morale	8	Resistance †
Endurance (64)		

#### 7. CAVE DRAKE (BLACK)

Cave Drakes nest exclusively in the Ash Lairs. Their preferred habitat isolates them from open warfare in the Bladelands. They are most likely to be encountered by travellers wandering the Ash Lairs in search of wealth. The matte or jet black Cave Drakes are at half effectiveness in sunlight. The bite of a Cave Drake is accompanied by a burning acidic saliva attack. This acid does "Highx2" Damage in addition to normal Damage. Cave Drakes are most powerful under black skies, when their Attack and Damage are +2.

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base SizeHuge	Number Appearing1	
Melee Attack I 4D6-1	Melee Damage I High-1	
Melee Attack II §4D6	Melee Damage II High	
Melee Attack III § . 3D6+D10+4	Melee Damage III High+1	
Melee Attack IV √ 2D6+D10+5	Melee Damage IV Mediumx2+2	
	(+ Highx2 Acid damage)	
Defense 13	Shield Bonus $+0$	
Armor x1/2	Maneuver † 5	
Morale 6	Resistance †6	
Endurance (180)		
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#### 9. HYDRA

Hydras are flightless, dull-witted, multi-headed creatures related to Dragons. They possess the body of a fat serpent, a long tail, two strong legs, and 3-9 heads (most have 9). In battle, their fanged heads attack independently, these attacks are marked with an "#" below. A severed head will split and regenerate as two new heads. One head serves as the "original", it will not be regenerated if severed and its loss slays the hydra. Each head can breathe a fire cone 25' long once a turn. Occasionally, forces of the Unlife employ Hydras as mobile flamethrowers. Under Whorled skies a Hydra has 66 power points and its known spells are "2E1, 2E2, 2E3" with an ESB of +3.

(Huge Bash, Large Bites (as many as there are heads), Fiery Breaths (as many as there are heads), and Plate-like Hide)

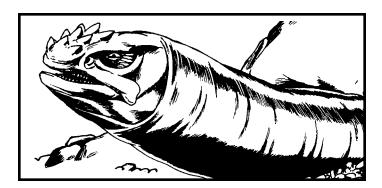
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base SizeHuge	Number Appearing1
Melee Attack I 4D6+9	Melee Damage I High-1
Melee Attack II § # 3D6+5	Melee Damage II Mediumx2
Elemental Attack (fire cone) ß #	3D6+D10+2
Elemental Damage Highx2	Range 4" [10cm], 30° arc
Defense 14	Shield Bonus +0
Armor x1/2	Maneuver † 5
Morale 6	Resistance †6
Endurance (230)	
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#### 10. CAVE WORM

Exclusively subterranean, the blind cave worm is a legless drake-like beast with horns on its head. As it moves through earth and stone it exudes an acidic slime. This foul excretion will soften all but the hardest material. This acid does "Mediumx2" damage in addition to normal damage. Their uncanny senses guide them directly towards prey. Omnivorous, Cave Worms will eat anything but prefer bone. These colorless worms operate at only one quarter effectiveness in daylight. A Random Encounter in the Ash Lairs, Cave Worms rarely serve in organized forces.

(Huge Acidic Grapple, Huge Horns, Large Acidic Bite, and Rigid Leather Hide Hide)

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Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]	
Base Size Huge	Number Appearing 1	
Melee Attack I 2D6+D10+3	Melee Damage I Medium (+ Mediumx2 Acid damage)	
Melee Attack II § 3D6+D10+6	Melee Damage II High+1	
Melee Attack III √ 3D6+8	Melee Damage III Mediumx2 (+ Mediumx2 Acid Damage)	
Defense 11	Shield Bonus +0	
Armor2	Maneuver † 8	
Morale 8	Resistance †	
Endurance (70)		
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# UNNATURAL & ARTIFICIAL BEINGS

These beings are either summoned from neutral alternate planes of existence (elementals) or they have been created by enchantments in years gone by.

# 1. KÆDEN

Hideous aberrations constructed at the end of the First Era by Evil Lords of Essence, Kæden combine insect-like appearance with a considerable intelligence. Some sort of unholy fusion, Kæden have an exoskeleton, faceted eyes, antennae, and a long prehensile tongue. Kæden are carnivorous and use their tongues as needles through which poison is injected, and life's blood is sucked up. They inhabit the mountains of Folenn.

Kæden take double damage from fire and try to avoid direct sunlight. They can make a web attack that can entangle foes; treat as the first level Essence spell Paralyze Legs (BSt Rulesbook p. 49), applied in addition to normal damage. Their Stinger-like tongue injects a poison which is treated similarly (their "Melee Attack II"). Shrill piping and queer titters (their radar) herald their presence. (See ICE's Shadow World Atlas Addendum in Emer for more information.)

### KÆDEN WARRIOR

(Medium Pincers, Large Poisonous Stinger, Large Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size Medium	Number Appearing 1-5
Melee Attack I D6+D10+3	Melee Damage I High-1
Melee Attack II ¥ 3D6+1 *	Melee Damage II Low+1 *
Missile Attack (web attack) *	3D6+1
Missile Damage High-2 *	Range Mod2 per 5" [13cm]
Defense 11	Shield Bonus +0
Armor3	Maneuver † 5
Morale 8	Resistance †
Endurance (23)	

### KÆDEN LEADER

(Large Pincers, Large Poisonous Stinger, Large Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base Size Large	Number Appearing 1
Melee Attack I 2D6+D10+4	Melee Damage I High
Melee Attack II ¥ 3D6+4 *	Melee Damage II Low+1 *
Missile Attack (web attack) *	3D6+3
Missile Damage * High-2	Range Mod2 per 5" [13cm]
Defense 16	Shield Bonus +0
Armor3	Maneuver † 4
Morale 7	Resistance †7
Endurance (48)	
حموم محموم محموم معموم معموم	

### KÆDEN QUEEN

(Huge Pincers, Huge Poisonous Stinger, Huge Immobilizing Grapple (Webs), Chitinous Exoskeleton)

Grappie (rees), enn	inous Exositererion)	
Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]	
Base Size Large	Number Appearing 1	
Melee Attack I 4D6+12	Melee Damage I High+1	
Melee Attack II ¥ 3D6+9 *	Melee Damage II Medium-1 *	
Missile Attack (web attack) *	2D6+D10+9	
Missile Damage * Medium	Range Mod2 per 5" [13cm]	
Defense 20	Shield Bonus +0	
Armor3	Maneuver † 3	
Morale 4	Resistance † 4	
Endurance (168)		
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# 2. ARMORED CONSTRUCT

Magically animated suits of Full Plate armor, Constructs have limited mobility and agility. They stand 6' tall and are usually constructed from the finest high steel alloy. Constructs enjoy a modest intelligence and specialized appendages of war; two wristmounted dart throwers, blade-tipped fingers, and spike-tipped knees & elbows. Created by Kuperni (the Mad Elf) to defend his realm of Morn (*BSt Sourcebook* p. 79), Constructs relentlessly prowl searching for intruders to disembowel. When Kuperni forgets the passwords, even his life is endangered. No wonder he lives alone. (See the *BSt Sourcebook* illustration, p. 62.)

Although they operate individually, they can mentally contact other Constructs within 1000' (300m). Usually they will gather additional Constructs before attacking a large force (20+). Generally they attack frontally, firing darts at forces they cannot approach. When the situation warrants, Constructs have been known to apply basic tactical principles.

(Broadsword, Blade-fingers, Spiked Elbows & Knees, Dart-throwers, and Plate Armor)

Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base Size Medium	Number Appearing 1-6
Melee Attack I 4D6+8	Melee Damage I High+2
Melee Attack II § 3D6+5	Melee Damage II Lowx2
Melee Attack III § 3D6+8	Melee Damage III Lowx2
Missile Attack (darts) 2D6+5	
Missile Damage Lowx2+1	Range Mod2 per 10" [25cm]
Defense 11	Shield Bonus +0
Armor x1/2	Maneuver † 8
Morale 6	Resistance †7
Endurance (160)	
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# 3. ELEMENTALS

Each elemental is conjured from one of the basic elements (Air, Cold, Darkness, Earth, Fire, Light, & Water), Elementals must be summoned — summoning range is 20" [50cm] from an essential source (e.g., a campfire for a Fire Elemental). Elementals are vulnerable only to magical attacks and attacks involving their opposite nature (i.e., Air/Earth/Water; Fire/Cold; Light/Darkness).

Elementals have vague ever-shifting forms, shaping arms, legs, or head at need. Only Earth and Water Elementals have the substance to carry things; the others may not. They have no free will but merely follow the orders of their summoners. Mindlessly destructive, these creatures employ elemental attacks. Since they are from another world, Elementals have no Power Hues. The duration of their existence on this plane is normally limited to the duration of a battle.

### AIR ELEMENTAL

(Large Bash and Large Elemental Grapple)

Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size Large	Number Appearing1
Melee Attack I 3D6-1	Melee Damage I Mediumx3
Melee Attack II ¥ 3D6+2	Melee Damage II High-2
	(+ Highx2 Impact damage)
Defense 15	Shield Bonus +0
Armor0	Maneuver † 5
Morale 6	Resistance † 6
Endurance (75)	
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### COLD ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

,	11 /
Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]
Base SizeLarge	Number Appearing 1
Melee Attack I D6+D10	Melee Damage I Lowx2+2
Melee Attack II ¥ D6+D10+4	Melee Damage II Low (+ Highx2 Cold damage)
Defense 14	Shield Bonus +0
Armor0	Maneuver † 5
Morale 6	Resistance † 6
Endurance (75)	
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### EARTH ELEMENTAL

(Huge Bash, Huge Elemental Grapple, and Stony Skin)

Movement Rate	
Base SizeLarge	Number Appearing 1
Melee Attack I 4D6+6	Melee Damage I High-1
Melee Attack II ¥ 2D6+D10	Melee Damage II Med (+ Highx2 Impact damage)
Defense 10	Shield Bonus +0
Armor3	Maneuver † 6
Morale 6	Resistance † 6
Endurance (75)	
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### WATER ELEMENTAL

(Huge Bash, Huge Elemental Grapple, and Tough Skin)

( 1.81 1.11 1.7 1.81	- 11
Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size Large	Number Appearing 1
Melee Attack I 4D6+4	Melee Damage I High-1
Melee Attack II ¥ 2D6+D10+1	Melee Damage II Med
	(+ Highx2 Impact damage)
Defense 11	Shield Bonus +0
Armor1	Maneuver † 6
Morale 6	Resistance †6
Endurance (75)	
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# DARK ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

. 15"(11.5"/7.5"/4") [38cm(29/19/10)]	
Number Appearing1	
Melee Damage I Lowx3+2	
Melee Damage II Low (+ Highx2 Cold damage)	
Shield Bonus +0	
Maneuver † 6	
Resistance † 6	

# FIRE ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

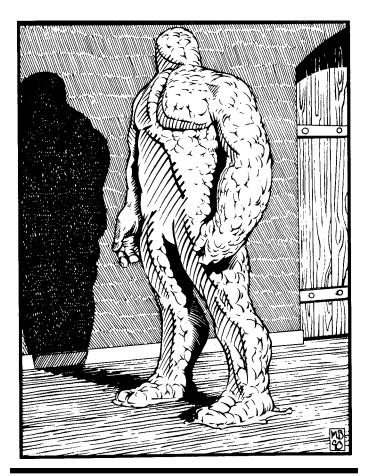
(Meanin Dash and Mean	um Biemeniai Grappie)
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size Large	Number Appearing1
Melee Attack I D6+D10+1	Melee Damage I Lowx2+2
Melee Attack II ¥ D6+D10+5	Melee Damage II Low
	(+ Highx2 Fire damage)
Defense 13	Shield Bonus +0
Armor0	Maneuver † 5
Morale 6	Resistance †6
Endurance (75)	

# LIGHT ELEMENTAL

(Medium Bash and Medium Elemental Grapple)

,	11 /
Movement Rate	18"(13.5"/9"/4.5") [46cm(35/23/12)]
Base Size Large	Number Appearing 1
Melee Attack I D6+D10-1	Melee Damage I Lowx4+2
Melee Attack II ¥ D6+D10+4	Melee Damage II Low (+ Highx2 Elect. damage)
Defense 15	Shield Bonus +0
Armor0	Maneuver †4
Morale 6	Resistance †6
Endurance (75)	
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# 4. GOLEMS

Golems are composed of a particular substance which has been magically animated. Mannish in appearance, their features are only as defined as their maker's sculpting skills allows. They are solid substances imbued with a spirit. Unable to take any initiative, they respond only to simple instructions from their maker. Should their creator perish they will carry out his last instructions or if uninstructed, they will become uncontrollable.

### FLESH GOLEMS

Loathsome composites of Human parts, these creatures are capable of wearing armor and using weapons. Their origins lie in Meir on the eastern coast of Folenn (*BSt Sourcebook* p. 79). The creator of the first Flesh Golem died, leaving instructions to continue his work. His Golem servant, Rochien, proceeded to create a small army of Flesh Golems. Rochien, now the creator and overlord of this force, attacks Mannish outposts searching for spare parts to enlarge his army.

Endowed with exceptional intelligence, this Golem captain is driven to carry on with his master's great purpose: creating artificial life. His conquests have only one goal, the acquisition of bodies, the wherewithal of his great work. Non-human races have little to fear from his marauders.

(Small Bash, Medium Grapple, and Small Shield)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size Medium	Number Appearing 1-5
Melee Attack I 2D6+5	Melee Damage I Low
Melee Attack II « D6+D10+1	Melee Damage II Low
Defense 11	Shield Bonus +3
Armor0	Maneuver †7
Morale 9	Resistance †9
Endurance (35)	

### ROCHIEN — FLESH GOLEM COMMANDER

(Broadsword, Small Bash, Medium Grapple, Small Shield, and Plate Armor)

	*
	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Medium	Number Appearing 1 (unique)
3D6+5	Melee Damage I High+2
2D6+7	Melee Damage II Low
D6+D10+3	Melee Damage III Low
13	Shield Bonus +3
x1/2	Maneuver † 6
7	Resistance †
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	Medium 3D6+5 2D6+7 D6+D10+3 13 17

### STONE GOLEMS

Marble statues of exceptional antiquity, the Guardians of Oloponox keep mute watch around the ruins of a crumbled edifice. In times of need, the high shaman of Oloponox (*BSt Sourcebook* p. 69) imbues the statues with summoned warrior-spirits, giving them the semblance of life. Once they were so awakened to defend the land from sea-raiders. Now warfare is impinging on all sides, and the Guardians must again rise to aid the Olopono.

Twenty massive beings hewn of stone and standing 8' tall, the Golems move with a lumbering, purposeful gait. Their massive hands crush and rend invaders; their great strength can pull down walls and towers. Guardians obey only the will of the high shaman, fighting as she commands and falling dormant when the crisis has passed.

(Large Bash, Large Grapple, and Stony Skin)

Movement Rate		
Base Size	. Medium	Number Appearing 1-5
Melee Attack I	4D6+3	Melee Damage I Medium
Melee Attack II «	3D6+2	Melee Damage II High
Defense	11	Shield Bonus +0
Armor	3	Maneuver † 8
Morale	8	Resistance †
Endurance (68)		
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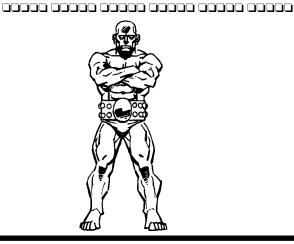


### STEEL GOLEMS

Single sentinels of major Essence Portals throughout the Bladelands, 10' tall Steel Golems may be grotesque artifacts of the legendary Lords of Essence. Those who unwarily approach these nexus points risk destruction at the hands of these colossi. They will never be lured away from their task of denying the use of these Portals to all those unable to tell them to "Stand aside!" in Iruaric.

(Large 1	Bash.	Large	Grapple.	and Plate	Hide)	
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Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]		
Base Size Medium	Number Appearing 1		
Melee Attack I 4D6+8	Melee Damage I Medium+3		
Melee Attack II « 3D6+3	Melee Damage II High		
Defense 14	Shield Bonus +0		
Armor x1/2	Maneuver † 6		
Morale 6	Resistance † 6		
Endurance (150)			
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# 5. SHARDS

In appearance Shards resemble tall featureless men whose bodies are covered with a thick greenish hide. Nocturnal, arboreal predators, Shards normally live in groups of six nesting in the trees of rain forests. They are omnivores, but retain a fondness for fresh brains. They race about with blinding speed, leaping great distances between trees. In motion, Shards are extremely difficult to hit. When attacking, Shards must remain relatively motionless; at this time, they are most vulnerable. Their attack consists of bony discs which are flung forward with deadly accuracy. Their missiles are coated with a lethal poison composed of diluted blood. Treat this poison as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage.

An experiment by the Soulslayers seeking the ultimate assassin, Shards escaped into the wilds of Folenn. Unable to reproduce, Shards' numbers are perforce small, but their awesome qualities ensure survival.

Shards move at such a fantastically high rate of speed that they cannot be moved as ordinary combatants. Their Movement Rate is so great that they can conceivably move to any point on the battlefield each turn. To reflect this, when a Shard moved, it is removed from the playing surface, and a new location is chosen by its player. A Shard may move and then make a missile attack during its Movement-Missile Phase. Shards may ignore the normal restrictions for moving within 2" of a unit (see *BSt Rulesbook* S-11.6, p. 29).

### LESSER SHARD

(Thrown Poisonous Bony Discs and Tough Leathery Hide)

Movement Rate		Special (see above)
Base Size Mediu	m	Number Appearing 1-5
Melee AttackNor	ne :	Melee Damage None
Missile Attack (thrown discs, 2	per tur	rn)2D6+8 *
Missile Damage Lowx2+2	*	Range Mod2 per 6" [15cm]
Defense	13	Shield Bonus +0
Armor	-2	Maneuver † 3
Morale	7	Resistance †
Endurance (60)		
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		00000 00000 00000

### GREATER SHARD

(Thrown Poisonous Bony Discs, Lightning Bolt, and Tough Leathery Hide)

una Tough Bea	intery muc)
Movement Rate	Special (see above)
Base Size Medium	Number Appearing 1
Melee AttackNone	Melee Damage None
Missile Attack (thrown discs, 2 per tu	ırn)2D6+10 *
Missile Damage Lowx2+5 *	Range Mod2 per 6" [15cm]
Elemental Attack (lightning bolt)	3D6+D10+4
Elemental Damage Highx2	Range20" [51cm] max.
Defense 14	Shield Bonus +0
Armor2	Maneuver †
Morale 5	Resistance †5
Endurance (90)	
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# 6. NENG

Greater Demons summon Neng to the Bladelands to serve as assassins. Demonic creations whose saliva is highly acidic, Neng have hollow tongues which spit acid with startling accuracy to 40'. This power, coupled with an exceptional intelligence, makes them formidable foes. Additionally, Neng have the ability to make themselves and small objects invisible.

These creatures are tall (7'), bipedal, bestial in appearance with grey-green skin, and blazing blue eyes. Neng are patchwork monsters created from bits and pieces of lost souls. They wield two magical Kynaks (elongated daggers) that are "Of Slaying" for their intended target.

(Magical Long Dagger Acidic Spittle and Rigid Leather Hide)

(Magical Long Dagger, Acidic	Spittle, and Rigid Leather Hide)
Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size Medium	Number Appearing1
Melee Attack 2D6+8	Melee Damage Lowx4
Missile Attack (acid spitting attack	x)
Missile Damage Highx2	Range7" [18cm] max
Defense 9 $\Delta$	Shield Bonus +3
Armor2	Maneuver † 6
Morale 7	Resistance † 8
Known Spells	1E2 (Invisibility)
Power Points 5	Elemental Spell Bonus +0
Endurance (34)	





# 7. VILE

Unable to withstand even the light of stars, Vile are only found in the Ash Lairs, where they ceaselessly prowl for victims. Either jet black or chalky white, Vile are artificial humanoids with long hair growing from the backs of their heads. Having no facial features save a large toothy mouth, Vile are still incredibly fast and perceptive. (See ICE's C&T II for more information.)

(Huge Claws, Large Bite, and Soft Leathery Skin)

(Huge Claws, Large Bite, and Soft Leatnery Skin)			
Movement Rate		12"(9"/6"/3") [30cm(23/15/8)]	
Base Size	. Medium	Number Appearing 1-10	
Melee Attack I	5D6+9	Melee Damage I High	
Melee Attack II «	5D6+4	Melee Damage II Mediumx2	
Defense	20	Shield Bonus +0	
Armor	1	Maneuver † 5	
Morale	8	Resistance † 8	
Endurance (80)			
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Undead are the primary minions and forces of the Unlife. Having already transcended death, Undead are the most difficult beings to permanently destroy. Corporeal manifestations must be dismembered and burned, while non-corporeal spirits must be dispelled by magical attacks or weaponry.

Undead are unaffected by the normal Morale rules — they never needs to make Morale rolls. Each Undead radiates an aura of *Fear* (as the 2nd level Essence spell except that the level for RRs is only 1st level, *BSt Rulesbook* p. 49) which extends 3" [8cm] around it. Many Undead also drain life energy, this is reflected by additional Cold Damage inflicted by their melee attacks. Under Red or Black Skies, all Undead *Attack* and *Defense* stats get a +1 bonus unless otherwise specified. (See ICE's *C&T I*, *C&T II*, and the *Shadow World Master Atlas* for more information.)

# 1. ZOMBIE

The rotted, shambling remains of dead men, Zombies are nearly mindless monstrosities. Animated corpses who serve powerful Undead masters, Zombies crudely batter their foes.

### (Medium Bash)

Movement Rate	
Base Size Medium	Number Appearing 1-20
Melee Attack D6+D10-1	Melee Damage Low
Defense 10	Shield Bonus +0
Armor0	Maneuver † 10
Morale 10	Resistance † 10
Endurance (13)	



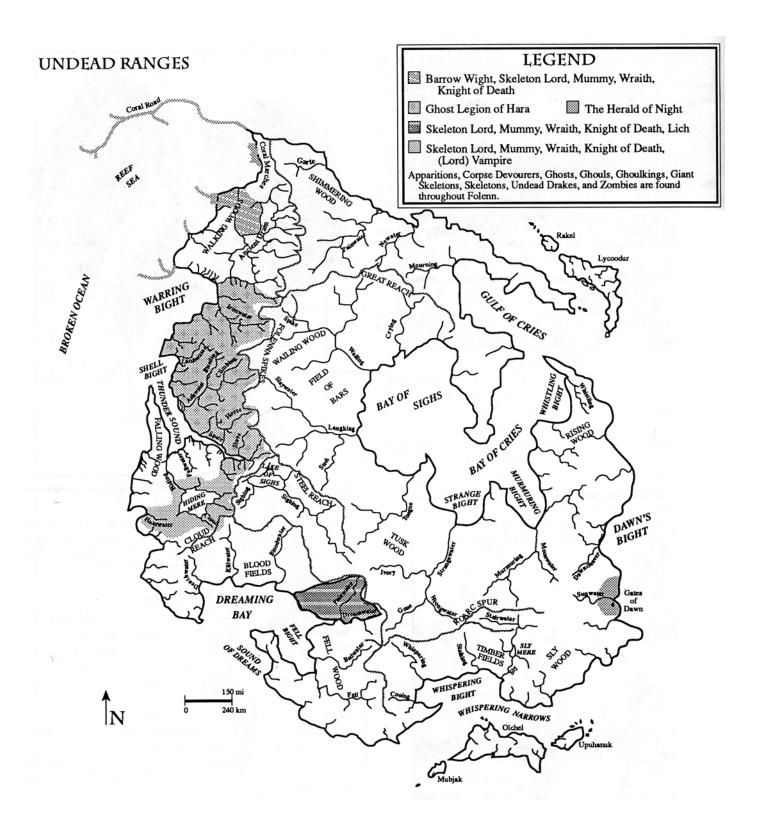


# 2. APPARITION

Disembodied spirits of evil men, Apparitions rely upon curses and disease to scatter enemy forces. They are sometimes used by the Unlife to spread pestilence and defeatism. Ghostly in shape, Apparitions manifest themselves as a black form, insubstantial to the touch yet icy cold.

### (Medium Cold Bash)

(Meanin C	oid Bash)
Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]
Base Size Medium	Number Appearing 1
Melee Attack D6+D10+1	Melee DamageLow+1 (+ High+1 Cold Damage)
Defense13 Δ	Shield Bonus +0
Armor0	Maneuver † 7
Morale 9	Resistance †9
	Magic, Pain I, Panic, Sprain Leg); s Panic, Mass Sprain Leg, Pain II); III); 2C4 (Mass Pain, Mass Rout); 2C5 (Death, Mass Pain True).
Power Points	Elemental Spell Bonus +0



# 3. BARROW WIGHT

Dark, cold, shadowy forms rise from broken tombs to menace those who venture too near. The Inwa clan buried their most exalted leaders in the Barrow Marches of Kroel which have been subsequently profaned by priests of the Unlife (*BSt Sourcebook* p. 64). These unquiet spirits now battle all opposing forces within their rather limited field of operations. Most Barrow-wights cannot campaign further than one mile from their tombs. The presence of the barrows deters all but the boldest invaders. Yet the great wealth rumored to be within the barrows often draws treasure hunters. Minions of the Unlife will seek battle within the operational radius of nearby Barrow-wights to receive additional reinforcements.

Barrow-wights retain the arms and prowess of the noble who died. Most carry the Irgaak, a ceremonial two-handed sword of great destructive power, and wear plate armor of superb quality. The full shields from their tombs provide additional defense. Fully bedecked in royal finery, Barrow-wights present a chilling and malevolent countenance.

(Two-ha	nded	Cold	Sword	and	Large	Cold	Bash)
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Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size Medium	Number Appearing1
Melee Attack I 2D6+D10+7	Melee Damage I High+Low+2 (+ Highx2 Cold damage)
Melee Attack II § 3D6+4	Melee Damage II Med (+ Highx2 Cold damage)
Defense 18 Δ	Shield Bonus +0
Armor	Maneuver † 6
Morale 7	Resistance †7
Known Spells1E1 Paralyze Legs); 1	(Paralyze Legs); 2E2 (Hold, Mass E3 (Mass Fear); 1E4 (Mass Hold).
Power Points 20	Elemental Spell Bonus +0
Endurance (58)	ووووو ووووو ووووو ووووو وووووووو





# 4. CORPSE DEVOURER (LIVING GHOUL)

Disturbed humans who feed upon corpse flesh eventually come under the influence of the Unlife. Corpse Devourers border on the edge of Unlife, retaining a corporeal form but without human emotions or needs. They often follow large forces of troops feeding on the carrion left behind. A combatant injured by a Corpse Devourer will become a Corpse Devourer within 24 hours, unless he makes a RR against a 1st level spell or unless he is magically cured.

(Medium Bash and Small Bite)

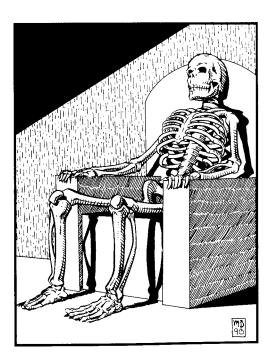
(1) Teatrain Basin	and Sindin Bire)
Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size Medium	Number Appearing 1-30
Melee Attack I D6+D10+1	Melee Damage I Low+1
Melee Attack II √ 2D6+2	Melee Damage II High+1
Defense 8	Shield Bonus +0
Armor0	Maneuver †9
Morale 9	Resistance †9
Endurance (14)	00000 00m00 00000

# 5. SKELETON

The most common Undead, Skeletons are all that remain of Ghouls and Zombies that have lost their flesh. Retaining their expertise at wielding weapons, a Skeleton's broken and shattered bones will rejoin after a battle. Normally, each group of Skeletons is usually led by a Greater Skeleton that has double the normal Endurance and an extra 1D6 on all attacks.

### (Short Sword and Medium Bash)

Movement Rate		
Base Size Medium	Number Appearing 1-10	
Melee Attack I3D6	Melee Damage I High	
Melee Attack II § D6+D10+1	Melee Damage II Low+1	
Defense 9	Shield Bonus +0	
Armor0	Maneuver †9	
Morale 9	Resistance † 10	
Endurance (19)	100 0000m0000 00000	



# 6. GIANT SKELETON

A Giant Skeleton is the Undead remains of a giant which once roamed the Bladelands (*BSt Sourcebook* p. 84).

### (Huge Bash and Giant Club)

Movement Rate	1	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base SizeLar	rge	Number Appearing 1-2
Melee Attack I 4D6	+6	Melee Damage I High-1
Melee Attack II § 2D6	+6	Melee Damage II Highx3
Defense	13	Shield Bonus +0
Armor	-0	Maneuver †7
Morale	. 7	Resistance †
Endurance (120)		
I		

# 7. SKELETON LORD

Often found as sub-commanders of Skeleton armies, Skeleton Lords are used by the Unlife. Glowing yellow eyes hint at the sorcerous skills possessed by this being. Skeleton Lords dominate lesser skeletons.

### (Broadsword and Large Cold Bash)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size Medium	Number Appearing1
Melee Attack I 3D6+5	Melee Damage I High+2
Melee Attack II § 3D6+2	Melee Damage II Med
	(+ Highx2 Cold damage)
Defense 15 Δ	Shield Bonus +0
Armor0	Maneuver †7
Morale 8	Resistance †7
Known Spells	4E1, 4E2, 4E3, 4E4, 4E5.
Power Points 80	Elemental Spell Bonus +5
Endurance (45)	

# 8. KNIGHT OF DEATH

A powerful animated skeleton, this being is created through dark and evil rituals (see the *BST Sourcebook* p. 59). The Knight of Death usually appears in battle as a sub-commander for Undead forces. A chilling, paralyzing gaze is augmented by skill at arms. Treat this gaze as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), one combatant may be targeted each round. Those slain by a Knight of Death will immediately raise up as lesser Undead. This being clothes its skeletal form in armor and royal finery. It bears powerful arms, often magical in nature.

(Two-handed Cold Sword, Large Cold Bash, and Plate Armor)

Movement Rate	5"(4"/2.5"/1.5") [13cm(10/7/4)]		
Base Size Medium	Number Appearing1		
Melee Attack I 3D6+D10+5	Melee Damage I High+Low+2 (+ Highx2 Cold damage)		
Melee Attack II § 3D6+6	Melee Damage II Med (+ Highx2 Cold damage)		
Defense 20	Shield Bonus +0		
Armor x1/2	Maneuver †		
Morale 7	Resistance †7		
Endurance (77)			





# 10. GHOULKING

A Ghoulking leads a large group of Ghouls. All those within 3"[8cm] of a Ghoulking at the end of a turn must make a RR vs. a third level spell, or receive 2D6 hits of Cold damage.

(Large Bash, Medium Claw, Magic Short Sword, Leathery Hide)			
Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]		
Base Size Medium	Number Appearing 1		
Melee Attack I 3D6+6	Melee Damage I Medium		
Melee Attack II § 3D6+6	Melee Damage II High		
Melee Attack III § 4D6+3	Melee Damage III High+1		
Defense 14	Shield Bonus +0		
Armor1	Maneuver †7		
Morale 7	Resistance †7		
Endurance (60)	حددمت ححمده ححمد حدمن		
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# 9. GHOUL

Transformed putrescent corpses with fang-like teeth and clawed hands, Ghouls are commonly encountered in armies of Undead. Stupidity clouds their minds, preventing independent action. They inspire terror by their very presence. Their claws cause infections which often fell the greatest warriors. Commanded by more powerful Undead, Ghouls are often used to weaken the enemy ranks in preparation for further assaults.

(Medium Bash, Small Claw, and Leathery Hide)

Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size M	Iedium	Number Appearing 1-10
Melee Attack I De	6+D10	Melee Damage I Low+1
Melee Attack II §	2D6+3	Melee Damage II Low
Defense	10	Shield Bonus +0
Armor	1	Maneuver †
Morale	9	Resistance †9
Endurance (20)		00000 m



# 11. GHOST

Frequently the most subtle of the Undead, Ghosts masquerade as the living, often unaware of the true nature of their own existence. Lesser ghosts reveal their deceit by a slight haziness that blurs their image, while the Greater Ghosts bestow no clues. A Ghost is usually tied to the earth by its focus (a person, a weapon, a treasure, a place) and can only truly be destroyed by the destruction of its focus. They drain energy from the living, often unknowingly, through mere proximity — a combatant will take one hit each turn that it ends within 2" of a Ghost.

(Large Bash)			
Movement Rate	1	3"(10"/6.5"/3.5") [33cm(25/17/9)]	
Base Size	Medium	Number Appearing1	
Melee Attack	3D6+6	Melee Damage Medium	
Defense	14	Shield Bonus +0	
Armor	0	Maneuver † 4	
Morale	7	Resistance †	
Endurance (40)			
	m□□□	00000 00000 00000	



# 12. THE GHOST LEGION OF HARA

The Ghostly Legion of Hara (*BSt Sourcebook* p. 64) still lingers in mortal lands, fed by the souls of the living. Non-corporeal spirits manifesting themselves as blood-stained warriors, they are tied to the physical plane by their weapons, which act as foci. Once an army of men so enamored of their arms that they could not bear to leave them, the ghosts battle all those who live. They drain energy from the living through mere proximity. Their ghostly visages cause fear in all who who sight them; their touch is cold and relentless.

	OST LEGION		
			(8)] <b>Morale</b> :
<b>Defense</b> : 13			n <b>Armor</b> ::
Endurance:	40 Maneuve	r† 5 I	Resistance†
Weapon	<b>Attack</b> 3D6+6	Damage	Range
Scimitar	3D6+6	High+2 Lowy2+1	None 2 per 18" [46cm]
_	200+3 1000 00000 0		2 per 18 [40cm]
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Formation	Melee		sile Morale
(Unit Ma)		Att	Def Roll Mod
General Order (7	7) +0 +0	+1	
Battle Order (8)	+2 +2 Unit Ma is used on		-1 +2
Dispanded (3)	ını mu is used on	ıy jor rejormi	ng me unii.



# 13. VAMPIRE

Extraordinarily beautiful men and women under the control of Valsatholis (see below, IX-14), the Vampire Lord, these Undead have the ability to change shape into bats, wolves, or clouds of vapor. Although Mannish in appearance, Vampires have pale skin, elongated canine teeth, and feel cold to the touch. Active only at night, these Undead must reside in tombs by day. Vampires fear sunlight and running water, since both can destroy them. A stake through the heart, silver weapons, or magical attacks also will dispel these Undead. Vampires use magic.

(Magical Cold Short Sword and Medium Life-draining Bite)

(magretar cotta smort smort	and meaning Eye araning Ene)
Movement Rate	
Base Size Medium	Number Appearing 1-3
Melee Attack I 3D6+6	Melee Damage I High (+ High+2 Cold damage)
Melee Attack II √ 3D6+4	Melee Damage II High+2 (+ Highx2 Life Drain)
Defense	Shield Bonus +0
Armor0	Maneuver †5
Morale 8	Resistance †8
Known Spells	1C1 (Panic); 1C2 (Mass Panic);
1C3 (Mass Disrupt)	; 2E1 (Confusion, Disrupt); 2E2 (Fear,
Hatred); 3E3 (Mass	s Confusion, Mass Fear, Mass Hatred).
Power Points	Elemental Spell Bonus +0
Endurance (37)	
	m=====================================

# 14. VAMPIRE LORD (VALSATHOLIS)

The devastatingly handsome Valsatholis haunts a ruined castle in the mountains south of the Warring Holds. Piercing grey eyes, black hair and prominent features distinguish the Vampire Lord. Over time he has accumulated many lost souls about him who linger as Vampires (see above). Vulnerable to the same things as lesser Vampires, Valsatholis has surrounded his keep with all sorts of traps, both magical and physical. Capable of using powerful magic, Valsatholis is a truly terrifying foe. Under Red skies, the Vampire Lord may function normally, even in daylight.

(Magical Cold Broadsword and Medium Life-draining Bite)

(masteat cota Broadstrora and	intedium Bije draiming Bite)			
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]			
Base Size Medium	Number Appearing 1 (unique)			
Melee Attack I 4D6+7	Melee Damage I High			
	(+ Highx2 Cold damage)			
Melee Attack II √ 4D6+4	Melee Damage II High+2			
	(+ Highx2 Life Drain)			
Defense 18 $\Delta$	Shield Bonus +0			
Armor0	Maneuver † 5			
Morale 6	Resistance †6			
Known Spells				
2C3 (Mass Disrupt, Pain III); 2C4 (Mass Pain, Mass Rout);				
4E1 (Confusion, Disrupt, Paralyze Legs, Weaken);				
4E2 (Fear, Hatred, Mass Paralyze Legs, Mass Weaken);				
3E3 (Mass Co	onfusion, Mass Fear, Mass Hatred);			
	of Pain); 1E5 (Mass Word of Pain).			
Power Points 50	Elemental Spell Bonus +0			
Endurance (84)				
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	== ==== = <b> ===</b>			



# **15. MUMMY**

Embalmed human remains secured by layers of wrappings, mummies work in consort with Belasar, the Demon who created them (*BSt Sourcebook* p. 59). Physically powerful, but nearly mindless, they strictly follow all commands. These beings are limited to the sense of hearing, which is exceptional. Mummies walk with a stiff, unnatural gait but are always purposeful in their movements. These Undead use their fists and arms to pummel foes senseless. Should their commander be destroyed, Mummies would lose all purpose and disband. Mummies are particularly susceptible to fire — they take double damage from fire-based attacks.

(Large	Bash	and	Tough	Leathery	Skin)
--------	------	-----	-------	----------	-------

(Large Bash and Tough Leathery Skin)		
Movement Rate		5"(4"/2.5"/1.5") [13cm(10/7/4)]
Base Size	Medium	Number Appearing 1-2
Melee Attack	3D6+6	Melee Damage Medium
Defense	13	Shield Bonus +0
Armor	2	Maneuver † 8
Morale	8	Resistance † 8 (12 vs fire)
Endurance (60)		
		0000m000000000000000000000000000000000





# 16. LICH (LORD ALTHOL)

A Supreme Commander of the forces of the Undead, Lord Althol forfeited his mortality to gain great power and eternal Unlife (*BSt Sourcebook* p. 72). His presence causes unusual "Fear" (see the beginning of this section, but his radius is 6"[15cm] and the Fear level is 3rd for RRs). In great battles Althol appears personally to oversee his Undead troops. Wearing a tarnished silver crown beset with jewels, the Lich hides his skeletal form beneath tattered robes. He sometimes employs Shapechangers of the Wolf-folk. His Power Hues are Grey and Black, when Althol +2 to attack and defense rolls.

(Magical Cold Two-handed Sword and Plate Armor)

(		
Movement Rate		4"(3"/2"/1") [10cm(8/5/3)]
Base Size Me	edium	Number Appearing 1 (unique)
Melee Attack 2D6+D	010+6	Melee Damage High+Low+2 (+ Highx2 Cold damage)
Defense	. 17 Δ	Shield Bonus +0
Armor	. x1/2	Maneuver †4
Morale	6	Resistance †5
Known Spells		7E1; 6E2; 5E3; 4E4; 3E5.
Power Points	100	Elemental Spell Bonus +8
Endurance (66)		
		)

### 17. WRAITH

Armorhousing empty air heralds the approach of the Wraith. The form of the Wraith straddles both the realms of the living and the dead. Its weapons, known as "Slay-knives", also exist in both worlds. When used, fragments break off in the wound and work inward, eventually slaying the victim. At death, these fragments cause a new Wraith to be created. Wraiths surround themselves with an aura of fear. Additionally, their presence is deadly chilling and life-draining — each combatant within 6"[15cm] at the end of a round takes 2 hits of damage.



(Slay-knife and Large Cold Bash)		
Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Medium	Number Appearing 1
Melee Attack I .	2D6+6	Melee Damage I Lowx2 (+ Highx2 Slaying damage)
Melee Attack II	§ 3D6+4	Melee Damage II Med (+ High+2 Cold damage)
Defense	14	Shield Bonus +0
Armor	0	Maneuver † 5
Morale	7	Resistance † 7
Endurance (66)	الموال	

# 18. THE HERALD OF NIGHT

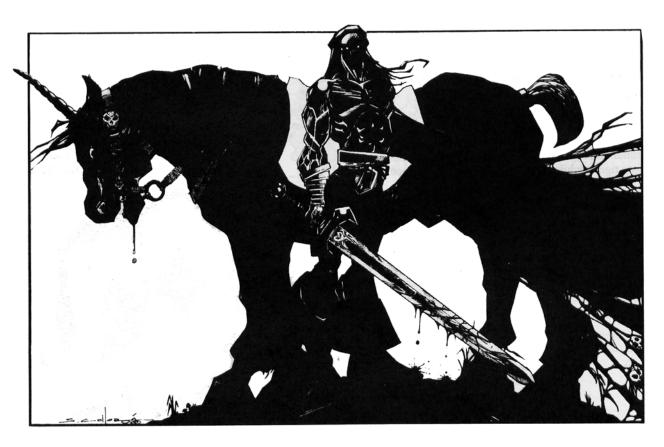
Wearing black armor, studded black thigh-boots, and bracers, the Herald of Night ushers in the Darkness. This being was a Man, perverted by the Unlife and now possessing superhuman qualities. The Herald has exceptional strength and is gifted with the invulnerability of Undead. He has pale skin and black hair. He bears an evil, obsidian sword which is very magical and rides a Black Unicorn.

The Herald announces the onset of Darkness, at which time his powers are greatest. He commands an army of Wraiths, whose sole task is to guard the Gates of Dawn. This large, multi-dimensional portal is of strategic importance to any being wishing to travel throughout Kulthea or to other worlds. It stands on the far eastern coast of Folenn, illuminated by the sun's first rays. The Herald and his army allow only minions of Unlife to use the portal during hours of darkness. At night and under Black skies, the Herald may operate freely. During the day when his strength is diminished (-3 to all rolls and no spells above 3rd level) and his army is inactive, so the Herald must yield the portal to other powers.

(Two-handed Sword, Large Shield, and Plate Armor)

Movement Rate	. 13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size Medium	Number Appearing 1 (unique)
Melee Attack 4D6+D10+9	Melee Damage High+Low+6 (+ High+2 Cold damage)
Defense 20 Δ	Shield Bonus +5
Armor x1/2	Maneuver †2
Morale 5	Resistance †6
Known Spells	4C1; 4C2; 4C3; 4C4; 4C5.
Power Points 80	Elemental Spell Bonus +0
Endurance (80)	000 00000 00000
	0000m00000000000

Note — His Defense is 23 and his Endurance is 114 if he is mounted on his Black Unicorn.



### 19. UNDEAD DRAKE

These Dragons cling to the world even after their death. Shorn of scales and acidic blood, they are nothing but gigantic skeletons now. Undead Drakes fly on magical skeletal wings and still cast spells.

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Cold Ball Breath,and Cold Bolt Breath)

Cota Batt B. Cattl, and Cota Bott B. Cattl,		
Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]	
Base SizeHuge	Number Appearing1	
Melee Attack I 4D6+9	Melee Damage I High-1	
	(+ Highx2 Life Drain)	
Melee Attack II § 3D6+D10+4	Melee Damage II High+1	
	(+ Highx2 Life Drain)	
Melee Attack III § 4D6+7	Melee Damage III High	
	(+ Highx2 Life Drain)	
Melee Attack IV § . 2D6+D10+7	Melee Damage IV Medx2+2	
	(+ Highx2 Life Drain)	

Elemental Attack I (cold cone) ß	4D6+D10+1
Elemental Damage I Lowx2+2	Range I 50"[127cm], 30° arc
Elemental Attack II (cold bolt) ß	4D6+D10+3
Elemental Damage II Highx2	Range II 85" [216cm], max.
Defense 15 Δ	Shield Bonus +0
Armor0	Maneuver † 3
Morale 4	Resistance †4
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.
Power Points 75	Elemental Spell Bonus +13
Endurance (240)	100 00000 00000 00000
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A few magical members of the various animal tribes have the ability to assume the shape of their sacred animals. This transformation grants them remarkable ferocity and resilience. Non-magical (or non-silvered) attacks normally do only half damage to Shapechangers. Often, these Shapechangers are tribal chieftains, lycanthropy being the sign of royalty. (See ICE's *C&T I* and *RMC I* for more information on Shapechangers.)

# 1. WERE-TIGER

The Tiger-folk of Munull harbor those afflicted by Lycanthropy, Were-tigers (*BSt Sourcebook* p. 58). Although not generally used in conjunction with Tiger-folk forces, were-tigers form the vanguard of Munull shocktroops. Most clan-lords have the ability to transform into tigers, while still retaining their intelligence.

### LESSER WERE-TIGER

(Large Claw, Medium Bash, Large Bite, and Soft Leather Hide)

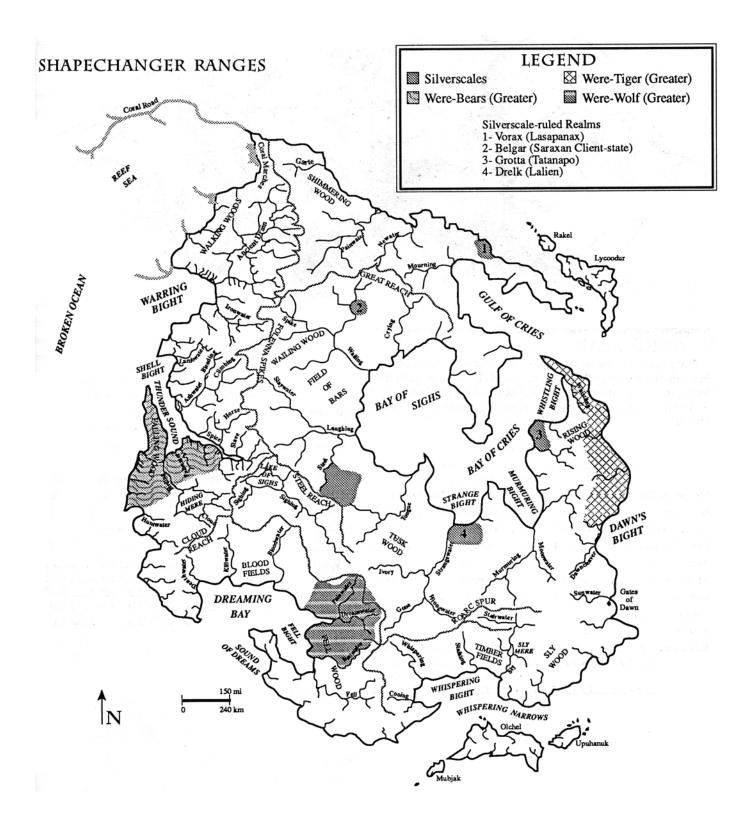
Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size Large	Number Appearing1
Melee Attack I ¥ 3D6+6	Melee Damage I High
Melee Attack II ¥ D6+D10+6	Melee Damage II Low+1
Melee Attack III √ 3D6+9	Melee Damage III Mediumx2
Defense 11	Shield Bonus +0
Armor1	Maneuver † 4
Morale 8	Resistance † 8
Endurance (43)	
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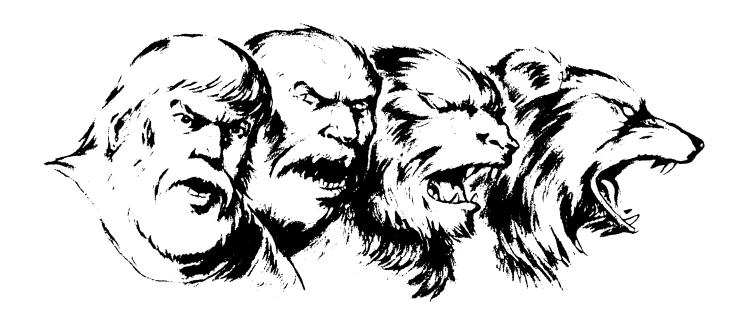
### GREATER WERE-TIGER

(Large Claw, Large Bash, Large Bite, and Soft Leather Hide)

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Movement Rate	. 14"(10.5"/7"/3.5") [36cm(27/18/9)]
Base SizeLarge	Number Appearing1
Melee Attack I ¥ 4D6+6	Melee Damage I High
Melee Attack II ¥ 4D6+6	Melee Damage II Medium
Melee Attack III √ 4D6+9	Melee Damage III Mediumx2
Defense 14	Shield Bonus +0
Armor1	Maneuver † 3
Morale 4	Resistance †4
Endurance (100)	
m□□	







# 2. WERE-BEAR

Great leaders of the Bear-men of Sull assume the shape of large bears during combat (*BSt Sourcebook* p. 37). These shapeshifters look no different from the trained war-bears which the Bear-men of Sull employ, except for their size. The ruling clan manifests a potent change.

### LESSER WERE-BEAR

(Medium Bash, Large Grapple, Large Claw, Medium Bite, and Tough Leather Hide)

Movement Rate	. 10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base SizeLarge	Number Appearing1
Melee Attack I ¥ D6+D10+7	Melee Damage I Low+1
Melee Attack II ¥ 3D6+4	Melee Damage II High-2
Melee Attack III « 3D6+4	Melee Damage IIIHigh
Melee Attack IV √ 3D6+5	Melee Damage IV High+2
Defense 12	Shield Bonus +0
Armor2	Maneuver †5
Morale 7	Resistance † 8
Endurance (90)	
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	m00000 00000 00000
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### **GREATER WERE-BEAR**

(Large Bash, Large Grapple, Large Claw, Large Bite, and Tough Leather Hide)

		,
	Movement Rate	13"(10"/6.5"/3.5") [33cm(25/17/9)]
	Base SizeLarge	Number Appearing1
	Melee Attack I ¥ 4D6+7	Melee Damage I Medium
	Melee Attack II ¥ 4D6+4	Melee Damage II High-2
	Melee Attack III « 4D6+4	Melee Damage III High
	Melee Attack IV √ 4D6+5	Melee Damage IV Mediumx2
	Defense 13	Shield Bonus +0
	Armor2	Maneuver † 4
	Morale 4	Resistance †4
	Endurance (130)	
	0000 00000 000	
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# 3. WERE-WOLF

The Wolf-folk of Urnull highly regard their berserk brethren (*BSt Sourcebook* p. 59). Seen as the fiercest of warriors, were-wolves are the first to battle and last to retreat. Clan leaders possess superior abilities and restraint.

(Small Claw, Medium Bite, and Soft Leather Hide)

•	
Movement Rate	. 13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base Size Medium	Number Appearing 1-5
Melee Attack I 2D6+4	Melee Damage I Low
Melee Attack II ¥ 3D6+4	Melee Damage II High+2
Defense 12	Shield Bonus +0
Armor1	Maneuver † 5
Morale 8	Resistance †9
Endurance (27)	0000 00000 <u>0000</u> 0

### **GREATER WERE-WOLF**

(Large Claw, Large Bite, and Soft Leather Hide)

( 8 8 3 3		
Movement Rate	16"(12"/8"/4") [41cm(31/21/11)]	
Base Size Large	Number Appearing 1-4	
Melee Attack I 3D6+4	Melee Damage I High	
Melee Attack II ¥ 4D6+4	Melee Damage II Mediumx2	
Defense 15	Shield Bonus +0	
Armor1	Maneuver † 4	
Morale 6	Resistance †6	
Endurance (90)		
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# 4. SILVERSCALE (WERE-DRAKE)

The rulers of certain human realms are not what they appear to be. Great magical prowess and the ability to assume draconian countenance are the gifts granted these Kings and Queens in bygone days. Although long-lived, few Silverscales still exist on Folenn, owing to cataclysmic wars and an inability to procreate.

(Huge Bash, Huge Claw, Huge Bite, Electrified Breath, and Scaly Hide)

Electrifiea Breath,	ana Scaly Hiae)
Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base SizeHuge	Number Appearing1
Melee Attack I 5D6+6	Melee Damage I High-1
Melee Attack II § 4D6+4	Melee Damage II High
Melee Attack III § . 2D6+D10+6	Melee Damage III Mediumx2+2
Elemental Attack (fire bolt) ß	2D6+D10+10
Elemental Damage Highx2	Range20" [51cm]
Defense 14 $\Delta$	Shield Bonus +0
Armor3	Maneuver †4
Morale 6	Resistance † 6
Known Spells	3E1; 2E2; 1E3.
Power Points 20	Elemental Spell Bonus +10
Endurance (270)	00000 00000 00000
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Demons are incorporeal spirits that assume bizarre forms when summoned to Kulthea. Those that stay too long become fixed in appearance and chained to this world. Naturally, demonic creatures summoned to Kulthea are not usually in a good mood. Most demand immediate dismissal upon a task's completion as a pre-condition of their servitude. Often tools of the Unlife, some Demons become permanent residents of the Bladelands.

Although of seemingly infinite variety, all Demons fall into one of two general categories. Most are Demons of the Essence, who owe their existence to imperfections in the Flows of Creation. The others are Demons of the Void, created before or outside that which exists.

# DEMONS OF THE VOID

Existing outside the normal scheme of Kulthea, Outsiders are the most commonly summoned Demons. Being strangers to earthly existence they are easier to dismiss and normally only remain 1D6 turns for each PP that the summoner expends.

# 1. AGATHU

Denizens of the Ash Lairs, the rare Agathu are huge dragon-like creatures of demonic origin. They live in catacombs beneath Folenn, venturing out only at night or beneath red skies (their Power Hue). Smaller Agathu travel in groups of 2-5, although they often fight amongst themselves. Large Agathu hunt alone. All are astute creatures who employ terror and utilize surrogates to dominate their foes.

Agathu implant their eggs in living creatures. Three inch long insect-like larva of these magical beasts hatch in about three days and feed on their host before finding other prey. They then ensnare a new host in a cocoon. Dividing in half, larvae enter the cocoon and lay another set of eggs which covers the host. These second stage eggs nourish themselves by gradually consuming the second host, who is kept living as long as possible. Agathu favor Humans or Elves as recipients of this honor.

Agathu are inherently hot creatures capable of living in molten rock. They are insulated by a layer of vile liquid stored in pockets beneath the outer plates of their armored hide. When this fluid is secreted, it cools the beast and melts virtually anything it touches. An Agathu can squirt the liquid through its mouth creating a steaming spray, or it can discharge the material through its pores.

The spray makes a formidable weapon, but Agathu tend to fight with their strong claws and huge, retractable jaws. A full grown Agathu can reach a length of fifty feet, and its brute strength is usually more than a match for any foe.

### LESSER AGATHU

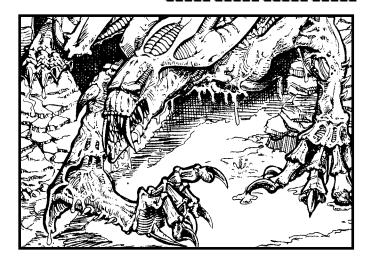
(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spittle, and Tough Leather Hide)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base SizeLarge	Number Appearing 1-5	
Melee Attack I 4D6+5	Melee Damage IHigh (+ High+2 Acid damage)	
Melee Attack II ¥ 4D6+2	Melee Damage II Medx2 (+ High+2 Acid damage)	
Missile Attack (spray attack) ß	D6+D10+5	
Missile Damage Highx2-2	Range Mod2 per 1" [3cm]	
Defense 13	Shield Bonus +0	
Armor2	Maneuver † 5	
Morale 5	Resistance † 6	
Endurance (50)		
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### **GREATER AGATHU**

(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spittle, and Tough Leather Hide)

ana Tough Le	amer mae)
Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Base Size Huge	Number Appearing1
Melee Attack I 5D6+5	Melee Damage I High (+ Highx2 Acid damage)
Melee Attack II ¥ 5D6+2	Melee Damage II Medx2 (+ Highx2 Acid damage)
Missile Attack (spray attack) ß	2D6+D10+5
Missile Damage Highx2	Range Mod2 per 1" [3cm]
Defense 15	Shield Bonus +0
Armor2	Maneuver †4
Morale 4	Resistance †5
Endurance (90)	
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# 2. DEMONS OF THE PALE

The Pale consists of six Realms of utterly horrible Near-void where life and death have no meaning. Demons of the Pale are categorized according to their original plane of existence. Demons beyond the Pale are powerful beasts defying classification (see below, XI-9).

### FIRST PALE DEMON

(Medium Claw and Club — 7' tall grey-skinned social beasts. A tuft of hair protrudes from their otherwise bald pates.)

Movement Rate		. 9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size Me	dium	Number Appearing1
Melee Attack I 21	D6+3	Melee Damage I High
Melee Attack II ¥	.2D6	Melee Damage II Highx2
Defense	9	Shield Bonus +0
Armor	0	Maneuver †9
Morale	10	Resistance † 10
Endurance (10)		

### SECOND PALE DEMON

(Medium Claw, Broadsword, Leathery Hide — 8' tall dark-grey amphibians, more intelligent than First Pale Demons.)

Movement Rate		11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base Size	Medium	Number Appearing1
Melee Attack I	2D6+4	Melee Damage I High
Melee Attack II ¥	3D6+2	Melee Damage II Highx2+4
Defense	11	Shield Bonus +0
Armor	1	Maneuver † 8
Morale	9	Resistance †9
Endurance (20)		

### THIRD PALE DEMON

(Medium Claw, Two-handed Sword, Leathery Hide — 9' tall winged fiends that are nearly blind; they rely on their large, sensitive ears and noses to locate prey.)

Movement Rate	. 13"(10"/6.5"/3.5") [33cm(25/17/9)]
Base SizeLarge	Number Appearing1
Melee Attack I 2D6+5	Melee Damage I High
Melee Attack II ¥ 2D6+D10+3	Melee Damage II High+Low+2
Defense 13	Shield Bonus +0
Armor1	Maneuver †6
Morale 8	Resistance † 8
Endurance (30)	
	m00000 00000 00000

### FOURTH PALE DEMON

(Large Bash, Whip-like Tail, Morning Star, Leathery Hide—10' tall, light blue in color, four horns, large eyes, small ears, a prehensile tail. They usually throw things or cast spells.)

Movement Rate	. 16"(12"/8"/4") [41cm(31/21/11)]
Base Size Large	Number Appearing1
Melee Attack I 3D6+2	Melee Damage I Medium
Melee Attack II ¥ 2D6+6	Melee Damage II Lowx2+2
Melee Attack III ¥ . 2D6+D10+3	Melee Damage III High+2
Defense 15 $\Delta$	Shield Bonus $+0$
Armor1	Maneuver †4
Morale 7	Resistance †7
Known Spells	3C1; 2C2; 1C3.
Power Points	Elemental Spell Bonus +0
Endurance (48)	ووووو ووووو ووووو وو
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### FIFTH PALE DEMON

(Huge Bash, Battle Axe, Tough Leathery Hide — Strong, 11' tall and given to using complex mechanical weapons, these Demons enjoy superb senses. Dark blue and powerful of build, they are also quite bright with skills of spell-casting and organized war-craft. Such Demons posses a long, prehensile tongue covered with a mucilaginous slime. They employ this disgusting member in unspeakable ways. Highly independent, they seek to dominate others, including their summoners.)

10"(7.5"/5"/2.5") [25cm(19/13/7)]		
Number Appearing1		
Melee Damage I High-1		
Melee D. II Highx2+Lowx2+2		
Shield Bonus +0		
Maneuver †4		
Resistance †6		
4C1; 3C2; 2C3; 1C4.		
Elemental Spell Bonus +0		
00000 m 00000 m		

### SIXTH PALE DEMON

(Large Claw, Large Bash, Medium Bite, Thick Leathery Hide— They look similar to first pale Demons, but they are intelligent, agile, vicious murderers. The most feared of common pale Demons, they are completely resistant to Elemental attacks (as the spell).)

Movement Rate	15	5"(11.5"/7.5"/4") [38cm(29/19/10)]
Base Size	Medium	Number Appearing 1
Melee Attack I	5D6+6	Melee Damage I High
Melee Attack II ¥	3D6+8	Melee Damage II Medium
Melee Attack III «	4D6+2	Melee Damage III High+2
Defense	15	Shield Bonus +0
Armor	3	Maneuver † 1
Morale	4	Resistance † 4
Endurance (100)		
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# 3. CONFORMERS

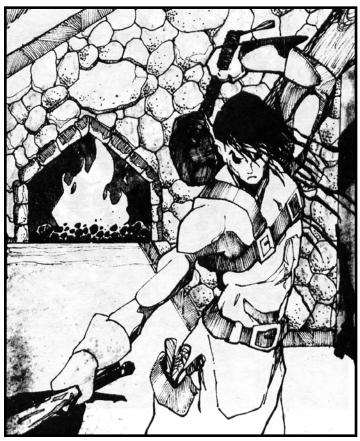
These Demons have taken Elvish forms suitable to gathering large numbers of minions. They are the most numerous of the Demons imprisoned on Kulthea. Conformers are insidious, preferring subterfuge and infiltration to overt force. Nonetheless, their spies range far and wide, seeking military advantage which will allow them to conquer Jewel Wells.

### Culorgor

With golden-red hair and skin, these Demons have an affinity for fire. In fact, they are immune to heat and fire attacks. They are generally clustered in the demon-realm of Oolcor near the magma vents (*BSt Sourcebook* p. 66). Culorgor command less personal power than most Demons, often serving as troops, low ranking officers, spies, or messengers for greater Demons. They are especially effective when sent among Mannish tribes for the purpose of bribery, inciting treason, assassination or other subtle purpose.

### (Scimitar and Small Shield)

Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	Medium	Number Appearing 1-3
Melee Attack	3D6+1	Melee Damage High+2
Defense	12 Δ	Shield Bonus +2
Armor	0	Maneuver † 6
Morale	9	Resistance †9
Known Spells	1C1 (Pa	ain I); 1C2 (Pain II); 1C3 (Pain III).
Power Points	6	Elemental Spell Bonus +0
Endurance (22)		0000 0m0 00000 00000



### **THAROGOR (False Elven Councillors)**

Seemingly Elvish, these Demons are immensely dangerous—due to this fair seeming. The only blemish upon these mockeries is their silvery skin and pitch black hair. They cast magics which warp both mind and body. Tharogor delight in destroying the moral fiber of opponents, turning friends against each other and promoting betrayal. These beings subvert Elvish settlements under the guise of war counsel. A few make their realms in the mountains, using Lugrôki as slaves. But these realms are constantly beset with attacks by other Lugrôki tribes, so they have no real hope of making the assault on the Jewel Wells. Culorgor often serve these Demons.

### (Flail and Magical Chain Armor)

Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size	. Medium	Number Appearing1
Melee Attack	4D6+5	Melee Damage Highx2-1
Defense	15 Δ	Shield Bonus +0
Armor	4	Maneuver †6
Morale	8	Resistance †7
Known Spells	1C1 (Pa	in I); 1C2 (Pain II); 1C3 (Pain III).
Power Points	13	Elemental Spell Bonus +0
Endurance (60)		00000 00000 00000
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### **Bororgor** (Kasandra)

Only one of the Noble Conformers is trapped on Kulthea, her name is Kasandra. She appears as an incredibly beautiful Elf standing over 8' tall. Kasandra wears black leather armor which accentuates her pale skin. Her squalid Mannish realm is located south of the Immigrant Domains. This bandit kingdom of Tralf swells with the flotsam of constant warfare, primarily refugees and mercenaries (*BSt Sourcebook* p. 66). She preys on their misery, making them frantic to take "what really belongs to them." Her green eyes quickly cower any potential opponents, and her presence radiates a number of auras; lust, fear, passion, and rage. She keeps all she meets under her pointy heel.

# (Whip and Plate Armor)

Movement Rate	
Base Size Medium	Number Appearing 1 (unique)
Melee Attack 4D6+7	Melee Damage Low+1
Defense $16 \Delta$	Shield Bonus +0
Armor x1/2	Maneuver † 3
Morale 6	Resistance †6
Known Spells 3C1 (Pain	I, Panic, Rally); 3C2 (Mass Panic,
Mass Rally, Pa	in II; 2C3 (Mass Disrupt, Pain III);
2C4 (Mass Pain, N	Mass Rout); 1C5 (Mass Pain True);
2E1 (Confu	usion, Disrupt); 2E2 (Fear, Hatred);
4E3 (Frenzy, Mass Co	onfusion, Mass Fear, Mass Hatred);
2E4 (Mass Frenzy, Word o	of Pain); 1E5 (Mass Word of Pain).
Power Points 55	Elemental Spell Bonus +0
Endurance (80)	
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# 4. DEMONS BEYOND THE PALE

Incarnations of tremendous Evil, these Demons are some of the most dangerous to summon. The greatest of the Demons of the Void, often their first attempted act is the slaying of their summoner and the usurping any army present. Agile, powerful, and flighted, most take gigantic winged forms to spread fear amongst their foes. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups effectively. Occasionally, they enter into uneasy alliances spawned by need or convenience. However, most of their motives remain wholly mystifying. They wield giant weapons to deal death. In battle they surround themselves with fire, cold, or electricity — 1D6 damage to all within a 2"[5cm] radius at the end of each round.

(Huge Bash, Two-handed Sword, and Plate-like Hide)

(Huge Bash, Two-handed Sv	vord, and Plate-like Hide)	
Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Base Size Large	Number Appearing 1	
Melee Attack I ¥7D6	Melee Damage I High-1	
Melee Attack II ¥ 5D6+D10+3	Melee D. II Highx2+Lowx2+4	
Defense 16 Δ	Shield Bonus +0	
Armor x1/2	Maneuver † 1	
Morale 1	Resistance † 1	
Known Spells 1C1(Panic); 1C2 (Mass Panic); 1C3 (Mass Disrupt); 1C4 (Mass Rout); 2E1 (Confusion, Disrupt); 2E2 (Fear, Hatred);		
	nfusion, Mass Fear, Mass Hatred).	
Power Points 27	Elemental Spell Bonus +0	
Endurance (240)		
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# DEMONS OF THE ESSENCE

# 5. ELEMENTAL DEMONS

Those denizens of the Infernal Realms with allegiance to other elements are not nearly so bent upon destruction. They are sometimes summoned by conjurors wishing to win battles without devastating the countryside. Elemental Demons are based on fire, cold, water, air, earth, light, and darkness.

(Magical Elemental Two-handed Sword and Plate-like Hide)		
Movement Rate		9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size	Huge	Number Appearing1
Melee Attack 4	D6+D10+4	Melee Damage High+Low+2 (+ Highx2 Elemental damage)
Defense	17 Δ	Shield Bonus +0
Armor	x1/2	Maneuver † 3
Morale	5	Resistance †5
Known Spells		
Power Points	66	Elemental Spell Bonus +6
Endurance (175)		
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# 6. DEATH-WATCHER

Fallen servants of the Lord of Fate, Death-watchers now serve the Unlife, feeding their appetite for death and destruction. Great, leathery wings suggest a reptilian quality, while their slimy scales and horrid visage denote demonic descent. Death-watchers can clumsily fly and wield two wicked 2-handed weapons. Given to immolation, Death-watchers can enshroud themselves in either fire or ice at will (an additional 1D6 damage to melee attacks). These Demons can also "ordain" a foe, tearing the victim's soul from his body (instant death with no chance of recovery after the battle). Death-Watchers slake their perverse hungers on the bodies of unfortunates whom they slay.

(Magic Two-handed Sword and Plate-like Hide)		
Movement Rate	10"(7.5"/5"/2.5") [25cm(19/13/7)]	
Base SizeHuge	Number Appearing 1	
Melee Attack 5D6+D10+4	$Melee\ Dam.\\ Highx2+Lowx3+4$	
Defense 18 Δ	Shield Bonus +0	
Armor x1/2	Maneuver †	
Morale 3	Resistance †	
Known Spells4E1 (	Elemental Bolt I, Fire Wall, Light,	
Resist Elements); 3E2 (E	lemental Ball I, Elemental Bolt II,	
Sudden Light); 3E3 (Ele	mental Ball II, Elemental Bolt III,	
Fire Wall True); 4E4 (Element	al Ball III, Elemental Bolt I Triad,	
Elemental Bolt IV, Mass	Resist Elements); 3E5 (Elemental	
Ball IV, Elemental Bolt II Triad, Elemental Bolt V).		
Power Points 50	Elemental Spell Bonus +5	
Endurance (270)		

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# 7. DOOMBRINGER

Doombringers look like 14' tall man-like creatures veiled in a thick, swirled, foul-smelling blackness. Their nauseating visage reflects the decay they hold within. The touch of a Doombringer putrefies any living matter (an additional 1D6 damage to melee attacks that penetrate a foe's armor). A shroud of electrical energy augments their undefined features. Their presence invokes a sense of doom characteristic of fallen spirits. Those who gaze on a Doombringer flee in terror. Such creatures throw lightning bolts at will.

(Magic 1 wo-nanaea 5wora a	ina Tough Leathery Hue)	
Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]	
Base Size Huge	Number Appearing 1	
Melee Attack 2D6+D10+9	Melee Damage . Highx2+Low+4	
Defense 14 $\Delta$	Shield Bonus +0	
Armor2	Maneuver † 4	
Morale 6	Resistance † 6	
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.	
Power Points 30	Elemental Spell Bonus +3	
Endurance (180)	oo oooo ooooo ooooo	
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# 8. DURGUL

This 10' tall, muscular man-like Demon is ugly in the extreme. His appearance promotes fear and loathing among foes. Practicing deplorable personal habits, an indescribable foulness follows Durgul like a shadow. He keeps the severed heads of his enemies in an urn filled with his own pickling spittle. In combat, Durgul flings these awful reminders of past excesses at the enemies' front rank, frightening and disgusting all. Durgul rules the realm of Oolcor (*BSt Sourcebook* p. 66).

(Large Spiked Club, Thrown Pickled Heads, and Tough Leathery Skin)

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Movement Rate		8"(6"/4"/2") [20c	em(15/10/5)]
Base Size	Large	Number Appearing	1 (unique)
Melee Attack	4D6	Melee Damage	High+2
Missile Attack (thrown 1	pickled head	d) (h	2D6+3
Missile Damage	Low	Range Mod2 1	per 2" [5cm]
Defense	10 Δ	Shield Bonus	+0
Armor	3	Maneuver †	6
Morale	7	Resistance †	7
Known Spells		1C1 (Panic); 1C2 (I	Mass Panic);
1C3 (Mass Disrupt); 1C4 (Mass Rout);			
1E1 (Disrupt); 1E2 (Fear); 1E3 (Mass Fear).			
Power Points	20	Elemental Spell Bon	us +0
Endurance (120)			ووووو وا
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# 9. BELASAR

This 9' tall Demon looks like a well-endowed man with several exceptions. He has four heads and two forearms branching from each elbow. His body is a mutilated amalgam of parts taken from lesser fiends. Belasar takes perverse delight in sacrificial torture and dismemberment. Amongst his human slaves he is known as the Iron Fists from the strength of his pummelling. He constantly wars to gain control of the Jewel Wells near his mountainous realm of Emun (*BSt Sourcebook* p. 59).

(Four Serrated Scimitars and Leathery Skin)

Movement Rate	11"(8.5"/5.5"/3") [28cm(21/14/7)]
Base SizeLarge	Number Appearing 1 (unique)
Melee Attack 4D6+8	Melee Damage Highx2+2
Defense 13	Shield Bonus +0
Armor2	Maneuver †5
Morale 7	Resistance †
Endurance (150)	
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Many beings arrive from beyond Folenn; not all of them are human. Some come from the unknown continent to the east, while others hail from the seas or even outer space. A few just seem to have appeared from nowhere. These interlopers make the Bladelands all the more dangerous.

### 1. RATMEN

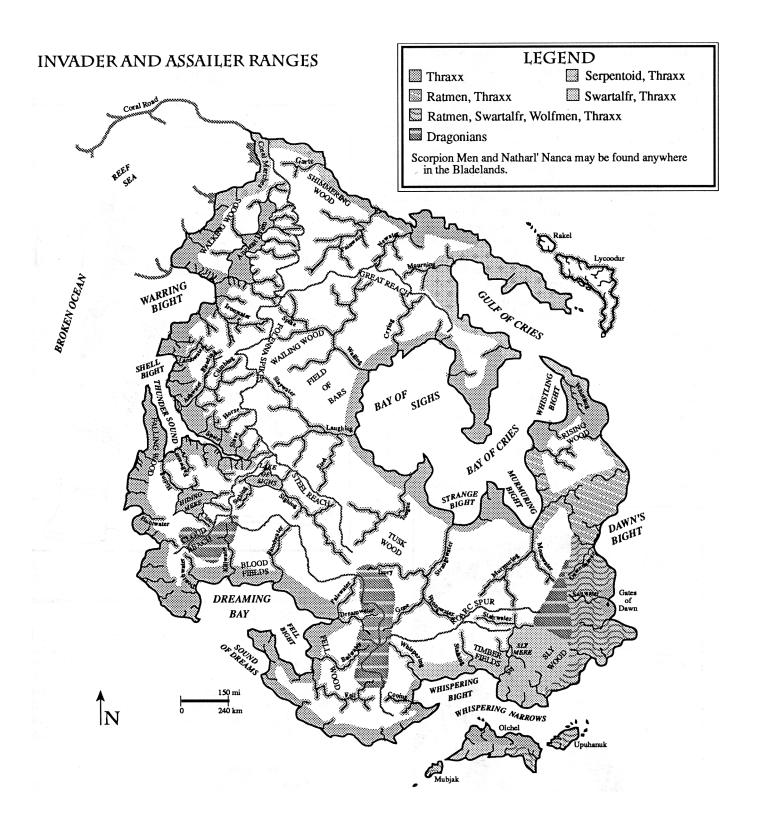
Ratmen resemble large rodents with arms instead of forelegs. Never exceeding a yard in height, they walk upright with a surprisingly agile gait. Their bodies are covered in short, grey fur. Massed colonies of Ratmen breed pestilence and spread disease. They inhabit dense forest, venturing out only at night to feed on carrion.

All Ratmen use their fangs and claws in addition to tiny weaponry such as short swords, short bows, and daggers. Bites or claw damage often result in a plague-like disease. Huge swarms of Ratmen overwhelm opposition despite their small size. Each unit contains an inherent leader, having keen senses and low cunning. Ratmen come to Folenn due to over-population of their home warrens on Cunardia. Rumors of carnage have drawn large numbers to battlefields in search of food.

(Short Sword, Short Bow, and Soft Leather Hide)

,	, ,
Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]
Base Size Small	Number Appearing 5-50
Melee Attack 3D6-2	Melee DamageHigh
Missile Attack (short bow)	2D6+1
Missile Damage Lowx2	Range Mod2 per 12" [30cm]
Defense 8	Shield Bonus +0
Armor1	Maneuver †9
Morale 10	Resistance † 10
Endurance (5)	





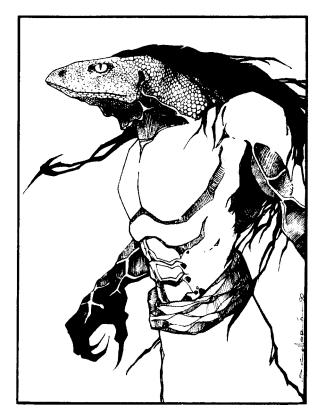
# 2. SERPENTOID

A sinuous serpent's body terminates in a human torso, two arms, and a snake-like head. The hairless body is covered by dark green scales and may reach 25' in length. Serpentoids' eyes are golden and have black slits, while from their mouths projects a forked snake's tongue. They sport 4" fangs that emit a poisonous venom on striking. These beings maneuver in snake-fashion aided by use of arms. Native to tropical climates, Serpentoids become lethargic in cold weather. The sun's rays must rouse them from their snake-like stupor before they can forage. For this reason, they favor exposed river banks or jungle clearings to drowse.

Serpentoids are fierce predators but are generally solitary hunters. They encircle prey with powerful coils and render them helpless with a poisonous bite. Treat this poisonous bite as the first level Essence spell *Paralyze Legs (BSt Rulesbook* p. 49), applied in addition to normal damage. These creatures eat almost anything, including Humans. Immobilized prey are swallowed whole. Serpentoids do not posses advanced technology, but fashion crude stone tools and weapons. Recently they have sent small war-bands through an Essence Portal. Upon arrival in Folenn the Serpentoids search for fresh game to feed their expanding numbers.

(Medium Poisonous Bite, Stone Axe, Stone-tipped Spear, and Reptilian Hide)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Base Size Large	Number Appearing 1-20
Melee Attack I3D6*	Melee Damage I High+2*
Melee Attack II §3D6	Melee Damage II High+1
Missile Attack (spear)3D6	Missile Damage Lowx2+2
Range Mod	2 per 2.5" [6.5cm]‡
Defense 7	Shield Bonus +0
Armor1	Maneuver † 8
Morale 9	Resistance †9
Endurance (18)	





# 3. SWARTALFR

Akin to Humans but shorter and stockier, these evil beings live as outcasts in dark, damp caves. They have greyish-green skin and pale eyes capable of night vision; they abhor sunlight. They live in clans of 15-20, led by a clan chief (inherent in unit). Swartalfr sometimes domesticate large wolves for use as guards or mounts. Mounted troops act as scouts and the vanguard of their force. They usually wield a polearm with a short broad blade called a spetum. An army of Swartalfr was marooned on Folenn during raids along the coast.

(Spetum, Small Shield, and Soft Leather Armor)

Movement Rate	4"(3"/2"/1") [10cm(8/5/3)]
Base Size Small	# Appearing 15-20 (1D6+14)
Melee Attack D6+D10-1	Melee Damage High+Low+1
Defense 9	Shield Bonus +2
Armor1	Maneuver † 8
Morale 10	Resistance † 10
Endurance (6)	

# 4. DRAGONIANS

Humanoid reptilians with large leathery wings, Dragonians have fiery breath. They are on good terms with all Dragon-kind, but war with all other flighted beings, including, the Hírazi. Dragonians may be found in any wild area of Folenn, although they tend to prefer mountainous regions. Originally passing through an Essence portal into the Bladelands, Dragonians are content to plunder Folenn and do not seek to return from whence they came. (See ICE's *C&T II* for more information.)

(Falchion, Small Claw, Medium Bite, Short Bow, Fiery Breath, Small Shield, and Scaly Hide)

Tiery Bream, Small Shield, and Sealy Hac)		
Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]	
Base Size Medium	Number Appearing 1-10	
Melee Attack I 2D6+D10	Melee Damage I High+2	
Melee Attack II § 2D6+2	Melee Damage II Low	
Melee Attack III « 3D6+1	Melee Damage III High+2	
Missile Attack (bow)	2D6+1	
Missile Damage Lowx2	Range Mod2 per 12" [30cm]	
Elemental Attack (fiery breath)	D6+D10+3	
Elemental Damage Low+2	Range Mod2 per 5" [13cm]	
Defense 7	Shield Bonus +2	
Armor2	Maneuver † 8	
Morale 9	Resistance †9	
Endurance (19)		





# 5. SCORPION MEN

A gigantic red scorpion's multi-legged body and poisonous stinger accompany a mannish torso and black haired head. Treat this poisonous sting as the first level Essence spell (*BSt Rulesbook* p. 49), applied in addition to normal damage. Very competitive and contentious, Scorpion Men only cease their in-fighting when an external foe threatens. Communities of Scorpion Men can be found throughout Folenn, descendents of the first Scorpion Men blown in on a Bladestorm. (See ICE's *C&T II* for more information.)

(Large Pincer, Large Poisonous Sting, Polearm, Composite Bow, and Rigid Leather Hide)

Movement Rate	6"(4.5"/3"/1.5") [15cm(12/8/4)]
Base Size Medium	Number Appearing 2-12
Melee Attack I 2D6+D10-1	Melee Damage I High
Melee Attack II § 3D6-1 *	Melee Damage II Low+1 *
Melee Attack III § D6+D10	Melee Damage III High+Low+1
Missile Attack (bow)	D6+D10
Missile Damage Lowx2+1	Range Mod2 per 15" [38cm]
Defense 8	Shield Bonus +0
Armor2	Maneuver † 8
Morale 9	Resistance †9
Endurance (14)	

# 6. THRAXX

Amphibious humanoids with four muscular arms, long claws, six eyes, and salamander-like heads, Thraxx feed on nearly anything. At home in either fresh or saltwater, Thraxx raid the shores of Folenn. (See ICE's *C&T II* for more information.)

(Large Claws, Medium Bite, and Tough Leathery Hide)

Movement Rate	9"(7"/4.5"/2.5") [23cm(18/12/6)]	
Base SizeLarge	Number Appearing1	
Melee Attack I 3D6+9	Melee Damage I High	
Melee Attack II « 3D6+5	Melee Damage II High+2	
Defense 11	Shield Bonus +0	
Armor2	Maneuver †	
Morale 8	Resistance †9	
Endurance (44)		
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# 7. WOLFMEN

Powerful, wolf-headed, and grey-furred, Wolfmen are a rare breed of Humanoids. Passing through an Essence Portal from Cunardia some 95 years ago, their numbers have gradually dwindled. They can no longer sustain whole communities, remaining in small hunting groups with inherent leaders. A few groups have settled in the Myriad Realms where they are military scouts. Their bite is nearly as bad as their blade.

(Broadsword, Medium Bite, and Leathery Hide)

,	*	2 /
Movement Rate		. 10"(7.5"/5"/2.5") [25cm(19/13/7)]
Base Size	. Medium	# Appearing 10-15 (1D6+9)
Melee Attack I	3D6	Melee Damage I High+2
Melee Attack II §	3D6+1	Melee Damage II High+2
Defense	8	Shield Bonus +0
Armor	1	Maneuver †7
Morale	9	Resistance †9
Endurance (22)		m





# 8. NATHARL'NACNA

Foul beings from deep reaches of outer space, Natharl'nacna occasionally descend upon Folenn for mysterious reasons of their own. Varied in shape and size, three main types are most commonly encountered — Cresh'urim, Cthugan, and Ni'hashbin Warrior. (See ICE's *C&T II* for more information.)

### CRESH'URIM

Cresh'urim often command Natharl'nacna forces on Folenn. The greyish-blue Cresh'urim have spidery bodies, scorpion tails, humanoid torsos, clawed arms, multi-faceted eyes, and wolfish heads. Highly resistant to magic, their Defense is augmented by +8 vs Elemental Attacks. Their Bite delivers an additional 15 points of Endurance damage (just as the third level Channeling spell *Pain III*, *BSt Rulesbook* p. 48). Treat their poisonous sting as the first level Essence spell Paralyze Legs (*BSt Rulesbook* p. 49), applied in addition to normal damage.

(Huge Poisonous Sting, Battleaxe, Large Claws, Large Bite, and Plate-like Hide)

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Movement Rate		
Base Size Large	Number Appearing1	
Melee Attack I 3D6+8 *	Melee Damage I Med-1 *	
Melee Attack II § 3D6+D10+8	Melee Damage II High+Low+1	
Melee Attack III § 5D6+4	Melee Damage III High	
Melee Attack IV √ 4D6+4	Melee Damage IV Medx2	
	(+15 due to Pain III)	
Defense	18 $\Delta$ (26 vs. Elemental Attacks)	
Shield Bonus +0		
Armor x1/2	Maneuver †2	
Morale 5	Resistance † 1	
Known Spells	2E1; 2E2; 2E3; 2E4.	
Power Points	Elemental Spell Bonus +5	
Endurance (180)		

### **CTHUGANS**

Cthugans appear as humans with an octopus for a head. The touch of their tentacles immobilizes their foes (treat as the first level Essence spell *Paralyze Legs*, *BSt Rulesbook* p. 49). Their bite is treated similarly.

(Scimitar, Large Poisonous Tentacular Grapple, Medium Poisonous Bite, and Ceremonial Robes)

,		
Movement Rate	8"(6"/4"/2") [20cm(15/10/5)]	
Base Size Medium	Number Appearing 1-12	
Melee Attack I 3D6+1	Melee Damage I High+2	
Melee Attack I § 3D6+5 *	Melee Damage II High-2 *	
Melee Attack II √ 3D6+9 *	Melee Damage III High+2 *	
Defense 9 Δ	Shield Bonus +0	
Armor0	Maneuver † 5	
Morale 7	Resistance †6	
Known Spells	1C1 (Panic); 1C2 (Mass Panic);	
1C3 (Mass Disrupt); 1C4 (Mass Rout);		
2E1 (Confusion, Disrupt); 3E2 (Fear, Hatred, Hold);		
3E3 (Mass Confusion, Mass Fear, Mass Hatred).		
Power Points 20	Elemental Spell Bonus +0	
ndurance (42)		
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### NI'HASHBIN WARRIORS

Ni'hashbin Warriors are reptilian creatures with snake-like arms and snake heads for hands. Any of their bites (head or "hands") delivers a poison attack treated as the first level Essence spell *Paralyze Legs, BSt Rulesbook* p. 49. Resistant to magic, Ni'hashbin Warriors' Defense is augmented by +4 vs Elemental attacks.

(Large Poisonous Bites, Magic Polearm, and Plate Armor) Base Size ..... Medium Number Appearing ..... 1-20 Melee Attack I ..... 5D6+1 \* Melee Damage I .... Mediumx2 \* Melee Attack II § ... 2D6+D10+9 Melee D. II ... Highx2+Lowx2+4 Shield Bonus .....+0 Maneuver † ...... 6 Armor ...... x1/2 Morale ...... 7 Resistance † ...... 4 ----- -----Endurance (80) 



To help get you right into the heat of battle, the *Bladestorm Bestiary* contains ten ready-to-play scenarios. Each may be played using either *Bladestorm*'s Standard and/or Optional rules. Using these as models, you can design your own scenarios, whether set in the Bladelands or a world of your choosing.

### Using the Scenarios

You should photocopy the scenario copies in this book before beginning play. This will enable you to record damage and information directly on the photocopies while retaining the original pages for later use.

### TIME AND SPACE

You can play each of the scenarios presented here in an afternoon (several hours) or less. The Basic scenarios can be played in under an hour. A standard 4' x 8' gaming table is more than adequate to play almost all of these scenarios, but some require a 6' by 8' playing surface, roughly. Of course, if you want to play on the floor, that's fine too.

### TERRAIN

There are several ways to represent terrain depicted on the scenario maps. You can purchase commercially made miniature terrain features (trees, houses, etc.) or make them yourself out of anything handy. You could even draw the terrain right on the table top, using erasable or water-soluble markers. If you dislike the given terrain, feel free to modify or ignore it. Just be sure both players understand and approve of the changes. (Refer to the 8 page Terrain and Painting Manual that comes in the *Bladestorm* box for more ideas.)

### SCENARIO STATISTICS

Each scenario has much information in common and employs the following terms:

The Tale describes events leading up to combat.

**Terrain** specifies salient features of the battlefield.

Victory Conditions detail the circumstances required to win a scenario. Some scenarios end when the victory conditions are fulfilled by one side or the other instead of after a certain number of turns.

**Player Information** details which side is Player #1 and which is Player #2. It also outlines how and where the forces set up.

**Combatant/Unit Stats** detail which miniatures are to be used in play and what their capabilities are in combat.

### STANDARD/OPTIONAL SCENARIO STATISTICS

The scenarios include some information not included in the other scenarios:

**Scenario Types** — all scenarios are grouped into three types: Ambush, Assault, or Skirmish.

An *Ambush* usually indicates combat between individual combatants and units. It can also mean that one side has a hidden set-up.

An *Assault* usually indicates combat between units, whereas a Skirmish is a battle between combatants. These divisions may help you decide which scenarios you most want to play.

A *Skirmish* will usually take far less time to play than an Assault, while an Ambush indicates unequal forces.

**Game Length** refers to the number of Turns in the scenario. If the word "Varies" appears instead of a number, game length depends on the noted Victory Conditions and/or the arrival of a Bladestorm (*BSt Rulesbook* S-13.0 and O-13.0).

Weather give weather at the start of the scenaior.

**Power Hues** give the dominant sky color for use with Optional rules (*BSt Rulesbook* O-18.2).

**Bladestorm** is the percentage chance of a Bladestorm occurring on any given turn (*BSt Rulesbook* S-13.0). Roll at the end of each turn. If the Optional Rules in the *BSt Rulesbook* O-13.0 are used, an active Bladestorm will disappear "1D6 ÷ 2" (round up) rounds after one side is eliminated. If both players agree, the *BSt Rulesbook* A-2.0 Bladestorm chance can be used instead of the fixed value given in each scenario.

**Random Encounter** gives the percentage chance (roll 2D10: one die is tens, the other is ones) that an unexpected beast will appear on the battlefield at the start of a battle. If one appears, the players may roll on the Encounter Table (XIV-4, p. 89-91) **or** they may choose a beast from the *BSt Sourcebook* **or** they may create the stats for one using the guidlines in the *Summoning* spell (O-14.3) on page 48 of the *BSt Rulesbook* (use 3D6 or 4D6 PPs). To determine who controls such a beast, roll a D6 at the beginning of each turn: on a roll of 1-3, Player #1 controls it, while on a roll of 4-6, Player #2 controls it.

**Special Rules** are scenario-specific modifications to the rules. Feel free to alter or ignore them.

The special and optional in the scenarios are just that — optional. If you don't feel like using them, especially at first, don't. Again, make sure both players know of and agree with which *BSt Rulesbook* Optional Rules you're using. The *BSt Rulesbook* Appendix (A-3.0) provides a checklist for deciding and keeping track of which optional rules are being used.

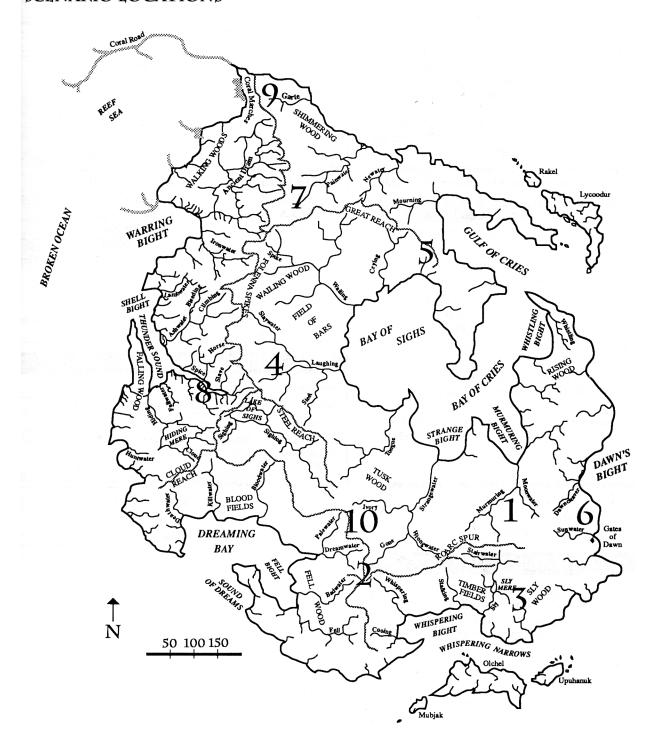
**Aftermath** explains the potential outcome of a battle.

### SPECIAL NOTATION

The scenarios include several standard notations:

- \* Poisoned attack.
- † Used with the BSt Rulesbook Optional Rules.
- ‡ A "thrown weapon," once the weapon has been used for a missile attack, it is no longer available for use (mark through its entry on the combatant's record sheet).
- Δ—Only used with *BSt Rulesbook* Optional Rule O-12.1. The spell user's Defense may be increased by +5 each turn that 1 PP is expended.

# **SCENARIO LOCATIONS**





# "Spare Parts"

Scenario Type: Skirmish. Game Length: 10 Turns. Setting: South of the Murmuring River, Early Summer, 6040 TE. The Tale: In Meir, Rochien creates new Flesh Golems and repairs injured ones with seized human bodies. Flesh Golems scout for human bodies for use in Rochien's laboratory as either building materials or spare parts. In this scenario, near the border of Tralf, Flesh Golems surprise a group of Tralfan bandits. Unaware of the unsavory nature of the Flesh Golems, the bandits yell, "Stand and deliver!" Instead of relieving the monsters of their wealth, the bandits find themselves viciously attacked.

**Terrain:** A (Shallow Water) Lake dominates the center with Medium Woods to the west, scattered Light Woods to the south, and Brush to the north. 36" [91cm] (E-W) x 52" [132cm] (N-S).

Weather: Clear. Power Hues: Roll Randomly. Bladestorm: 18 (on 3D6). Random Encounter: 19%.

- **Special Rules:** 
  - 1) Due to the unexpected nature of their encounter, Bandit units have their Defense reduced by one (-1) for the First Turn.
  - 2) Bandit units/combatants may not leave the playing area.
  - 3) Optionally, the Tralfan leader, Aben Ser, may possess a magic item. Roll on the Item Table XIII-1 for the Magic Item held.
  - 4) Optionally, treat all non-magic attacks against Flesh Golems as delivering half damage (round up).

**Victory Conditions:** The Flesh Golem player must eliminate 13 or more Bandit combatants to win. Otherwise, the Bandit player wins.

**Aftermath:** Easily mauling the surprised Bandits, the Flesh Golems head back home to Meir with more raw materials for Rochien's mad work.

#### FLESH GOLEMS

**Player 1:** Set up First anywhere in the center, at least 10" [25cm] from the edge of the playing surface. Move First.

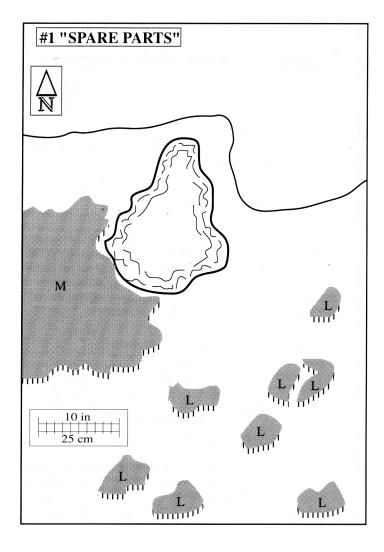
FLESH GOLEMS (4)
<b>Move.Rate</b> :
<b>Defense:</b> 11 <b>Shield Bonus:</b> +3 No <b>Armor:</b> 0
Endurance: 35 Maneuver† 7 Resistance† 9
Weapon         Attack         Damage         Range           Small Bash         2D6+5         Low         None           Med. Grapple « D6+D10+1         Low         None
#1
#2
#3 00000 00000 00000:
#4 00000 00000 0000m 00 00000 00000 00000:
Note: May only operate as individual combatants.

#### TRALFAN BANDITS

**Player 2:** Set up Last within 10" [25cm] of a Flesh Golem combatant. Move Last.

TRALFAN BANDITS (18)					
<b>Move.Rate</b> :6"(4.5"/3"/1.5") [15cm(12/8/4)] <b>Morale</b> : 9					
Defense: 7 Sh	ield Bon	us: +	-2 S. L	eather <b>A</b>	rmor:1
Endurance:	<b>Endurance</b> : 7 <b>Maneuver</b> † 9 <b>Resistance</b> † 9				
Weapon A	tack	Da	mage	Rang	e
Short Sword 3I	06-1	Hig	gh	None	
Dagger 2I					3"[8cm]‡
#1 0000m000: _		#4		1000: _	
#2 🔾 🔾 🔾 🖂 🖂 #2 🔾 🖂 #2 🔾 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2 #2		#5		1000: _	
#3 🗆 🗆 🗆 m 🗆 🗆 : _					
#7 🗕 🗕 🗆 m 🗕 🗀 : _			محمد (	m□□□:	
#8 🗕 🗕 🗆 m 🗕 🗆 : _				m□□□:	
#9 🔲 🗆 🗆 m 🗆 🗆 : _					
#13 🔾 🔾 🔾 🖂 🖂 🖂 🖂 🖂 🖂 🖂			وووو ز	m□□□:	
#14 🔾 🔾 🔾 🖂 🖂 🔾 :					
#15 🔾 🔾 🔾 🔾 🔾					
Formation	Me	elee	Mi	ssile	Morale
					Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)					
Disbanded (11) Uni	t Ma is u	sed only	for refor	ming the	unit.
<b>Note:</b> May operate as three 6-combatant units or a 12-combatant unit and a 6-combatant unit.					

<b>ABEN SER</b> — Tralfan Leader		
Move.Rate: 6"(4.5"/3"	/1.5") [15cm(12/8/4)] <b>Morale</b> : 8	
Defense: 8 Shield Bonu	<b>s</b> : +3 R. Leather <b>Armor</b> :2	
Endurance: 14 Man	euver† 9 Resistance† 8	
Weapon         Attack           Broadsword         3D6           Dagger         2D6	High+2 None Lowx2-12 per 3"[8cm]‡	
Morale Mod:+0 Missile Mod:+0 Maneuver Mod:+1	Melee Mod:       +1         Defense Mod:       +1         Influence Range:       1" [2.5cm]	





# "HEAT OF BATTLE"

Scenario Type: Skirmish. Game Length: 8 Turns. Setting: In southern Folenna Spikes, Late Spring, 6040 TE.

The Tale: A number of Fire Giants raid nearby Urnull lands, leaving death and ruin in their wake. The Urnulli elders decree retribution, in the form of Great Were-wolf champions bent on revenge. Creeping to the Fire Giant's lair amid magma pools, Urnull's finest shapeshifting warriors ferociously attack. Treacherous, unfamiliar terrain hamper Urnulli efforts more than the Fire Giants.

**Terrain:** Steeply Sloped region dominated by three pools of magma and surrounding lava. 60" [152cm] (E-W) x 86" [218cm] (N-S).

Weather: Smoke. Power Hues: Changing (or Random). Bladestorm: 17+ (on 3D6). Random Encounter: 6%. Special Rules:

1) The Were-wolves treat Magma pools as Impassible Terrain. Fire Giants consider Magma as Marsh for movement purposes (x1/4). Also, Fire Giants in Magma Pools may not be attacked or seen (remove from the board until the Fire Giant re-emerges from Magma Pool).

- 2) Heat roars from the Magma Pools. An Urnulli combatant within 2" of a Magma Pool is at -1 to Defense and Attack; is at +1 to Morale and Maneuver; and its movement is slowed to 1/4 normal.
- 3) Smoke from magma pools obscures the battlefield. Missile Attacks are modified by -1 per inch [2.5cm] away.
- **Victory Conditions:** The Urnulli player must eliminate both Fire Giant combatants to win. The Fire Giant player must eliminate four Were-wolf combatants to win. Otherwise, a draw results.

**Aftermath:** Initially unbalanced by the Urnulli, the Fire Giants fall into magma vents, disappearing from view. Certain of victory, Urnulli warriors are surprised by renewed attacks. Both sides' losses in this battle are large enough to deter further aggression by either party.

# URNULLI WERE-WOLF WARRIORS

**Player 1:** Set up Last, anywhere on the playing surface (except Magma Pools). Move First.

<b>GREATER WERE-WOLVES (8)</b>
<b>Move.Rate</b> : 16"(12"/8"/4") [41cm(31/21/11)] <b>Morale</b> : 6
<b>Defense:</b> 15 <b>Shield Bonus:</b> +0 Natural <b>Armor:</b> 1
Endurance: 90 Maneuver† 4 Resistance† 6
Weapon         Attack         Damage         Range           Large Claws ¥ 3D6+4
#1 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000:
#2 00000 00000 00000 00000 00000 00000 00000 00000 m 00000 00000 00000 00000 00000 00000
#3 00000 00000 00000 00000 00000 00000 00000 00000 m 00000 00000 00000 00000 00000 00000
#4 00000 00000 00000 00000 00000 00000 00000 m 00000 00000 00000 00000 00000 00000
#5 00000 00000 00000 00000 00000 00000 00000 00000 m 00000 00000 00000 00000 00000 00000
#6 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000:
#7 00000 00000 00000 00000 00000 00000 00000 00000 m 00000 00000 00000 00000 00000 00000
#8 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000:
Note: May only operate as individual combatants. May use both

attacks each round, but only against the same target.

## FIRE GIANTS

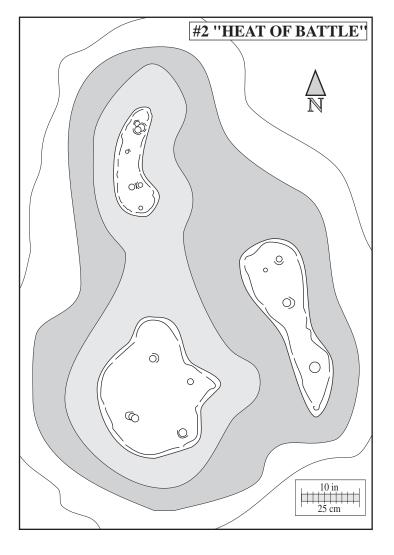
**Player 2:** Set up First, anywhere more than 3" from a Magma Pool. Move Last.

#### FIRE GIANT #1

(Great Sword, Thrown Rock, Full Shield, R. Leather Armor) Melee Attack ....... 2D6+D10+4 Melee D. ..... Highx3+Lowx3+6 Range Mod .... -2 per 15" [38cm] Missile Damage ...... Medium Shield Bonus .....+3 Armor .....-2 Maneuver ......7 Morale ...... 9 Resistance .......8 2E2 (Elemental Ball I, Elemental Bolt II). Power Points ...... 6 Elemental Spell Bonus ...... +4 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Endurance (130) \_\_\_\_ \_\_\_\_\_\_\_\_\_\_ 00000 00000 0000m00000 00000 00000 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#### FIRE GIANT #2

(Great Sword, Thrown Rock, Full Shield, R. Leather Armor) Melee Attack ....... 2D6+D10+5 Melee D. ..... Highx3+Lowx3+6 Range Mod .... -2 per 15" [38cm] Missile Damage ...... Medium Shield Bonus .....+3 Armor .....-2 Maneuver ...... 6 Resistance ......7 Morale ...... 8 2E2 Elemental Ball I, Elemental Bolt II). Power Points ...... 12 Elemental Spell Bonus ...... +5 Endurance (190) \_\_\_\_\_\_ ------------00000 00000 00000m00000 00000 00000 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_





# "This VILE EARTH"

**Scenario Type:** Skirmish. **Game Length:** 15 Turns.

Setting: Somewhere in the Ash Lairs, Mid-winter, 6040 TE.

The Tale: Foraging for unwary prey deep beneath the earth, Trogli prowl through the labyrinthine Ash Lairs. A greater Agathu approaches unnoticed before them, its senses keen enough to warn of Trogli. In a large chamber, Agathu meets Trogli in a terrible clash of arms. Unknown to either, a Vile beast lurks in the dark corners, eager to battle both sides.

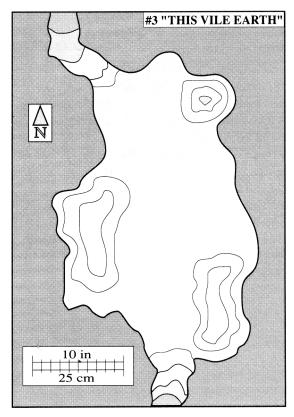
**Terrain:** Underground scene dominated by a large irregular chamber. The lines indicate areas of Slope. 30" [76cm] (E-W) x 43" [109cm] (N-S).

Weather: NA. Power Hues: NA. Bladestorm: NA. Random Encounter: 100% (SR #1). Special Rules:

- 1) If both players agree, a third side (the Vile) may be played. Alternatively, the Vile can be treated as an automatically occurring random encounter a 1D6 roll is made at the beginning of each round to determine who controls the Vile: 1-2, Player #1; 3-5, Player #2; 6, the Vile is inactive that round and will only attack combatants that first attack it.
- 2) No combatant can leave the playing surface for the duration of the scenario.

**Victory Conditions:** The Agathu player must eliminate all Trogli combatants to win. The Trogli player must eliminate the Agathu combatant to win. Otherwise, a draw results. If there is a third player, the Vile player wins if both other sides are eliminated.

**Aftermath:** Foolishly, the Trogli stay and fight. The contest is decided more by the Vile's actions than by Trogli numbers.



#### **AGATHU**

**Player 1:** Enter playing surface from the northern cave opening on Turn #1. Move First.

#### GREATER AGATHU

(Large Acid Claw, Large Acidic Bite, Sprayed Acidic Spittle, and Tough Leather Hide)

12"(9"/6"/3") [30cm(23/15/8)]
Melee Damage I High
(+ Highx2 Acid damage)
Melee Damage II Medx2
(+ Highx2 Acid damage)
2D6+D10+5
Range Mod2 per 1" [3cm]
Shield Bonus +0
Maneuver4
Resistance5

#### TROGLI

**Player 2:** Enter playing surface from the southern cave opening on Turn #1. Move Second (or Last).

TROGLI WARRIORS (12)
<b>Move.Rate</b> :6"(4.5"/3"/1.5") [15cm(12/8/4)] <b>Morale</b> : 9
<b>Defense</b> : 10 <b>Shield Bonus</b> : +0 Natural <b>Armor</b> :1
Endurance: 11 Maneuver† 9 Resistance† 10
Weapon         Attack         Damage         Range           Club
Note: May only operate as individual combatants.

#### VILE

**Player #3** (optional): Set up in one of the three depressions in the large irregular cavern. Move Last (or alternate).

#### **VILE**

(Huge Claws, Large Bite, and S. Leathery Skin)

(1111ge etarrs, 2an ge 2tre, and 21 2eanter)		
Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]	
Melee Attack I 5D6+9	Melee Damage I High	
Melee Attack II « 5D6+4	Melee Damage II Mediumx2	
Defense 24	Shield Bonus +0	
Armor1	Maneuver 5	
Morale 8	Resistance8	
Endurance (80)	حددده مددده مددده مد	
0000 00000 00000 0000m00000 00000		



# "HORROR STALKS THE FOREST"

**Scenario Type:** Skirmish. **Game Length:** 6 Turns.

**Setting:** In the eastern Sly Woods, Spring, 6040 TE.

**The Tale:** Near the border of Erlini forests, Elven scouts stumble upon an incursion of Shards. These artificial monsters are sometimes used by Soulslayers to harass their enemies. Sensing approaching Shards, the Elves decide to split up and warn others. Shards are fast enough to catch anything, unfortunately.

**Terrain:** Light Woods predominate, with a (Shallow Water) Stream running N-S. 50"[127cm] (N-S) x 72"[183cm] (E-W).

Weather: Light Rain. Power Hues: Roll Randomly. Bladestorm: 18 (on 3D6). Random Encounter: 9%.

**Special Rules:** 

- 1) There is very little undergrowth in these Light Woods, so a missile attack is only blocked if it passes through more than 5" of Light Woods (*BSt Rulesbook* Optional Rule O-9.5).
- 2) Light Rains confer an additional -1 to all Missile Attacks.
- 3) Elven combatants may freely leave the playing surface at any time.

**Victory Conditions:** To win, the Shard player must eliminate three of the Elven combatants. Otherwise, the Erlini player wins.

#### **SHARDS**

**Player 1:** Set up Last anywhere. Move First (see special Shard movement rules, Section VIII-5, p. 41).

LESSER SHARDS (2)
Move.Rate: Special Morale: 7
<b>Defense</b> : 13 <b>Shield Bonus</b> : +0 Natural <b>Armor</b> :2
Endurance: 60 Maneuver† 3 Resistance† 7
Weapon         Attack         Damage         Range           Thr. Disc
* — Poison attack, see Section VIII-5, p. 41.  Note: May only operate as individual combatants.

#### **ERLINI SCOUTS**

**Player 2:** Set up First within the central circle shown on the map. Move Last.

#### **FASTAMIR**

v, and S. Leather Armor)
7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Damage High+2
D6+D10+1
Range Mod2 per 20" [51cm]
Shield Bonus +0
Maneuver7
Resistance 10

#### HALIEN

, and S. Leather Armor)
7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Damage High+2
D6+D10+1
Range Mod2 per 24" [61cm]
Shield Bonus +0
Maneuver7
Resistance 10

#### **FINAR**

(Short Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack 3D6+1	Melee Damage High
Missile Attack (Long Bow)	D6+D10+2
Missile Damage Lowx2+2	Range Mod2 per 24" [61cm]
Defense 9	Shield Bonus +0
Armor1	Maneuver7
Morale 9	Resistance 10
Endurance (12)	0000 0m0 00000

#### VALLACH

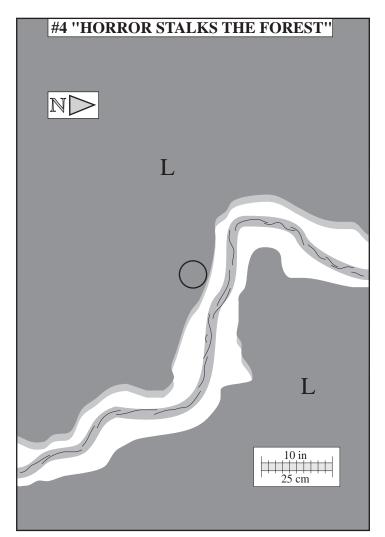
(Short Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack 3D6+2	Melee Damage High
Missile Attack (Long Bow)	D6+D10+2
Missile Damage Lowx2+2	Range Mod2 per 24" [61cm]
Defense $10\Delta$	Shield Bonus +0
Armor1	Maneuver 6
Morale 8	Resistance9
Known Spells	1E1; 1E2.
Power Points 5	•
Endurance (15)	0000 000m00 00000

#### **GLORIEN**

(Broad Sword, Long Bow, and S. Leather Armor)

Movement Rate	7"(5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack 3D6+4	Melee Damage High+2
Missile Attack (Long Bow)	D6+D10+3
Missile Damage Lowx2+2	Range Mod2 per 24" [61cm]
Defense 10	Shield Bonus +0
Armor1	Maneuver 6
Morale	Resistance9



# SCENARIO #5



# "Sentinels of Doom"

**Scenario Type:** Assault. **Game Length:** 30 Turns.

**Setting:** Western Oloponox, Late Summer, 6040 TE.

The Tale: Great Father, Saraxan Emperor and Thrall of the Soulslayers, unleashes his finest Sarkuta army against their peaceful neighbors, Oloponox. His Imperial dreams of global domination goad him into risking his seldom-defeated army. Unknown to Great Father and his Centurians, the Oloponox High Shaman has a secret weapon. In each of their cities, encircling ancient ruins, there stand six Stone Golems. These may be animated in time of need by Orellana, High Shaman of Oloponox, to aid in their defense. Despite supernatural opposition, the foremost Centurian, Rork, attacks the town of Prana.

**Terrain:** Clustered Buildings, two-thirds surrounded by a (Shallow Water) stream, with scattered Buildings and Light Woods to the north, west, and southwest. Dotted lines represent trails. 83" [211cm] (E-W) x 120" [305cm] (N-S).

Weather: Fair. Power Hues: Green (or Roll Randomly). Bladestorm: 15+ (on 3D6). Random Encounter: 3%. Special Rules:

- 1) Both Saraxan and Olopono players' units have inherent Leaders. They may "self-rally."
- 2) Orellana, the High Shaman must have a Line of Sight to a Stone Golem, in order for it to move (it may fight normally). Line of Sight exists when a hypothetical missile attack (from Orellana to Stone Golem) would not be prohibited.
- 3) Optionally, both sides may use a 300 point spell caster.
- 4) Optionally, both sides forces may be doubled (except leaders).
- 5) Damage inflicted on Stone Golems is halved.

**Victory Conditions:** To win, within Prana, the Saraxan player's combatants must outnumber Oloponox combatants at the end of the scenario. Otherwise, the Oloponox player wins. Note, Stone Golems count as one combatant each.

**Aftermath:** Heavy losses are expected in house-to-house fighting. Amid the rising slaughter a din roars into showering blades of Death as the Bladestorm strikes!

## SARAXAN IMPERIAL ARMY

**Player 1:** Enter the playing surface from the West edge on Turn #1. Move First.

#### **SARAXAN AUXILIARIES (20) Move.Rate**: ............6"(4.5"/3"/1.5") [15cm(12/8/4)] Morale: ..... 9 **Defense**: .... 8 **Shield Bonus**: ..... +0 S. Leather **Armor**: ..... -1 **Endurance**: ...... 10 Maneuver† ...... 8 **Resistance**† ...... 9 Damage Weapon Attack Range Composite Bow .... D6+D10 ...... Lowx2+1 ..... -2 per 15"[38cm] Dagger ...... 2D6 ...... Lowx2-1 ...... -2 per 3"[8cm]‡ #1 0000m00000: \_\_\_\_ #6 0000m00000: \_ #2 0000m00000: \_\_\_\_ #7 0000m00000: \_ #4 0000m00000: \_\_\_\_\_ #9 0000m00000: #11 0000m00000: \_\_\_\_ #16 0000m0000: #12 0000m00000: \_\_\_\_ #17 0000m00000: \_ #13 🗆 🗆 🗆 ..... #18 0000m00000: \_ #14 0000m00000: \_\_\_\_ #19 00000m00000: \_ #15 0000m0000: \_ #20 🔲 🗆 🗆 m 🗆 🗆 : Formation Missile Melee Morale (Unit Ma) Att Def Att Def **Roll Mod** General Order (8) +0+0+0+1+1+0 +2 +2 -1 Battle Order (9) +2 Disbanded (10) Unit Ma is used only for reforming the unit. Note: Operates as two ten-combatant units.

SARAXAN	IMI	PERIAI	SAR	KUT	A (30)
<b>Move.Rate</b> :7"(5.5"/3.5"/2") [18cm(14/9/5)] <b>Morale</b> : 7					
		nus: +3			or:3
Endurance: 15	Ma	neuver†	7	Resistar	nce† 7
	ttack	Dan	nage	Range	e
Sarelin (s.sword) 3				None	
Saurta (spear) 3					4"[10cm]‡
#1 00000 000m(					
#2 0000 000m		1000: <u> </u>			
#3 🗆 🗆 🗆 🗆 m		1000: <u> </u>			
#4 0000 000m		1000: <u>_</u>			
#5 0000 000m	و و	1000: <u>_</u>			
#7 00000 000m	وو ود				
#8 🗆 🗆 🗆 🗆 🗆 m	وو ود				
#9 🔲 🔲 🗎 🖂 🖂 🖂 🖂 🖂 🖂 🖂	ے و				
#10 0000 000n					
#11 00000 000n		_			
#12 0000 000n		_			
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		_			
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#21 🔾 🔾 🔾 🔾 🔾 m		_			
#22 🗆 🗆 🗆 🗆 🗆 n					
#23 🗆 🗆 🗆 🗆 n	n 🗆 🗆				
#24 🗆 🗆 🗆 🗆 n	n 🗆 🗆				
#25 🗆 🗆 🗆 🗆 🗆 n	n 🗆 🗆				
#27 🗆 🗆 🗆 🗆 🗆 n	n 🗆 🗆				
#28 🗆 🗆 🗆 🗆 🗆 n					
#29 🗆 🗆 🗆 🗆 🗆 n	noo o				
#30 🗆 🗆 🗆 🗆 n					
Formation	M	elee	Mis	sile	Morale
(Unit Ma)	Att	Def	Att	Def	Roll Mod
General Order (6)	+0	+0	+1	+0	+1
Battle Order (6)	+2	+2	+0	-1	+2
Column (6) †	+1	-1	-2	-2	+1
Line (7) †	+2	+2	+0	+0	-1
Square (7) †	+1	+2	+0	-3	+2
Hedgehog (8) †	+1	+3	+0	-3	+2
Shield Wall (8) †					
Front,	+0	+4	-1	+5	+2
Flank, Rear	+0	+2	-1	-2	+2
Disbanded (8) Unit N	Aa is us	sed only for	r reform	ing the u	nit.
<b>Note:</b> May operate as unit and a 20-com			ant units	or as a 1	0-combatant

CENTURION RORK — Saraxan Commander
<b>Move.Rate</b> : 8"(6"/4"/2") [20cm(15/10/5)] <b>Morale</b> : 5
<b>Defense:</b> 12 <b>Shield Bonus:</b> +5 Chain <b>Armor:</b> 3
Endurance: 25 Maneuver† 6 Resistance† 6
Weapon         Attack         Damage         Range           Sarelin (s.sword)
Morale Mod:         +2         Melee Mod:         +1           Missile Mod:         +1         Defense Mod:         +0           Maneuver Mod:         +2         Influence Range:         12" [30cm]

# **OLOPONOX DEFENDERS**

Player 2: Set up anywhere First. (except, Stone Golem combatants, which must set up on the black ring shown in Prana). Move Last.

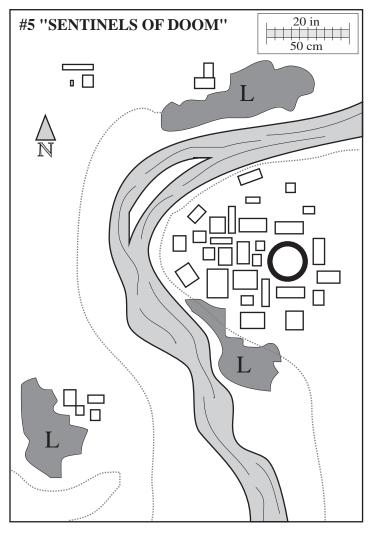
OLOPO	DNOX RI	EGULA	RS (25	5)
<b>Move.Rate</b> : 5"	<b>Move.Rate</b> :5"(4"/2.5"/1.5") [13cm(10/7/4)] <b>Morale</b> : 9			
Defense: 8 Shiel	ld Bonus:	. +4 R. I	Leather <b>A</b>	rmor:2
Endurance: 9	Maneuver	† 8	Resistan	ce† 9
Weapon Atta				9
Short Sword 3D6				
Shri (thr. star) 2D6	5+4 I	2	2 per	3"[8cm]
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#22 🗀 🗆 🗆 m 🗆 🗆 🗆				ı□:
#23 🗆 🗆 🗆 🗆 🗆 🗆 🗆				
Formation	Melee	Mi	ssile	Morale
(Unit Ma)	Att Def	Att	Def	Roll Mod

Formation	Me	elee	Mis	ssile	Morale
(Unit Ma)	Att	Def	Att	Def	Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Dishanded (10) Uni	Mais 1	used only	for refor	nina the	unit

Note: Operates as five five-combatant units.

ORELLANA — F	Tigh Shaman of Oloponox	
<b>Move.Rate</b> : 9"(7"/4.5"/2	2.5") [23cm(18/12/6)] <b>Morale</b> : 5	
<b>Defense</b> : 13Δ <b>Shield Bonu</b>	<b>is</b> : +0 Chain <b>Armor</b> :3	
Endurance: 22 Man	euver† 5 Resistance† 5	
Weapon Attack	Damage Range	
Short Sword 3D6+4	High None	
Shri (thr. star) 2D6+5	Lowx22 per 4"[10cm]	
	1000 00000: <u> </u>	
Known Spells:		
<b>Power Points</b> : 36	Elemental Spell Bonus:+0	
<b>Morale Mod</b> :+2	<b>Melee Mod</b> :+0	
<b>Missile Mod</b> :+1	<b>Defense Mod</b> :+2	
<b>Maneuver Mod</b> :+1	<b>Influence Range</b> : 10" [25cm]	

STONE GOLEMS (6)		
Move.Rate:		
Defense: 11 Shield Bonus: +0 Natural Armor:3		
Endurance: 68 Maneuver† 8 Resistance† 8		
WeaponAttackDamageRangeLarge Bash4D6+3MediumNone		
Large Grapple « 3D6+2 High None		
#1		
#2		
#3		
#4		
#5		
#6		
<b>Note:</b> May only operate as individual combatants.		





# "BATTLE AT THE GATES OF DAWN"

**Scenario Type:** Skirmish. **Game Length:** varies.

**Setting:** The Gates of Dawn, Mid-summer, 6040 TE.

The Tale: Flush with recent success, a few mighty Jewel Knights advance toward the Gates of Dawn, most potent of all Essence Portals on Folenn. The Gates have the power to transport those who pass through anywhere they wish to go. With this artifact at their disposal, these Jewel Knights plan to surprise the Titan guarding a nearby Jewel Well, capturing it for their own use. New arrivals to Kulthea, the Jewel Knights do not know of The Herald of Night, guardian of the Gates of Dawn, or of his steed.

**Terrain:** The Gates of Dawn (Essence Portal) sits on a bluff overlooking a rugged coastline and the (Deep Water) sea. Light Woods and a (Shallow Water) stream lie to the north. Contour lines show Sloped areas. 69" [175cm] (E-W) x 99" [252cm] (N-S).

**Weather:** Fair. **Power Hues:** Roll Randomly (SR#3). **Bladestorm:** 17+ (on 3D6). **Random Encounter:** 6%. **Special Rules:** 

- 1) Moving a combatant into the area covered by the Gates of Dawn, causes the combatant to be removed from play.
- 2) There is a 10" [25cm] cliff-like drop at the dark black coastline, including the waterfall area, which ends in Deep Waters.
- 3) Optionally, the Power Hue is Black, which allows the Herald player to field 1-6 additional Wraiths. To compensate, the Jewel Knight player may use a 500 point spell user.

Victory Conditions: The Herald player must eliminate all Jewel Knight combatants from the battlefield to win. The Jewel Knight player must remove the Herald of Night to win.

# **JEWEL KNIGHTS**

**Player 1:** Set up First on the West edge of the playing surface. Move First.

#### ARION — JEWEL KNIGHT 1

(Laen Broadsword, Laen Full Shield, and Laen Armor)

Movement Rate	12"(9"/6"/3") [30cm(23/15/8)]
Melee Attack 5D6+5	Melee Damage High+5
Defense 15 $\Delta$	Shield Bonus +4
Armor x1/2	Maneuver 5
Morale 5	Resistance6
Known Spells	2E1; 2E2; 2E3.
Power Points 10	Elemental Spell Bonus +3
Endurance (30)	
	m00000 00000 00000

#### BEL — JEWEL KNIGHT 2

(Laen Broadsword, Laen Full Shield, and Laen Armor)

Movement Rate		12"(9"/6"/3") [30cm(23/15/8)]
Melee Attack 5D6-	+7	Melee Damage High+5
Defense 17	Δ	Shield Bonus +4
Armor x1	/2	Maneuver 5
Morale	. 5	Resistance6
Known Spells		3E1; 3E2; 3E3.
Power Points	18	Elemental Spell Bonus +4
Endurance (39)		
	mDD.	

#### CAMGURTH — JEWEL KNIGHT 3

(Laen Broadsword, Laen Full Shield, and Laen Armor)

1	,	,
Movement Rate		12"(9"/6"/3") [30cm(23/15/8)]
Melee Attack	5D6+9	Melee Damage High+5
Defense	20 Δ	Shield Bonus +4
Armor	x1/2	Maneuver4
Morale	4	Resistance5
Known Spells		4E1; 4E2; 4E3; and 4E4.
Power Points	30	Elemental Spell Bonus +5
Endurance (47)		

#### THE HERALD OF NIGHT

**Player 2**: Set up Last, within 5" [13cm] of the Gates of Dawn. Move Last.

#### THE HERALD OF NIGHT

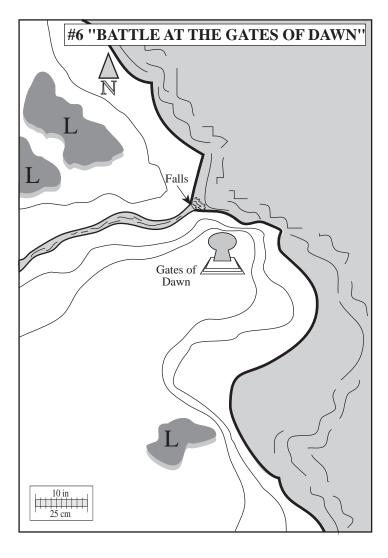
(Two-handed Sword, Large Shield, and Plate Armor)

Movement Rate	. 13"(10"/6.5"/3.5") [33cm(25/17/9)]
Melee Attack 4D6+D10+9	Melee Damage High+Low+6
	(+ High+2 Cold damage)
Defense 23 Δ	Shield Bonus +4
Armor x1/2	Maneuver2
Morale 5	Resistance 6
Known Spells	4C1; 4C2; 4C3; 4C4; 4C5.
Power Points 80	Elemental Spell Bonus NA
Endurance (80)	000 00000 00000 00000
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#### **BLACK UNICORN**

(Large Horn, Medium Trample, and S. Leather Hide)

(Large Horn, Medium Tra	imple, and S. Leather Hide)
Movement Rate	. 14"(10.5"/7"/3.5") [36cm(27/18/9)]
Melee Attack I 2D6+D10+8	Melee Damage I High+1
Melee Attack II ¤ « 4D6+4	Melee Damage II Lowx2
Defense 12 Δ	Shield Bonus +0
Armor1	Maneuver5
Morale 8	Resistance9
Known Spells	2E1 (Landing, Leaving);
2E2 (Invisibilit	y, Long Door); 1E3 (Mass Leaving);
1E4 (Mass I	Invisibility); 1E5 (Mass Long Door).
Power Points 20	Elemental Attack Bonus —
Endurance (34)	
	maa aaaaa aaaaa aaaaa





# "TERROR FROM THE SKIES"

**Scenario Type:** Assault. **Game Length:** 25 Turns.

Setting: Southern shores of Abdera, Late Autumn, 6050 TE.

**The Tale:** The attack comes without warning. Suddenly streets are ablaze with the shrieks of dying men. A Fire Drake repeatedly swoops down on the town of Raxon. Amid the flames, crossbowmen labor to find the Drake's weak point. Will the town survive?

**Terrain:** Generally open coastline with scattered Medium Woods, several islets, and Deep Waters. A walled village dominates the center. 100" [254cm] ((E-W) x 144" [366cm] (N-S).

Weather: Fair. Power Hues: Roll Randomly. Bladestorm: 16+ (on 3D6). Random Encounter: 8%.

#### **Special Rules:**

- 1) Any buildings, walls, and/or towers hit by any part of the Fire Drake's breath are ablaze (they're all made of wood). Abderan combatants within 0.5" of such an area take a 2D6+D10 attack with High+2 Damage each round.
- 2) The Fire Drake may freely move through (i.e., destroy) walls, building, and towers at 1/4 normal movement. However, to do so, he must be on the ground for at least two full turns.
- 3) Abderan combatants/units may not leave the playing surface **and** Abderan units may not voluntarily disband.
- 4) Grim, the Abderan Leader, is dressed like his men. Each turn, the Fire Drake player should roll 3D6, he may only attack Grim that turn if the roll is 6 or less. Once all the other crossbowmen are eliminated, Grim may be attacked freely.
- 5) Grim has three arrows of slaying; thus, he may make three 5D6+7 attacks that do Highx4 Damage.

**Victory Conditions:** The Drake player wins by eliminating all Abderan combatants. Otherwise, the Abderan player wins.

**Aftermath:** Regardless of the outcome, Raxon is ruined and many lie dead.

#### FIRE DRAKE

**Player 1:** Enter on Turn 1 from Northwest corner, between the parallel dotted-lines. Move First.

#### FIRE DRAKE (RED DRAGON)

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Fire Ball Breath, Fire Bolt Breath, and Plate-like Hide)

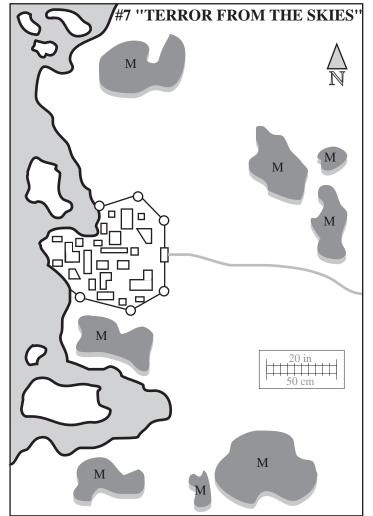
Movement Rate	"(13.5"/9"/4.5") [46cm(35/23/12)]
Melee Attack I § 4D6+7	Melee Damage I High-1
Melee Attack II § 3D6+D10+4	Melee Damage II High+1
Melee Attack III § 4D6+9	Melee Damage III High
Melee Attack IV § . 3D6+D10+3	Melee Damage IV Mediumx2+2
Elemental Attack I (fire cone) ß	5D6+D10
Elemental Damage I Lowx2+2	Range I 50" [127cm], 45° arc
Elemental Attack II (fire bolt) ß	
Elemental Damage II Highx2	Range II85" [216cm]
Defense 18	Shield Bonus +0
Armor x1/2	Maneuver 3
Morale 4	Resistance2
Known Spells	5E1; 4E2; 4E3; 3E4; 3E5.
Power Points 70	Elemental Spell Bonus +12
Endurance (360)	
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ABDERAN DEFENDERS
Player 2: Set up as units anywhere. Move Last.

ABD	ERA	N MI	LITIA	(48)	
Move.Rate: 6"	(4.5"/3",	/1.5") [1:	5cm(12/	8/4)] N	Morale: 9
Defense: 7 Shie					
Endurance: 8					
Weapon Atta Short Sword 3D6	ack	Dar	nage	Range	e
Short Sword 3D6	5+1	Hig	h	None	
Dagger 2D6					
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#44		#4/			J: }.
Formation (Unit Ma)	Mel	ee Dof	Mi	ssile Dof	Morale
General Order (10) Battle Order (10)	+0 +2	+0 +2	+1	+0 -1	+1 +2
		ed only t	or refor		
Disbanded (10) Unit I Column (10) † Square (10) †	+1	-1	-2.	-2	+1
Square (10) †	+1	+2	+0	-3	+2
Note: May operate as units or any comb			nt units	or four 12	2-combatant

<b>GRIM</b> — Abderan Leader				
Move.Rate:	5"(4.5"/3"/1.	5") [15cm(12/	8/4)] <b>Morale</b> : 7	
Defense: 10 Sh	ield Bonus:	+0 R. I	Leather <b>Armor</b> :2	
Endurance: 2	5 Maneu	ver† 7	Resistance† 8	
Weapon Short Sword				
1 -			2 per 18"[46cm])	
Morale Mod:	+2 <b>N</b>	Ielee Mod:	+1	
Missile Mod:	+2 <b>D</b>	efense Mod:	+2	
Maneuver Mod:	+1 <b>I</b>	nfluence Ran	ge: 15" [38cm]	

Move.Rate: 6					
Defense: 8 Shi	ield Bon	us: +	-0 R. L	eather A	rmor:2
Endurance: 1	0 Mar	neuver† .	8	Resistai	nce† 9
Weapon A					e
Short Sword 3D					
Heavy Crossbow I	D6+D10-	+8 Lov	wx2+3	2 per	18"[46cm]
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Formation	Me	lee	Mis	sile	Morale
(Unit Ma)					
General Order (8)	+0	+0			
Battle Order (8)		+2		-1	
Disbanded (10) Uni	t Ma is u				
Column (9) †	+1		-2		+1
Square (9) †				-3	+2



# "LAIRS OF ASH"

**Scenario Type:** Skirmish. **Game Length:** varies.

Setting: In the cavernous Ash Lairs, Autumn, 6040 TE.

**The Tale:** Beneath Folenn, in twisting passageways, foul beasts battle. Breaking through into an adjacent chamber, an exploring Light Drake finds itself in a Hydra's lair. The Hydra's treasure is large enough to tempt the Light Drake into combat. Black Caverns ring with the sounds of their battle.

**Terrain:** Irregular cavern system running N-S with the North end blocked by rubble. 45" [114cm] (E-W) x 65" [165cm] (N-S).

Weather: NA.

Power Hues: NA.

Bladestorm: NA.

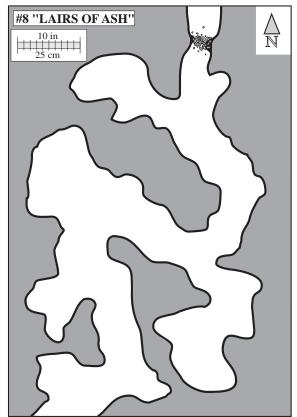
Random Encounter: 10%.

**Special Rules:** 

- 1) Every 40 hits taken by the Hydra disables one head.
- 2) A treasure is present, off-map to the South (roll 3 times on the Magic/Item Table, if desired).
- 3) Movement into and through rubble is reduced by x1/4.
- 4) Although this battle takes place in pitch blackness, neither beast is hampered. They are accustomed to their environment. A *Sudden Light* spell might change things though ...
- 5) When in melee, both creatures are so large that normally they can use all of their attacks against each other each round. The Drake (and each Hydra head) may either use its breath or its bite each round, not both.
- 6) Optionally, the Hydra may have randomly D6+3 heads.

**Victory Conditions:** The Drake player wins by either eliminating the Hydra or gaining the treasure (going off the south edge of the playing surface). The Hydra player wins by eliminating the Drake.

**Aftermath:** Their struggle is endless; any victor will soon be forced to fight again, in the eternal darkness.



#### LIGHT DRAKE

Player 1: Set up First in the rubble. Move First.

#### LIGHT DRAKE (BLUE DRAGON)

(Huge Bash, Huge Horn, Huge Claw, Huge Bite, Lightning Ball Breath, Lightning Bolt Breath, and Plate-like Hide)

ban bream, Lightning bon bi	reain, and Fiaie-like Hiae)
Movement Rate22"(	(16.5"/11"/5.5") [56cm(42/28/14)]
Melee Attack I § 3D6+7	Melee Damage I High-1
Melee Attack II § 3D6+D10+6	Melee Damage II High+1
Melee Attack III § 4D6+5	Melee Damage III High
Melee Attack IV § . 2D6+D10+4	Melee Damage IV Mediumx2+2
Elemental Attack I (lightning cone) ß	5D6+D10+2
Elemental Damage I Lowx2+2	Range I 33" [84cm], 30° arc
Elemental Attack II (lightning bolt) ß	5D6+D10+2
Elemental Damage II Highx2	Range II50" [127cm]
Defense 15 $\Delta$	Shield Bonus $+0$
Armor x1/2	Maneuver 3
Morale 2	Resistance2
Known Spells	3E1; 3E2; 3E3; 3E4; 3E5.
Power Points 60	Elemental Spell Bonus +14
Endurance (270)	
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#### **HYDRA**

**Player 2:** Set up Last, no more than 45" [114cm] from the South edge of the playing surface. Move Last.

#### **HYDRA**

(Huge Bash, 6\*\* Large Bites, 6\*\* Fiery Breaths, Plate-like Hide) \*\*— 1D6+3 bites/breaths if Special Rule #6 is used.

Movement Rate	. 10"(7.5"/5"/2.5") [25cm(19/13/7)]
Melee Attack I § 4D6+9	Melee Damage I High-1
Melee Attack II § 3D6+5	Melee Damage II Mediumx2
Elemental Attack (one fire cone per	head) 3D6+D10+2
Elemental Damage Highx2	Range 4" [10cm], 30° arc
Defense 14	Shield Bonus +0
Armor x1/2	Maneuver 5
Morale 6	Resistance6
Endurance (230)	
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# "GATEWAY TO OBLIVION"

**Scenario Type:** Skirmish. **Game Length:** 15 Turns.

**Setting:** At the northernmost tip of Folenna Spikes, at an Essence Portal, Winter, 6040 TE.

**The Tale:** Trapped on Kulthea by their own machinations, two Tharogor Demons journey to the Gate of Dreams, where skilled practioners may pass into the realm of Dreams. Neither Tharogor expects to find the major Essence Portal guarded. A formidable foe awaits them, a Steel Golem.

**Terrain:** Steep Slopes bordered on east and west by Medium Woods lead up to an engraved stone platform (Essence Portal). 60" [152cm] (E-W) x 86" [218cm] (N-S).

**Weather:** Gusty Winds. **Power Hues:** Roll Randomly. **Bladestorm:** 17+ (on 3D6). **Random Encounter:** 15%.

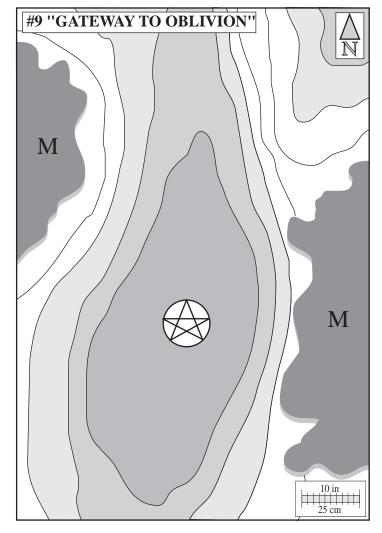
**Special Rules:** 

1) The Stormy weather reduces visibility to 6" [15cm]. High Winds frequently change: roll each Turn — 1-N, 2-NE, 3-E, 4-SE, 5-S, 6-SW, 7-W, 8-NW, and 9 to 10 means no change.

2) Steel Golems feel no pain, so Tharogor spells have no effect.

**Victory Conditions:** The Tharogor player wins by eliminating the Steel Golem. Otherwise, the Steel Golem player wins.

**Aftermath:** The attack is cut short by Bladestorm.



#### THAROGOR

Player 1: Enter on Turn 1 from any edge. Move First.

#### THAROGOR 1

(Flail and Magical Chain Armor)

,	0	· · · · · · · · · · · · · · · · · · ·
Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Melee Attack 4D6-	+5	Melee Damage Highx2-1
Defense 15	5Δ	Shield Bonus +0
Armor	-4	Maneuver 6
Morale	8	Resistance7
Known Spells 1C	C1 (Pai	n I); 1C2 (Pain II); 1C3 (Pain III).
Power Points	13	Elemental Spell Bonus NA
Endurance (60)		
	ووون	

#### THAROGOR 2

(Flail and Magical Chain Armor)

Movement Rate		6"(4.5"/3"/1.5") [15cm(12/8/4)]
Melee Attack 4D6	5+5	Melee Damage Highx2-1
Defense 1	.5Δ	Shield Bonus $+0$
Armor	4	Maneuver 6
Morale	8	Resistance7
Known Spells 1	C1 (Pai	n I); 1C2 (Pain II); 1C3 (Pain III).
Power Points	13	Elemental Spell Bonus NA
Endurance (60)		00000 00000 00000
		00000m0000000000
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#### STEEL GOLEM

Player 2: Set up within the Essence Portal. Move Last.

#### STEEL GOLEM

Melee Attack I	4D6+8	Melee Damage I Medium+3
Melee Attack II «	3D6+3	Melee Damage II High
Defense	14	Shield Bonus +0
Armor	x1/2	Maneuver 6
Morale	6	Resistance 6
Endurance (150)		oo ooooo ooooo
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# "DARK FIENDS"

Scenario Type: Ambush. Game Length: 20 Turns. Setting: Near the confluence of the Palewater and Dreamwater rivers, Late Summer, 6040 TE.

**The Tale:** The once-proud Lich, Lord Althol lives like a fugitive in his own realm. Since his overthrow, Althol hunts Garcathu — the Flesh Eaters who ousted him. Although he has little hope of reclaiming his kingdom without outside help, the Lich still is an unholy terror haunting the land.

**Terrain:** Medium Woods in the center and northwest, Sloped hill in the southeast, and (Shallow Water) Streams in the northwest and southeast. 40" [102cm] (E-W) x 58" [147cm] (N-S).

**Weather:** Night. **Power Hues:** Roll Randomly. **Bladestorm:** 17+ (on 3D6). **Random Encounter:** 20%.

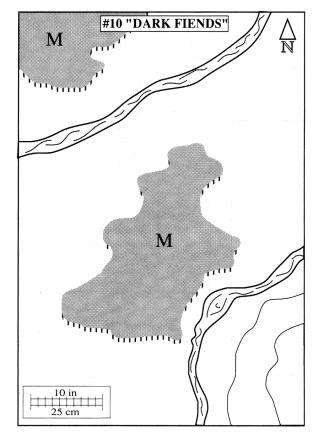
**Special Rules:** 

- 1) Garcathu combatants are at -1 to all attack and damage rolls because of the nighttime darkness.
- 2) No combatant may leave the playing surface.
- 3) Lord Althol is so incensed at the Garcathu that he wants to eliminate them by hand. He and the Skeleton Lord will only use movement spells until Lord Althol's Damage Taken has exceeded half his Endurance **or** until turn 15 (whichever comes first).
- For this scenario ignore the "Δ" effect for Lord Athol and the Skeleton Lord on Defense.

**Victory Conditions:** To win, the Lich player must eliminate 13 Garcathu combatants. Otherwise, the Garcathu player wins.

# LORD ALTHOL — LICH

Player 1: Set up Last, anywhere. Move First.



#### LICH (LORD ALTHOL)

(Magical Cold Two-handed Sword and Plate Armor)

(		/
Movement Rate		
Melee Attack	2D6+D10+6	Melee Damage High+Low+2
		(+ Highx2 Cold damage)
Defense	17Δ	Shield Bonus +0
Armor	x1/2	Maneuver 4
Morale	6	Resistance5
Known Spells		7E1; 6E2; 5E3; 4E4; 3E5.
Power Points	100	Elemental Spell Bonus +8
Endurance (66)		

#### SKELETON LORD (KARNAK)

(Broadsword and Large Cold Bash)

(Broa	aswora ana .	Large Cola Bash)
Movement Rate		9"(7"/4.5"/2.5") [23cm(18/12/6)]
Melee Attack I §	3D6+5	Melee Damage I High+2
Melee Attack II §	3D6+2	Melee Damage II Medium
		(+ Highx2 Cold damage)
Defense	15Δ	Shield Bonus +0
Armor	0	Maneuver7
Morale	8	Resistance7
Known Spells		4E1, 4E2, 4E3, 4E4, 4E5.
Power Points	80	Elemental Spell Bonus +5
Endurance (45)		

#### GARCATHU — FLESH EATERS

Player 2: Set up First, anywhere. Move Last.

#### **GARCATHU** — FLESH EATERS (16) (Biting Battleaxe, Large Claw, and S. Leather Armor) **Move.Rate**: ............ 6"(4.5"/3"/1.5") [15cm(12/8/4)] **Morale**: ..... 8 **Defense:** ... 11 **Shield Bonus:** ...... +0 S. Leather **Armor:** ...... -1 **Endurance**: ...... 17 Maneuver† ..... 7 Resistance† ...... 9 Weapon Attack Damage Range Biting Battleaxe .... 2D6+D10+2 .. High+Low+1 ... None #1 00000 0000m000 00000: \_\_\_\_\_ #2 0000 000m000 0000: #3 0000 000m000 0000: \_\_\_\_ #4 0000 0000m000 00000: \_\_ #5 🗆 🗆 🗅 🗆 🗆 m 🗆 🗆 🗆 : #6 00000 0000m000 00000: \_\_ #8 0000 000m000 0000: #9 \_\_\_\_\_: #10 00000 0000m000 00000: #11 0000 000m000 0000: #12 0000 000m000 0000: #13 0000 000m000 0000: \_\_ #14 00000 0000m000 00000: \_\_\_\_ #15 0000 0000m000 00000: #16 0000 000m000 0000: Note: May only operate as individual combatants.



# 1. MAGIC/ITEM TABLE

The following tables can be used in the following way:

- 1) When looting treasure troves or after the passing of a Bladestorm, roll on the *Number of Items Found Chart* to determine the treasure's size.
- 2) After ascertaining the number of items found, roll for each one on the *Item Chart* to determine their nature.
- 3) Certain items require further rolling on *Sub-Charts*; these are listed below.

ITEM CHART				
Roll	Item			
01	Amulet			
02	Anvil			
03-12	Armor (see Armor Sub-Chart)			
13-17	Banner			
18	Barrel			
19	Belt			
20	Belt Buckle			
21-22	Boots Bracelet			
23	Bracers			
25	Brooch			
26	Circlet			
27-28	Cloak			
29-30	Crockery			
31-33	Dead Animal			
34-36	Debris			
37	Dress Sword (-10)			
38-42	Flag			
43	Flask			
44	Gold Teeth (1-10 teeth/gp)			
45	Hammer			
46	Hat			
47-49	Helm			
50	Headress			
51	Locket			
52-53 54	Mess Kit Necklace			
55 55	Pendent			
56	Pick			
57-60	Purse (see Money Sub-Chart)			
61	Religious Item			
62	Ring			
63	Rod			
64	Rope			
65	Saw			
66	Scroll (see Magic Sub-Chart —			
	one use Magic Item)			
67-76 77	Shield (see Shield Sub-Chart) Shovel			
78-80	Supplies			
81-90	Weapon (see Weapon Sub-Chart)			
91-100	Magic Item (Reroll, then see			
	Magic Sub-Chart)			

NUMBER OF ITEMS FOUND CHART	
Roll	Number of Items
01-10	Nothing Found (No Item is Rolled)
11-40	One Item
41-60	Two Items
61-75	Three Items
76-85	Four Items
86-90	Five Items
91-93	Six Items
94-95	Seven Items
96-97	Eight Items
98	Nine Items
99	Ten Items
100	Special or Reroll Twice

Armor Sub-Chart		
Roll	Item	
01-25	Soft Leather (-1)	
26-50	Rigid Leather (-2)	
51-70	Chain (-3)	
71-75	Dragonskin, etc. (-4)	
76-95	Plate (x1/2)	
96-100	Special or Reroll or Magic Item	
	(Reroll, then see Magic Sub-Chart)	

Money Sub-Chart		
Roll	Item	
01-10	Nothing of Value	
11-20	1 gold piece	
21-29	1D6 gp	
30-38	1D10 gp	
39-46	2D6 gp	
47-54	2D10 gp	
55-61	3D6 gp	
62-68	3D10 gp	
69-74	4D6 gp	
75-80	4D10 gp	
81-85	5D6 gp	
86-90	5D10 gp	
91-92	6D10 gp	
93-94	7D10 gp	
95-96	8D10 gp	
97-98	9D10 gp	
99	10D10 gp	
100	Special or Reroll	

Shield Sub-Chart		
Roll	Item	
10-20	Very Small (+1)	
21-50	Small (+2)	
51-80	Medium (+3)	
81-95	Full (+4)	
96-99	Wall (+5)	
100	Special or Reroll or Magic Item	
	(Reroll, then see Magic Sub-Chart)	

Weapon Sub-Chart		
Roll	Item	
01-03	Battleaxe	
04	Bola	
05-08	Broadsword	
09-10	Club	
11-13	Composite Bow	
14-18	Dagger	
19-21	Falchion	
22-24	Flail	
25-28	Handaxe	
29-31	Heavy Crossbow	
32-34	Javelin	
35-37	Light Crossbow	
38-40	Long Bow	
41-45	Mace	
46-47	Main Gauche	
48-50	Morning Star	
51-52	Mounted Lance	
53-55	Polearm	
56-59	Quarterstaff	
60-62	Rapier	
63-67	Scimitar	
68-70	Short Bow	
71-75	Short Sword	
76-77	Sling	
78-82	Spear	
83-85	Two-handed Sword	
86-88	Warhammer	
89-92	War Mattock	
93-95	Whip	
96-100	Special or Reroll or Magic Item (Reroll, then see Magic Sub-Chart)	
	(Refort, their see Wagie Sub-Chart)	

N	Magic Sub-Chart	Esse	nce Spell Sub-Chart	Chann	eling Spell Sub-Chart
Roll	Item	Roll	Item	Roll	Item
01-05	-1 Armor	01-05	Armor (E1)	01-05	Special or Reroll **
06-09	+1 Defense	06-09	Cancel Magic (E1)	06-09	Special or Reroll **
10-13	+2 Endurance	10-13	Confusion (E1)	10-13	Special or Reroll **
14-16	+1 Melee Attack and Damage	14-16	Deflections (E1)	14-16	Special or Reroll **
17-19 20-22	+1 Missile Attack and Damage +1 Shield Bonus	17-19 20-22	Disrupt (E1) Elemental Bolt I (+1ESB) (E1)	17-19 20-22	Barrier (C1) Bless (C1)
23-25	-1 Maneuver	23-25	Enhancements (E1)	23-25	Call Bladestorm I (C1)
26-27	-1 Morale	26-27	Enchant Weapons (E1)	26-27	Cancel Magic (C1)
28-29	+1" [+2.5cm] Movement Rate	28-29	Fire Wall (E1)	28-29	Darkness (C1)
30-31	+3" [+8cm] Range	30-31	Landing (E1)	30-31	Healing (C1)
32-33	-1 Resistance	32-33	Leaping (E1)	32-33	Light (C1)
34-35 36-37	-2 Armor +2 Defense	34-35 36-37	Light (E1) Nightvision (E1)	34-35 36-37	Pain I (C1) Panic (C1)
38-39	+4 Endurance	38-39	Paralyze Legs (E1)	38-39	Poison Immunity (C1)
40-41	-2 Maneuver	40-41	Portal (E1)	40-41	Rally (C1)
42-43	+2 Melee Attack and Damage	42-43	Resist Elements (E1)	42-43	Sprain Leg (C1)
44-45	+2 Missile Attack and Damage	44-45	Run (E1)	44-45	Special or Reroll **
46-47 48-49	-2 Morale +2" [+5cm] Movement Rate	46-47 48-49	Rust/Rot (E1) Strength (E1)	46-47 48-49	Special or Reroll ** Special or Reroll **
50-51	+6" [+15cm] Range	50-51	Weaken (E1)	50-51	Special or Reroll **
52-53	-2 Resistance	52-53	Bladeturn (E2)	52-53	Call Bladestorm II (C2)
54-55	+2 Shield Bonus	54-55	Elemental Ball I (E2)	54-55	Extend Terrain (C2)
56-57	-3 Armor	56-57	Elemental Bolt II (+2ESB) (E2)	56-57	Fog Call (C2)
58-59	+3 Defense	58-59	Fear (E2)	58-59	Mass Bless (C2)
60-61 62-63	+6 Endurance +3 Melee Attack and Damage	60-61 62-63	Fly (E2) Haste (E2)	60-61 62-63	Mass Cancel Magic (C2) Mass Healing (C2)
64-65	+3 Missile Attack and Damage	64-65	Hatred (E2)	64-65	Mass Panic (C2)
66-67	+3" [+8cm] Movement Rate	66-67	Hold (E2)	66-67	Mass Rally (C2)
68-69	+9" [+23cm] Range	68-69	Illusionary Terrain (E2)	68-69	Mass Sprain Leg (C2)
70-71	+3 Shield Bonus	70-71	Invisibility (E2)	70-71	Pain II (C2)
72-73 74	-3 Resistance -3 Maneuver	72-73 74	Long Door (E2) Mass Armor (E2)	72-73 74	Sudden Light (C2) Special or Reroll **
75	-3 Morale	75	Mass Cancel Magic (E2)	75	Special or Reroll **
76	-4 Armor	76	Mass Enhancements (E2)	76	Special or Reroll **
77	+4 Defense	77	Mass Paralyze Legs (E2)	77	Special or Reroll **
78	+8 Endurance	78	Mass Portal (E2)	78	Special or Reroll **
79 80	<ul><li>-4 Maneuver</li><li>+4 Melee Attack and Damage</li></ul>	79 80	Mass Rust/Rot (E2) Mass Strength (E2)	79 80	Special or Reroll ** Special or Reroll **
81	+4 Missile Attack and Damage	81	Mass Weaken (E2)	81	Bridge (C3)
82	-4 Morale	82	Powder Stone/Wood (E2)	82	Call Bladestorm III (C3)
83	+4" [+10cm] Movement Rate	83	Sprint (E2)	83	Mass Disrupt (C3)
84	+12" [+30cm] Range	84	Sudden Light (E2)	84	Mass Poison Immunity (C3)
85 86	-4 Resistance +4 Shield Bonus	85 86	Waterlungs (E2) Elemental Ball II (E3)	85 86	Pain III (C3) Restoration I (C3)
87	-5 Armor	87	Elemental Bolt III (+3ESB) (E3)	87	Summoning (C3)
88	+5 Defense	88	Fire Wall True (E3)	88	Special or Reroll **
89	+10 Endurance	89	Frenzy (E3)	89	Special or Reroll **
90 91	+5 Melee Attack and Damage +5 Missile Attack and Damage	90 91	Illusionary Troops (E3) Mass Confusion (E3)	90 91	Special or Reroll ** Special or Reroll **
92	+5" [+13cm] Movement Rate	92	Mass Deflections (E3)	92	Special of Refoll **
93	+15" [+38cm] Range	93	Mass Fear (E3)	93	Special or Reroll **
94	+5 Shield Bonus	94	Mass Hatred (E3-	94	Special or Reroll **
95	-5 Maneuver	95	Mass Leaving (E3)	95	Special or Reroll **
96-110 111-120	Reroll Twice -5 Morale	96-110 111-120	Mass Nightvision (E3) Mass Run (E3)	96-110 111-120	Special or Reroll ** Special or Reroll **
121-130	-5 Resistance	121-130	Elemental Ball III (E4)	121-130	Special or Reroll **
131-140	-6 Armor	131-140	Elem. Bolt I Triad (+2ESB) (E4)	131-140	Special or Reroll **
141-150	+6 Shield Bonus	141-150	Elemental Bolt IV (+4ESB) (E4)	141-150	Special or Reroll **
151-155 156-160	+6 Defense	151-155	Mass Bladeturn (E4)	151-155	Call Bladestorm IV (C4) Create Terrain (C4)
161-165	+6 Melee Attack and Damage +6 Missile Attack and Damage	156-160 161-165	Mass Frenzy (E4) Mass Haste (E4)	156-160 161-165	Mass Healing True (C4)
166-170	+8" [+20cm] Movement Rate	166-170	Mass Hold (E4)	166-170	Mass Pain (C4)
171-175	+12 Endurance	171-175	Mass Illusionary Terrain (E4)	171-175	Mass Rout (C4)
176-180	+20" [+51cm] Range	176-180	Mass Invisibility (E4)	176-180	Restoration II (C4)
181-185 186-190	+15 Endurance +15" [+38cm] Movement Rate	181-185 186-190	Mass Resist Elements (E4) Mass Sprint (E4)	181-185 186-190	Special or Reroll ** Special or Reroll **
191-200	Reroll Thrice	191-200	Word of Pain (E4)	191-200	Special or Reroll **
201-210	Reroll Four Times	201-210	Elemental Bolt IV (E5)	201-210	Special or Reroll **
211-220	Reroll Five Times	211-220	Elem. Bolt II Triad (+3ESB) (E5)	211-220	Special or Reroll **
221-240	Imbedded Spell *	221-240 241-260	Elemental Bolt V (+5ESB) (E5)	221-240	Bridge True (C5)
241-260 261-280	Imbedded Spell † Imbedded Spell *	241-260 261-280	Mass Illusionary Troops (E5) Mass Long Door (E5)	241-260 261-280	Call Bladestorm V (C5) Death (C5)
281-300	Imbedded Spell †	281-300	Mass Waterlungs (E5)	281-300	Mass Pain True (C5)
301 & up	Slaying Weapon	301 & up	Mass Word of Pain (E5)	301 & up	Restoration True (C5)
	ence Spell Sub-Chart.			** — Reroll	on Essence Spell Sub-Chart.
† — See Cha	nneling Spell Sub-Chart.				

SLAYING WEAPON CHART		Flying Creature Sub-Chart		Shapechanger Sub-Chart	
Roll on t	this chart to determine what gen-	01-07	Fell Beast	01-30	Were-bear
	or creature a slaying weapon is	08-14	Gargoyle	31-60	Were-tiger
attuned to. Then roll again on the appropriate		15-21	Gryphon	61-90	Were-wolf
	to determine what specific type of	22-28	Pegasus	91-100	Silverscale
	s attuned to.	29-35	Thyfur		
creature it i	is attuiled to.	36-42	Banshee		Demon Sub-Chart
01-05	Animal	43-49	Harpy		
06-10	Giant Animal	50-58	Phoenix	01-07	Elemental Demon
11-15	Zephyr Hound	59-65	Roc	08-14 15-21	Death-watcher
16-25	Land-based Monster	66-72	Sphinx	22-23	Doombringer Durgul
26-35	Flying Monster	73-79	Tentmorse	24-25	Belasar
36-45	Shapechangers	80-86	Horribar	26-32	First Pale Demon
46-55	Dragon	87-93	Nasti Basshi	33-39	Second Pale Demon
56-65	Unnatural or Artificial Monster	94-100	Baashi	40-46	Third Pale Demon
66-75	Undead	_	wa wa w Cook Ok ant	47-53	Fourth Pale Demon
76-85	Demon	L	ragon Sub-Chart	54-60	Fifth Pale Demon
86-90	Invader	01-10	Cold Drake	61-67	Sixth Pale Demon
91-100	Race	11-20	Fire Drake	68-74	Demon Beyond the Pale
_	Andread Code Object	21-30	Gas Drake	75-81	Agathu
	Animal Sub-Chart	31-40	Light Drake	82-88	Culorgor
01-10	Bear	41-50	Air Drake	89-95	Tharogor
11-20	Tiger	51-60	Land Drake	96-97	Bororgor
21-30	Elephant	61-70	Cave Drake	98-100	All Demons
31-40	Horse	71-80	Wyvern		
41-50	Wolf	81-90	Hydra	lr Ir	nvader Sub-Chart
51-60	Rhino	91-100	Cave Worm	01-12	Ratmen
61-75	Tartu			13-25	Serpentoid
76-90	Ulthula	Unnatu	ral or Artificial Creature	26-35	Swartalfr
91-100	Bone Worm		Sub-Chart	36-47	Wolfmen
		01-10	Armored Construct	48-60	Dragonians
Giar	nt Animal Sub-Chart	11-30	Elemental	61-72	Scorpion Men
01-10	Giant Ant	31-40	Flesh Golem	73-85	Thraxx
11-20	Giant Beetle	41-50	Stone Golem	86-100	Natharl'nacna
21-35	Giant Scorpion	51-60	Steel Golem		
36-50	Great Eagle	61-70	Kaeden		Race Sub-Chart
51-65	Great Serpent	71-80	Neng		
66-80	Great Spider	81-90	Shard	01-15	Human Elf
81-90	Sabretooth Tiger	91-100	Vile	16-25 26-35	Dwarf
91-100	Battlepede				Dwaii
					Gark
		U	ndead Sub-Chart	36-40	Gark Kral
Zeph	nyr Hound Sub-Chart			36-40 41-45	Kral
	-	01-05	Apparition	36-40 41-45 46-53	Kral Goblin
01-15	Fire Hound	01-05 06-11	Apparition Barrow Wight	36-40 41-45	Kral
01-15 16-30	Fire Hound Ice Hound	01-05 06-11 12-16	Apparition Barrow Wight Corpse Devourer	36-40 41-45 46-53 54-60	Kral Goblin Lugrôki
01-15 16-30 31-45	Fire Hound Ice Hound Night Hound	01-05 06-11 12-16 17-21	Apparition Barrow Wight Corpse Devourer Ghost	36-40 41-45 46-53 54-60 61-65	Kral Goblin Lugrôki Troll
01-15 16-30 31-45 46-65	Fire Hound Ice Hound Night Hound Storm Hound	01-05 06-11 12-16 17-21 22-28	Apparition Barrow Wight Corpse Devourer Ghost Ghoul	36-40 41-45 46-53 54-60 61-65 66-70	Kral Goblin Lugrôki Troll Ogre
01-15 16-30 31-45 46-65 66-85	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound	01-05 06-11 12-16 17-21 22-28 29-33	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking	36-40 41-45 46-53 54-60 61-65 66-70 71-75	Kral Goblin Lugrôki Troll Ogre Giant
01-15 16-30 31-45 46-65	Fire Hound Ice Hound Night Hound Storm Hound	01-05 06-11 12-16 17-21 22-28	Apparition Barrow Wight Corpse Devourer Ghost Ghoul	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi
01-15 16-30 31-45 46-65 66-85 86-100	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound	01-05 06-11 12-16 17-21 22-28 29-33 34-39	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater
01-15 16-30 31-45 46-65 66-85 86-100	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi
01-15 16-30 31-45 46-65 66-85 86-100 <b>Land-ba</b>	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  rsed Creature Sub-Chart  Tree Fiend	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater Powers Sub-Chart)
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  sed Creature Sub-Chart  Tree Fiend Basilisk	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater
01-15 16-30 31-45 46-65 66-85 86-100 <b>Land-ba</b> 01-10 11-20 21-30	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  sed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Skeleton Lord Vampire	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater Powers Sub-Chart)
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba 01-10 11-20 21-30 31-40	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Sed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Skeleton Vampire Undead Drake	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain
01-15 16-30 31-45 46-65 66-85 86-100 <b>Land-ba</b> 01-10 11-20 21-30 31-40 41-50	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Seed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Grea</b> t	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba 01-10 11-20 21-30 31-40 41-50 51-60	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Seed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon Manticore	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85 86-93	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith Zombie	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Grea</b> t	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hírazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers Duskwalkers
01-15 16-30 31-45 46-65 66-85 86-100 <b>Land-ba</b> 01-10 11-20 21-30 31-40 41-50 51-60 61-70	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Seed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon Manticore Minotaur	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85 86-93 94-95	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith Zombie The Herald of Night	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Grea</b> t 01-15 16-35 36-55 56-70	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hfrazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers Duskwalkers Guardians of the Gale
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba 01-10 11-20 21-30 31-40 41-50 51-60 61-70 71-80	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Seed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon Manticore Minotaur Sirrush	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85 86-93	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith Zombie	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Great</b> 01-15 16-35 36-55 56-70 71-85	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hfrazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers Duskwalkers Guardians of the Gale The Breathless
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba 01-10 11-20 21-30 31-40 41-50 51-60 61-70 71-80 81-89	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  resed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon Manticore Minotaur Sirrush Unicorn	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85 86-93 94-95	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith Zombie The Herald of Night	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Grea</b> t 01-15 16-35 36-55 56-70	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hfrazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers Duskwalkers Guardians of the Gale
01-15 16-30 31-45 46-65 66-85 86-100 Land-ba 01-10 11-20 21-30 31-40 41-50 51-60 61-70 71-80	Fire Hound Ice Hound Night Hound Storm Hound Vapor Hound Water Hound  Seed Creature Sub-Chart  Tree Fiend Basilisk Black Unicorn Chimera Gorgon Manticore Minotaur Sirrush	01-05 06-11 12-16 17-21 22-28 29-33 34-39 40-45 46-50 51-56 57-63 64-68 69-74 75-79 80-85 86-93 94-95	Apparition Barrow Wight Corpse Devourer Ghost Ghoul Ghoulking Giant Skeleton Knight of Death Lich Mummy Skeleton Skeleton Lord Vampire Undead Drake Wraith Zombie The Herald of Night	36-40 41-45 46-53 54-60 61-65 66-70 71-75 76-80 81-90 91-95 96-100 <b>Great</b> 01-15 16-35 36-55 56-70 71-85	Kral Goblin Lugrôki Troll Ogre Giant Titan Ulcathu Hfrazi Greater Power (see Greater Powers Sub-Chart)  ter Powers Sub-Chart Forces of the Steel Rain Soulslayers Duskwalkers Guardians of the Gale The Breathless

# 2. POWER HUE DETERMINATION TABLE

01	Normal Skies (No Power Hue)
02-10	Red
11-18	Orange
19-27	Yellow
28-36	Green
37-45	Blue
46-54	Violet
55-60	Brown
61-65	Grey
66-70	Black
71-75	White
76-79	Silver
80-83	Gold
84-86	Iridescent
87-91	Two Colors (roll for each color, rerolling 87+ results)
92-95	Three Colors (roll for each color, rerolling 87+ results)
96-98	Whorled: 4-9 Colors (roll for each color, rerolling 87+ results)
99	Constantly Changing (Check at the beginning of each turn)
100	Special/Other

# 3. WEATHER DETERMINATION TABLE

meat, offal, and so on.

01-30	Fair	
31-40	Fog	
41-50	High Winds (Roll Random Direction)	
51-60	Rain Storm	
61-70	Thunderstorm	
71-77	Whirlwind/Tornado/Hurricane/Gale	
78-83	Essence Winds (Essence Spell Casters gain 1D10 PPs)	
84-89	Channeling Winds (Channeling Casters gain 1D10 PPs)	
90-94	Essence Storm (All Spell Casters lose 1D10 PPs)	
95-99	Beastly Weather *	
100	Bladestorm	
* — Beastly Weather represents inexplicable skyfalls such as		
frogs, fish, lizards, snakes, ice, blood, slime, stones, eyes, fresh		

# 4. ENCOUNTER TABLE

*	Use the Unit Determination Sub-Chart.
**	Use the Ash Lairs Unit Determination Su

UNIT DETERMINATION SUB-CHART		
Roll	Encounter	
01-50	Human Force	
51-60	Goblin Force	
61-70	Lugroki Force	
71-75	Garkish Force	
76-80	Elven Force	
81-85	Dwarven Force	
86-89	Hirazi Force	
90-92	Centaur Force	
93-94	Ratman Force	
95-96	The Ghost Legion	
97-98	Jewel Knight Force	
99-100	Special, Other, or Reroll Twice (Another Battle!)	

## **ASH LAIRS UNIT DETERMINATION SUB-CHART**

Roll	Encounter
01-40	Goblin Force
41-70	Lugroki Force
71-90	Dwarven Force
91-95	Human Force
96-97	Sea-elf (Dark Elf- Force
98	Jewel Knight Force
99-100	Special or Reroll

CLEAR TERRAIN		SWAMPY TERRAIN		ROUG	H TERRAIN	Modifications for		
Roll	Encounter	Roll	Encounter	Roll	Encounter		ar Terrain	
01-05	Unit *	01-05	Unit *	01-05	Unit *	Enco	unter Rolls	
06-09	Unit *	06-09	Wolf	06-09	Wolf	-20	Civilized Areas	
10-13	Wolf	10-13	Bone Worms	10-13	Warhorse	-10	Fertile (well-	
14-16 17-19	Warhorse Bear	14-16 17-19	Ulutha Swartalfr	14-16 17-19	Bear Tiger		watered)	
20-22	Tiger	20-22	Wolfman	20-22	Bone Worm	-5	Island	
23-25	Elephant	23-25	Baashi	23-25	Rhino	+10 +20	Inhuman Realm Essence Flow	
26-27	Rhino	26-27	Skeleton	26-27	Swartalfr	+20	nearby (1 mi.	
28-29	Bone Worms	28-29	Zombie	28-29	Skeleton		[1.6 km])	
30-31	Tartu	30-31	Scorpion Men	30-31	Zombie	+30	Essence Portal	
32-33 34-35	Ulutha Swartalfr	32-33 34-35	Corpse Devourer Ghoul	32-33 34-35	Ratmen Serpentoid		nearby	
36-37	Skeleton	36-37	Ogre	36-37	Baashi	+40	Jewel Well nearby	
38-39	Zombie	38-39	Thraxx	38-39	Corpse Devourer	+50	Bladestorm in area	
40-41	Serpentoid	40-41	Giant Skeleton	40-41	Ghoul	Modif	ications for	
42-43	Wolfman	42-43	Troll	42-43	Great Serpent		npy Terrain	
44-45	Baashi	44-45	Forest Giant	44-45	Scorpion Men		unter Rolls	
46-47 48-49	Great Serpent Ogre	46-47 48-49	Gargoyle Chimera	46-47 48-49	Nasti Gargoyle			
50-51	Ghoul	50-51	Storm Hound	50-51	Ogre	-20	Civilized Areas	
52-53	Corpse Devourer	52-53	Water Hound	52-53	Troll	-5	Island	
54-55	Scorpion Men	54-55	Special or Reroll	54-55	Thraxx	+5 +10	Heavy Undergrowth Inhuman Realm	
56-57	Gargoyle	56-57	Special or Reroll	56-57	Giant Skeleton	+10	Essence Flow	
58-59	Troll	58-59	Special or Reroll	58-59	Were-wolf	120	nearby (1 mi.	
60-61 62-63	Special or Reroll Special or Reroll	60-61 62-63	Special or Reroll Special or Reroll	60-61 62-63	Were-tiger Were-bear		[1.6 km])	
64-65	Special or Reroll	64-65	Special or Reroll	64-65	Bogman	+30	Essence Portal	
66-67	Unit *	66-67	Special or Reroll	66-67	Thyfur	40	nearby	
68-69	Unit *	68-69	Special or Reroll	68-69	Harpy	+40 +50	Jewel Well nearby Bladestorm in area	
70-71	Unit *	70-71	Special or Reroll	70-71	Tree Fiend	+30	Diadestoriii iii area	
72-73	Unit *	72-73	Special or Reroll	72-73	Special or Reroll	Modif	ications for	
74 75	Unit * Unit *	74 75	Special or Reroll Special or Reroll	74 75	Special or Reroll Special or Reroll		gh Terrain	
76	Unit *	76	Special or Reroll	76	Special of Refoli		unter Rolls	
77	Unit *	77	Special or Reroll	77	Special or Reroll			
78	Ghoulking	78	Special or Reroll	78	Special or Reroll	-20	Civilized Areas	
79	Thraxx	79	Special or Reroll	79	Special or Reroll	-10	Fertile (well-	
80	Tharogor	80	Unit *	80	Special or Reroll	-5	watered) Island	
81 82	Storm Hound Water Hound	81 82	Unit * Unit *	81 82	Special or Reroll Special or Reroll	+5	Heavy Undergrowth	
83	Were-wolf	83	Unit *	83	Storm Hound	+10	Inhuman Realm	
84	Were-tiger	84	Unit *	84	Vapor Hound	+15	Forested	
85	Were-bear	85	Unit *	85	Night Hound	+20	Essence Flow	
86	Horribar	86	Unit *	86	Ice Hound		nearby (1 mi. [1.6 km])	
87 88	Sphinx Chimera	87 88	Ghoulking Ni'hashbin Warrior	87 88	Forest Giant Ni'Hashbin Warrior	+25	Volcanic region	
89	Basilisk	89	Cthugan	89	Cthugan	+30	Essence Portal	
90	Ni'hashbin Warrior	90	Cresh'urim	90	Cresh'urim		nearby	
91	Cthugan	91	Tharogor	91	Gryphon	+40	Jewel Well nearby	
92	Cresh'urim	92	Obanshi	92	Banshee	+50	Bladestorm in area	
93	Banshee	93	Basilisk	93	Apparition			
94	Bogman	94	Horribar	94	Chimera			
95 96-110	Apparition Great Spider	95 96-110	Sphinx Bogman	95 96-110	Basilisk Tentmorse			
111-120	Armored Construct	111-120	Flesh Golem	111-120	Ghoulking	1		
121-130	Flesh Golem	121-130	Steel Golem	121-130	Great Spider			
131-140	Stone Golem	131-140	Kaeden	131-140	Unicorn			
141-150	Steel Golem	141-150	Shard	141-150	Tharogor			
151-155	Knight of Death	151-155	Banshee	151-155	Obanshi			
156-160 161-165	Barrow Wight Bororgor	156-160 161-165	Apparition Sirrush	156-160 161-165	Kaeden Shard			
166-170	Kaeden	166-170	Vampire (or Lord)	166-170	Steel Golem			
171-175	Shard	171-175	Unit *	171-175	Barrow Wight	1		
176-180	Obanshi	176-180	Unit *	176-180	Knight of Death			
181-185	Vampire (or Lord)	181-185	Unit *	181-185	Vampire (or Lord)	I		
186-190	The Herald of Night	186-190	Unit *	186-190	Phoenix			
191-200 201-210	Wyvern Silverscale	191-200 201-210	Wyvern Hydra	191-200 201-210	Roc Wyvern			
211-220	Hydra	201-210	Air Drake	201-210	Fell Beast	ı		
221-240	Land Drake	221-240	Land Drake	221-240	Hydra	I		
241-260	Air Drake	241-260	Gas Drake	241-260	Land Drake	1		
261-280	Undead Drake	261-280	Light Drake	261-280	Air Drake	1		
281-300	Lich	281-300 201 & up	Undead Drake	281-300	Undead Drake	I		
301 & up	Special or Reroll	301 & up	Special or Reroll	301 & up	Lich	I		
		1						

HILLY TERRAIN		NTAINOUS ERRAIN		H LAIRS terranean)	Modifications for Hilly Terrain		
Roll Encounter	Roll	Encounter	Roll	Encounter	Enco	unter Rolls	
01-05 Unit *	01-05	Unit *	01-05	Unit **	-20	Civilized Areas	
06-09 Unit *	06-09	Bone Worms	06-09	Special or Reroll	-10	Fertile (well-	
10-13 Special or Reroll		Wolf	10-13	Special or Reroll		watered)	
14-16 Special or Reroll 17-19 Special or Reroll		Bear Tiger	14-16 17-19	Special or Reroll Special or Reroll	-5	Island	
20-22 Special of Reroll		Sabretooth Tiger	20-22	Special or Reroll	+5 +10	Heavy Undergrowth Inhuman Realm	
23-25 Special or Reroll		Tartu	23-25	Special or Reroll	+10	Forested	
26-27 Bear	26-27	Ulthula	26-27	Bone Worms	+20	Essence Flow	
28-29 Warhorse	28-29	Swartalfr	28-29	Trogli		nearby (1 mi.	
30-31 Bone Worms 32-33 Great Serpent	30-31 32-33	Wolfman Skeleton	30-31 32-33	Skeleton Zombie		[1.6 km])	
32-33 Great Serpent 34-35 Ulutha	32-33 34-35	Zombie	34-35	Corpse Devourer	+25	Volcanic region	
36-37 Sabretooth Tiger		Baashi	36-37	Scorpion Men	+30	Essence Portal nearby	
38-39 Special or Reroll	38-39	Corpse Devourer	38-39	Ghoul	+40	Jewel Well nearby	
40-41 Special or Reroll		Scorpion Man	40-41	Gargoyle	+50	Bladestorm in area	
42-43 Special or Reroll		Ghoul	42-43	Special or Reroll			
44-45 Special or Reroll 46-47 Special or Reroll		Giant Skeleton Giant Scorpion	44-45 46-47	Special or Reroll Special or Reroll		ications for	
48-49 Ratmen	48-49	Great Eagle	48-49	Special or Reroll	Mounta	inous Terrain	
50-51 Wolfmen	50-51	Ogre	50-51	Special or Reroll	Enco	unter Rolls	
52-53 Baashi	52-53	Gargoyle	52-53	Special or Reroll	-20	Civilized Areas	
54-55 Scorpion Men	54-55	Culorgor	54-55	Special or Reroll	-10	Fertile (well-	
56-57 Corpse Devourer		Dragonian	56-57	Special or Reroll		watered)	
58-59 Special or Reroll 60-61 Special or Reroll		Thraxx Gryphon	58-59 60-61	Ogre Troll	-5	Island	
62-63 Special or Reroll		Grypnon Thyfur	62-63	Frost Giant	+5	Heavy Undergrowth	
64-65 Special or Reroll		Pegasus	64-65	Fire Giant	+10	Inhuman Realm	
66-67 Skeleton	66-67	Troll	66-67	Gorgon	+15 +20	Forested Essence Flow	
68-69 Zombie	68-69	Mountain Giant	68-69	Manticore	720	nearby (1 mi.	
70-71 Ghoul	70-71	Frost Giant	70-71	Kaeden		[1.6 km])	
72-73 Giant Skeleton 74 Unit *	72-73 74	Fire Giant Cloud Giant	72-73 74	Vile Special or Reroll	+25	Volcanic region	
75 Unit *	75	Storm Giant	75	Special or Reroll	+30	Essence Portal	
76 Unit *	76	Were-tiger	76	Special or Reroll	+40	nearby Jewel Well nearby	
77 Unit *	77	Were-bear	77	Special or Reroll	+50	Bladestorm in area	
78 Unit *	78	Storm Hound	78	Special or Reroll	120	Baucotora ar ureu	
79 Storm Hound 80 Night Hound	79 80	Night Hound Ice Hound	79 80	Special or Reroll Special or Reroll	Modif	ications for	
81 Ice Hound	81	Fire Hound	81	Special or Reroll		(Subterranean)	
82 Ogre	82	Flesh Golem	82	Special or Reroll		unter Rolls	
83 Troll	83	Stone Golem	83	Storm Hound	-20	Civilized Areas	
84 Gargoyle	84	Steel Golem	84	Fire Hound	+10	Inhuman Realm	
85 Tharogor 86 Ghoulking	85 86	Ni'hashbin Warrior Cthugan	85 86	Ni'hashbin Warrior Cthugan	+20	Essence Flow	
87 Thraxx	87	Cresh'urim	87	Cresh'urim		nearby (1 mi.	
88 Fire Giant	88	Ghoulking	88	Shard	2.5	[1.6 km])	
89 Chimera	89	Apparition	89	Giant Skeleton	+25 +30	Volcanic region Essence Portal	
90 Basilisk	90	Great Spider	90	Ghoulking	+30	nearby	
91 Ni'hasbin Warrio 92 Cthugan	or 91 92	Bogman Durgul	91 92	Steel Golem Apparition	+40	Jewel Well nearby	
93 Cresh'urim	93	Belasar	93	Banshee			
94 Bogman	94	Tharogor	94	Barrow Wight			
95 Sphinx	95	Bororgor	95	Knight of Death			
96-110 Banshee	96-110	Chimera Basilisk	96-110	Special or Reroll			
111-120 Bororgor 121-130 Apparition	111-120 121-130	Kaeden	111-120 121-130	Sphinx Minotaur			
131-140 Great Spider	131-140	Shard	131-140	Agathu			
141-150 Knight of Death	141-150	Obanshi	141-150	Cave Worm			
151-155 Flesh Golem	151-155	Roc	151-155	Wyvern			
156-160 Stone Golem	156-160	Knight of Death	156-160	Hydra Land Droke	-1		
161-165 Steel Golem 166-170 Obanshi	161-165 166-170	Vampire (or Lord) Wyvern	161-165 166-170	Land Drake Air Drake			
171-175 Kaeden	171-175	Fell Beast	171-175	Cave Drake			
176-180 Shard	176-180	Hydra	176-180	Gas Drake			
181-185 Wyvern	181-185	Land Drake	181-185	Light Drake			
186-190 Hydra	186-190	Cave Drake	186-190	Undead Drake			
191-200 Land Drake 201-210 Air Drake	191-200 201-210	Air Drake Light Drake	191-200 201-210	Special or Reroll Special or Reroll			
211-220 Undead Drake	211-220	Gas Drake	211-220	Special or Reroll			
221-240 Special or Reroll	221-240	Fire Drake	221-240	Special or Reroll			
241-260 Special or Reroll		Cold Drake	241-260	Special or Reroll			
261-280 Special or Reroll		Undead Drake	261-280	Special or Reroll			
281-300 Special or Reroll 301 & up Unit *	281-300 301 & up	Lich Special or Reroll	281-300 301 & up	Special or Reroll Special or Reroll			
t t t sp c	201 ac up	- F 01 1101011		r 01 2.07011			

# 5. CREATURE SUMMARY TABLE

Creature/Beast	Size	#	Movment Rate	Def	SB	Ar	Ma	Mo	Rs	En	Known Spells, PPs, ESB
Agathu (Lesser)	L	1-5	12"(9/6/3) [30cm(23/15/8)]	13	+0	-2	5	5	6	50	_
Agathu (Greater)	Н	1	12"(9/6/3) [30cm(23/15/8)]	15	+0	-2	4	4	5	90	_
Air Elemental	L	1	13"(10/6.5/3.5) [33cm(25/17/9)]	15	+0	-0	5	6	6	75	<del>-</del>
Air Drake	Н	1	24"(18/12/6) [61cm(46/31/16)]	14	+0	-3	4	5	5	180	—
Apparition	M	1	4"(3/2/1) [10cm(8/5/3)]	13†	+0	-0	7 8	9	9 7	28	4C1/4C2/2C3/2C4/2C5, PP45
Armored Construct Baashi	M S	1-6 1-10	8"(6/4/2) [20cm(15/10/5)] 8"(6/4/2) [20cm(15/10/5)]	11	+0	x1/2	5	9	9	160 13	_
Banshee	M	1-10	7"(5.5/3.5/2) [18cm(14/9/5)]	9†	+0	-1	9	9	9	13	1C1/1C2/1C3/1C4/1C5, PP30
Barrow Wight	M	1	5"(4/2.5/1.5) [13cm(10/7/4)]	18†	+0	<b>\( \)</b>	6	7	7	58	1E1/2E2/1E3/1E4, PP20
Basilisk	L	1	8"(6/4/2) [20cm(15/10/5)]	11	+0	-4	8	8	8	37	(1C4)
Battlepede	L	1	5"(4/2.5/1.5) [13cm(10/7/4)]	11	+0	x1/2	6	8	8	76	
Bear	L	1-5	9"(7/4.5/2.5) [23cm(18/12/6)]	12	+0	-2	7	8	8	64	_
Belasar	L	1 ∫	11"(8.5/5.5/3) [28cm(21/14/7)]	13	+0	-2	5	7	7	150	_
Black Unicorn	L	1	14"(10.5/7/3.5) [36cm(27/18/9)]	12†	+0	-1	5	8	9	34	2E1/2E2/1E3/1E4/1E5, PP20
Bogman	L	1 ∫	6"(4.5/3/1.5) [15cm(12/8/4)]	13	+0	-4	6	6	6	56	_
Bone Worm	S	4-24	2"(1.5/1/0.5) [10cm(8/5/3)]	8	+0	-0 1/2	10	10	10	2	Condensition DD55
Bororgor (Kasandra) Cave Drake	M H	1∫ 1	8"(6/4/2) [20cm(15/10/5)] 12"(9/6/3) [30cm(23/15/8)]	16† 13	+0 +0	x1/2 x1/2	3	6	6	80 180	See description, PP55
Cave Worm	Н	1	5"(4/2.5/1.5) [13cm(10/7/4)]	11	+0	-2	8	8	8	70	_
Chimera	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	11	+0	-2 -2	5	8	8	50	_
Cold Drake	Н	1	13"(10/6.5/3.5) [33cm(25/17/9)]	17†	+0	x1/2	3	2	2	390	2E1/2E2/2E3/2E4/2E5, PP50, ESB10
Cold Elemental	L	1	8"(6/4/2) [20cm(15/10/5)]	14	+0	-0	5	6	6	75	_
Corpse Devourer		1-30	5"(4/2.5/1.5) [13cm(10/7/4)]	8	+0	-0	9	9	9	14	_
Cresh'urim	L	1	11"(8.5/5.5/3) [28cm(21/14/7)]	18◊	+0	x1/2	2	5	1	180	2E1/2E2/2E3/2E4, PP25, ESB5
Cthugan	M	1-12	8"(6/4/2) [20cm(15/10/5)]	9†	+0	-0	5	7	6	42	1C1/1C2/1C3/1C4/2E1/3E2/3E3, PP20
Culorgor	M	1-3	6"(4.5/3/1.5) [15cm(12/8/4)]	12†	+2	-0	6	9	9	22	1C1/1C2/1C3, PP6
Dark Elemental	L	1	15"(11.5/7.5/4) [38cm(29/19/10)]	12	+0	-0	6	6	6	75	
Death-watcher	Н	1	10"(7.5/5/2.5) [25cm(19/13/7)]	18†	+0	x1/2	2	3	3	270	4E1/3E2/3E3/4E4/3E5, PP50, ESB5
Demon (First Pale)	M	1 1	9"(7/4.5/2.5) [23cm(18/12/6)]	9	+0	-0 -1	9	10 9	10 9	10 20	_
Demon (Second Pale) Demon (Third Pale)	M L	1	11"(8.5/5.5/3) [28cm(21/14/7)] 13"(10/6.5/3.5) [33cm(25/17/9)]	11	+0	-1	6	8	8	30	_
Demon (Fourth Pale)	L	1	13"(10/6.5/3.5) [33cm(25/17/9)] 16"(12/8/4) [41cm(31/21/11)]	15†	+0	-1 -1	4	7	7	48	
Demon (Fifth Pale)	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	14†	+0	-2	4	6	6	120	4C1/3C2/2C3/1C4, PP18
Demon (Sixth Pale)	M	1	15"(11.5/7.5/4) [38cm(29/19/10)]	15	+0	-3	1	4	4	100	_
Demon (Beyond Pale)		1	12"(9/6/3) [30cm(23/15/8)]	16†	+0	x1/2	1	1	1	240	1C1/1C2/1C3/1C4/2E1/2E2/3E3, PP27
Doombringer	Н	1	8"(6/4/2) [20cm(15/10/5)]	14†	+0	-2	4	6	6	180	3E1/3E2/3E3/3E4/3E5, PP30, ESB3
Dragonian	M	1-10	7"(5.5/3.5/2) [18cm(14/9/5)]	7	+2	-2	8	9	9	19	_
Durgul	L	1 ∫	8"(6/4/2) [20cm(15/10/5)]	10†	+0	-3	6	7	7	120	1C1/1C2/1C3/1C4/1E1/1E2/1E3, PP20
Earth Elemental	L	1	4"(3/2/1) [10cm(8/5/3)]	10	+0	-3	6	6	6	75	<del>-</del>
Elemental Demon	Н	1	9"(7/4.5/2.5) [23cm(18/12/6)]	17†	+0	x1/2		5	5	175	4E1/3E2/3E3/4E4/3E5, PP66, ESB6
Fell Beast	Н	1-10	32"(24/16/8) [81cm(61/41/21)]	13	+0	-2 x1/2	4	7 2	8 2	96	
Fire Drake Fire Elemental	H L	1	18"(13.5/9/4.5) [46cm(35/23/12)] 10"(7.5/5/2.5) [25cm(19/13/7)]	18† 13	+0	-0	5	6	6	360 75	5E1/4E2/4E3/3E4/3E5, PP70, ESB12
Fire Hound		1-10	10 (7.5/5/2.5) [23cm(19/15/7)] 14"(10.5/7/3.5) [36cm(27/18/9)]	10	+0	-0 -1	7	8	8	20	_
Flesh Golem	M	1-10	6"(4.5/3/1.5) [15cm(12/8/4)]	11	+3	-1 -0	7	9	9	35	_
Flesh Golem leader	M	1 J	7"(5.5/3.5/2) [18cm(14/9/5)]	13	+3	x1/2		7	7	70	_
Gargoyle	M	1-10	8"(6/4/2) [20cm(15/10/5)]	12	+0	-3	6	9	9	22	_
Gas Drake	Н	1	10"(7.5/5/2.5)[25cm(19/13/7)]	12†	+0	x1/2	3	4	4	240	See description, PP100
Ghost	M	1	13"(10/6.5/3.5) [33cm(25/17/9)]	14	+0	-0	4	7	7	40	_
Ghost Legionnaire	M	1-26	12"(9/6/3) [30cm(23/15/8)]	13	+4	-3	5	6	5	40	_
Ghoul	M	1-10	6"(4.5/3/1.5) [15cm(12/8/4)]	10	+0	-1	7	9	9	20	(150)
Ghoulking	M	1	6"(4.5/3/1.5) [15cm(12/8/4)]	14	+0	-1	7	7	7	60	(1E3)
Giant Ant/Beetle	M M	1-5	5"(4/2.5/1.5) [13cm(10/7/4)] 8"(6/4/2) [20cm(15/10/5)]	9	+0	x1/2 -2	9	9	10 8	23	_
Giant Scorpion Giant Skeleton	M L	1-2	8"(6/4/2) [20cm(15/10/5)] 11"(8.5/5.5/3) [28cm(21/14/7)]	11	+0	-2 -0	7	7	7	25 120	_
Gorgon	M	1-2	5"(4/2.5/1.5) [13cm(10/7/4)]	10	+0	-0 -0	7	8	7	18	_
Great Eagle	L	1-2	18"(13.5/9/4.5) [46cm(35/23/12)]	12	+0	-1	4	5	5	120	_
Great Serpent	L	1-5	6"(4.5/3/1.5) [15cm(12/8/4)]	11	+0	-1	7	8	9	30	_
Great Spider	L	1	10"(7.5/5/2.5) [25cm(19/13/7)]	15†	+0	-2	5	5	6	140	5E1, PP20, ESB2
Great Wolf	M	1-10	11"(8.5/5.5/3) [28cm(21/14/7)]	11	+0	-1	6	8	9	36	<u> </u>
Gryphon	L	1-2	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-1	5	8	8	55	_
Harpy	M	1-10	9"(7/4.5/2.5) [23cm(18/12/6)]	11	+0	-1	7	9	9	10	
Herald of Night	M	15	13"(10/6.5/3.5) [33cm(25/17/9)]	20\$	+5	x1/2	2	5	6	80\$	4C1/4C2/4C3/4C4/4C5, PP80
Housibon	S	4-16	10"(7.5/5/2.5) [25cm(19/13/7)]	12	+0	-1	8	9	9	12	_
Horribar											
Hydra Ice Hound	H M	1 1-10	10"(7.5/5/2.5) [25cm(19/13/7)] 14"(10.5/7/3.5) [36cm(27/18/9)]	14 10	+0	x1/2 -1	5 7	6 8	6 8	230 18	

	<u> </u>	<u> </u>	— II	_	— II	<u>I — </u>	—Г	V —
Creature/Beast	Attack	• Damage		Damage	Attack •	Damage	Attack •	Damage » Range
Agathu (Lesser)	4D6+5	• Hx2+2	4D6+2¥ •	Mx2+H+2	_ •	_	D6+D10+5 ß	• Hx2-2 » -2/1"[3cm]
Agathu (Greater)	5D6+5	• Hx3	5D6+2¥ •	Mx2+Hx2	_ •	_	2D6+D10+5 в	Hx2 » -2/1"[3cm]
Air Elemental	3D6-1	• Mx3	3D6+2¥ •		_ •	· —	_ •	• —
Air Drake	4D6+1		3D6+D10+3 § •	H+1	4D6+6 § •		2D6+D10+3 §	• Mx2+2
Apparition	D6+D10+1		<b>-•</b>		_ •		<b>— •</b>	
Armored Construct	4D6+8		3D6+5 § •		3D6+8 § •		2D6+5 •	Lx2+1 » -2/18"[46cm]
Baashi	D6+D10+3		2D6+4 « •		_ •		_ •	
Banshee		• Lx2-1	_ •		_ •	_	_ •	
Barrow Wight	2D6+D10+7		3D6+4 § •		— ·	_	_ •	
Basilisk	2D6+D10+1		3D6+2 § •		_ •	_	•	
Battlepede	D6+D10+3 • D6+D10+5 •		• 3D6+3 § •		_ •	_	D6+D10+/	Hx2-1 » 20"[51cm]
Bear Belasar		• Hx2+2	3D0+3 § •			_	_ •	
Black Unicorn	2D6+D10+8		4D6+4 ¤ « •					
Bogman	3D6+9		— •			_		
Bone Worm	3D6+1		_ •		_ •	_		·
Bororgor (Kasandra)	4D6+7		_•	_	_ •	_	_ •	· _
Cave Drake	4D6-1		4D6 § •	Н	3D6+D10+4 §	H+1	2D6+D10+5 √ •	Hx2+Mx2+2
Cave Worm	2D6+D10+3	• Mx3	3D6+D10+6 § •		3D6+8√ •	Mx4	_ •	·
Chimera	3D6+6		3D6+5¥ •	Mx2	_ •	_	D6+D10+4	H+1 » 3"[8cm]
Cold Drake	4D6+9	• H-1	3D6+D10+4 § •	H+1	4D6+7 § •	Н	4D6+D10+3 В	Hx2 » 85"[216cm]
					3D6+D10+5 § •	Mx2+2	4D6+D10+1 В •	Lx2+2 » 50"[127cm]30°
Cold Elemental	D6+D10	• Lx2+2	D6+D10+4¥ •	L+Hx2		_	_ •	• —
Corpse Devourer	D6+D10+1	• L+1	2D6+2 √ •	H+1	_ •	_	_ •	• —
Cresh'urim	3D6+8	• M-1*	3D6+D10+8 § •		5D6+4 §		4D6+4 √ •	Mx2+15
Cthugan	3D6+1		3D6+5 § •		3D6+9 √ •	H+2*	_ •	· —
Culorgor	3D6+1		<b>-•</b>		_ •	· —	<b>— •</b>	· —
Dark Elemental	D6+D10		D6+D10+3¥ •		_ •	· —	_ •	• —
Death-watcher	5D6+D10+4				<b>—</b> •			· —
Demon (First Pale)	2D6+3		2D6¥•			· —	<b>— '</b>	' —
Demon (Second Pale)	2D6+4		3D6+2¥ •		_ •			' — ' —
Demon (Third Pale) Demon (Fourth Pale)	2D6+5 4 3D6+2 4		2D6+D10+3 ¥ • 2D6+6 ¥ •		2D6+D10+3¥		_ ;	_
Demon (Fifth Pale)	4D6+9		2D0+0 ¥ •		ZD0+D10+3 ¥ •		_ ;	_
Demon (Sixth Pale)	5D6+6		3D6+8¥ •		4D6+2 « •			•
Demon (Beyond Pale)	7D6		5D6+D10+3¥ •				_ •	
Doombringer	2D6+D10+9		_•		_ •	_	_ •	· —
Dragonian	2D6+D10	• H+2	2D6+2 § •	L	3D6+1 « •	H+2	2D6+1	Lx2 » -2/12"[30cm]
							D6+D10+3 ß	L+2 » -2/5"[13cm]
Durgul	4D6 •	• H+2	<b>-•</b>		_ •	_	2D6+3	L » -2/2"[5cm]
Earth Elemental	4D6+6		2D6+D10¥ •	M+Hx2	_ •	· —	_ •	
Elemental Demon	4D6+D10+4		<u> </u>		_ •	· —	_ •	• —
Fell Beast	4D6+2		3D6+5 § •		•			· —
Fire Drake	4D6+7	• H-1	3D6+D10+4 § •	H+1	4D6+9 § •			Hx2 » 85"[216cm]
Eine Elementel	DC+D10+1	- I2 - 2	DC - D10 - 5 V -	1 . 112	3D6+D10+3 § •	Mx2+2		Lx2+2 » 50"[127cm]45°
Fire Elemental Fire Hound	D6+D10+1 4 3D6+4		D6+D10+5¥ •	L+HX2 —	— :	_	D6+D10+5 8	Hx2 » 5"[13cm]
Flesh Golem	2D6+5		D6+D10+1 « •					- 11x2 » 5 [15cm]
Flesh Golem leader	3D6+5		2D6+7¥ •		D6+D10+3 « •			_
Gargoyle	3D6+3		3D6+1 « •		•			•
Gas Drake	4D6+6		3D6+D10+4 § •		4D6+6 §		3D6+D10+2 §	
Ghost	3D6+6		_•		_ •		_ •	
Ghost Legionnaire	3D6+6	• H+2	_•	_		_	2D6+5	Lx2+1 » -2/18"[46cm]
Ghoul	D6+D10	• L+1	2D6+3 § •	L	_ •	_	_ •	· —
Ghoulking	3D6+6		3D6+6 § •	Н	4D6+3 § •	H+1	_ •	• —
Giant Ant/Beetle	D6+D10+4		<u> </u>		_ •			· —
Giant Scorpion	2D6+D10+3		3D6+1¥ •		_ •	· —		· —
Giant Skeleton	4D6+6		2D6+6 § •		<b>—</b> •	_	_ •	<u>'</u> —
Great Fagle	2D6+2 •		2D6-1¥•		_ •	_		<u> </u>
Great Eagle	5D6+5 4		-•	_	_ •	_	2D6+6 B	
Great Serpent Great Spider	3D6+6 4D6+7		_• _•	_	_ :	_	2D6+6 B •	* * » -2/1"[3cm]
Great Wolf	3D6+8		_•			_		· — · —
Gryphon	3D6+6		2D6+D10+2 « •					
Harpy	2D6+4		_ •			_		_
Herald of Night	4D6+D10+9		_•	_		_		· _
Horribar	2D6+D10	• L	3D6+5 √ •			_	_ •	· _
Hydra	4D6+9	• H-1	3D6+5 § •			_		• Hx2 ◊ » 4"[10cm]
Ice Hound	3D6+4	• H+2	_•	-		_	D6+D10+3 ß	• Hx2 » 5"[13cm]

# 5. CREATURE SUMMARY TABLE (CONTINUED)

Creatur/Beast   Size #   Movement Rate   Def   SB   Ar   Ma   Mo   Rs   En   Known Spells, PPs, ESB	
Raeden Leader	
Randen Queen	
Rnight of Death	
Laid Drake	
Light (Lord Althol)  M	
Light Drake	
Light Elemental	3514
Living Ghoul   M   1-30   5"(42.5/1.5) [13cm(107/4)]   8   +0   -0   9   9   9   14   —	
Manitore	
Minotaur	
Mummy   M   1-2   5"(4/2.5/1.5) [13cm(107/4)]   13   +0   -2   8   8   8   60	
Nasti         S         1-20         9"(7/4.5/2.5) [23cm(18/12/6)]         10         +0         -1         9         10         10         6         —           Neng         M         1         9"(7/4.5/2.5) [23cm(18/12/6)]         9†         +3         -2         6         7         8         34         IE2, PP5           Night Hound         M         1-0         14"(10.57/3.5) [35cm(27/18/9)]         10         +0         -1         8         9         9         16         —           Ni hashbin Warrior         M         1-20         8"(6/4/2) [20cm(15/10/5)]         13         +0         x1/2         6         7         4         80         —           Pegasus         L         1-5         14"(10.57/3.5) [35cm(27/18/9)]         11         +0         -1         5         9         8         43         —           Phoenix         L         1         16"(12/84) [41cm(31/21/11)]         13†         +0         -1         4         7         7         100         2E1/2E2/3E3/3E4/3E5, PP45, ES           Ratman         S         5.50         9"(74/4.5/2.5) [23cm(18/12/6)]         8         +0         -1         9         10         10         5         —	
Neng	
Night Hound M 1-10 14"(10.57/3.5) [36cm(27/18/9)] 10 +0 -1 8 9 9 16 −−  Ni'hashbin Warrior M 1-20 8"(6/4/2) [20cm(15/10/5)] 13\( \) +0 \( \) \\ \ \\ \ \\ \\ \\ \\ \\ \\ \\ \\ \\	
Ni hashbin Warrior M 1-20 8"(6/4/2) [20cm(15/10/5)] 13♦ +0 x1/2 6 7 4 80 —  Obanshi H 1-3 3"(2.5/1.5/1) [8cm(6/4/2)] 12 +0 -3 6 7 7 150 —  Pegasus L 1-5 14"(10.5/7/3.5) [36cm(27/18/9)] 11 +0 -1 5 9 8 43 —  Phoenix L 1 16"(12/8/4) [41cm(31/21/11)] 13† +0 -1 4 7 7 100 2E1/2E2/3E3/3E4/3E5, PP45, E3  Ratman S 5-50 9"(7/4.5/2.5) [23cm(18/12/6)] 8 +0 -1 9 10 10 5 —  Rhino L 1-2 8"(6/4/2) [20cm(15/10/5)] 10 +0 -2 8 9 9 75 —  Roc H 1-2 18"(13.5/9/4.5) [46cm(35/23/12)] 15 +0 -2 7 8 7 240 —  Sabretooth Tiger L 1-12 12"(9/6/3) [30cm(23/15/8)] 11 +0 -1 5 8 8 60 —  Scorpion Man M 2-12 6"(4.5/3/1.5) [15cm(12/8/4)] 8 +0 -2 8 9 9 14 —  Serpentoid L 1-20 7"(5.5/3.5/2) [18cm(14/9/5)] 7 +0 -1 8 9 9 18 —  Shard (Greater) M 1 Special 13 +0 -2 3 7 7 60 —  Shard (Greater) M 1 Special 14 +0 -2 2 3 7 7 60 —  Silverscale H 1 12"(9/6/3) [30cm(23/15/8)] 14† +0 -3 3 4 6 6 270 3E1/2E2/1E3, PP20, ESB10  Sirrush H 1 10"(7.5/5/2.5) [25cm(19/13/7)] 14† +0 -3 7 7 7 210 1E1/3E2/1E3/2E4/1E5, PP23, ES  Skeleton Lord M 1 9"(7/4.5/2.5) [25cm(18/12/6)] 15† +0 -0 9 9 10 19 —  Skeleton Lord M 1 9"(7/4.5/2.5) [23cm(18/12/6)] 15† +0 -0 7 8 7 45 4E1/4E2/4E3/4E4/4E5, PP80, ES  Sphinx L 1 8"(6/4/2) [20cm(15/10/5)] 14† +0 -2 6 6 7 7 70 4C1/3C2/2C3/1C4, PP25  Steel Golem M 1-5 4"(3/21) [10cm(8/5/3)] 11 +0 -1 7 9 9 12 —  Swartalfr S 15-20 4"(3/21) [10cm(8/5/3)] 7 +0 -4 4 8 8 8 68 —  Storm Hound M 1-10 14"(10.5/7/3.5) [36cm(27/18/9)] 10 +0 -1 7 9 9 12 —  Swartalfr S 15-20 4"(3/21) [10cm(8/5/3)] 7 +0 -4 4 8 8 8 45 —  Tentmorse M 1-14 4"(3/21) [10cm(8/5/3)] 7 +0 -4 4 8 8 8 45 —  Tentmorse M 1-10 9"(7/4.5/2.5) [23cm(18/12/6)] 15† +0 -4 6 8 7 60 1C1/1C2/1C3, PP13  Thaxx L 1 9"(7/4.5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 9 44 —  Thyfur L 1-2 10"(7.5/5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 9 44 —  Thyfur L 1-2 10"(7.5/5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 9 44 —  Thyfur L 1-2 10"(7.5/5/2.5) [23cm(18/12/6)] 11 +0 -1 6 9 9 9 30 —	
Deashi	
Pegasus	
Phoenix	
Ratman S 5-50 9"(7/4.5/2.5) [23cm(18/12/6)] 8 +0 -1 9 10 10 5 — Rhino L 1-2 8"(6/4/2) [20cm(15/10/5)] 10 +0 -2 8 9 9 75 — Roc H 1-2 18"(13.5/9/4.5) [46cm(35/23/12)] 15 +0 -2 7 8 7 240 — Sabretooth Tiger L 1-2 12"(9/6/3) [30cm(23/15/8)] 11 +0 -1 5 8 8 60 — Scorpion Man M 2-12 6"(4.5/3/1.5) [15cm(12/8/4)] 8 +0 -2 8 9 9 14 — Serpentoid L 1-20 7"(5.5/3.5/2) [18cm(14/9/5)] 7 +0 -1 8 9 9 18 — Shard (Lesser) M 1-5 Special 13 +0 -2 3 7 7 60 — Shard (Greater) M 1 Special 14 +0 -2 2 5 5 90 — Silverscale H 1 12"(9/6/3) [30cm(23/15/8)] 14† +0 -3 4 6 6 270 3E1/2E2/1E3, PP20, ESB10 Sirrush H 1 10"(7.5/5/2.5) [25cm(19/13/7)] 14† +0 -3 7 7 7 210 1E1/3E2/1E3/2E4/1E5, PP23, ES Skeleton M 1-10 6"(4.5/3/1.5) [15cm(12/8/4)] 9 +0 -0 9 9 10 19 — Skeleton M 1 9"(7/4.5/2.5) [23cm(18/12/6)] 15† +0 -0 7 8 7 45 4E1/4E2/4E3/4E4/4E5, PP80, ES Sphinx L 1 8"(6/4/2) [20cm(15/10/5)] 14† +0 -2 6 7 7 7 70 4C1/3C2/2C3/1C4, PP25 Steel Golem M 1-10 4"(10.5/7/3.5) [36cm(27/18/9)] 10 +0 -1 7 9 9 12 — Swartalfr S 15-20 4"(3/2/1) [10cm(8/5/3)] 7 +0 -40 8 8 8 8 45 — Tentmorse M 1-10 7"(5.5/3.5/2) [18cm(12/8/4)] 15† +0 -40 8 8 8 8 45 — Tentmorse M 1-10 7"(5.5/3.5/2) [18cm(14/9/5)] 9 +0 -1 8 9 9 16 — Tharax L 1 9"(7/4.5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 44 — Thyfur L 1-2 10"(7.5/5/2.5) [23cm(18/12/6)] 11 +0 -1 4 8 8 5 6 — Tiger L 1-2 10"(7.5/5/2.5) [23cm(18/12/6)] 11 +0 -1 4 8 8 8 56 —	SB4
Rhino L 1-2 8"(6/4/2) [20cm(15/10/5)] 10 +0 -2 8 9 9 75 — Roc H 1-2 18"(13.5/9/4.5) [46cm(35/23/12)] 15 +0 -2 7 8 7 240 — Sabretooth Tiger L 1-2 12"(9/6/3) [30cm(23/15/8)] 11 +0 -1 5 8 8 60 — Scorpion Man M 2-12 6"(4.5/3/1.5) [15cm(12/8/4)] 8 +0 -2 8 9 9 14 — Scorpion Man M 2-12 6"(4.5/3/1.5) [15cm(12/8/4)] 8 +0 -2 8 9 9 14 — Serpentoid L 1-20 7"(5.5/3.5/2) [18cm(14/9/5)] 7 +0 -1 1 8 9 9 9 18 — Shard (Lesser) M 1-5 Special 13 +0 -2 3 7 7 60 — Shard (Greater) M 1 Special 14 +0 -2 2 5 5 5 90 — Silverscale H 1 12"(9/6/3) [30cm(23/15/8)] 14† +0 -3 4 6 6 270 3E1/2E2/1E3, PP20, ESB10 Sirrush H 1 10"(7.5/5/2.5) [25cm(19/13/7)] 14† +0 -3 7 7 7 210 1E1/3E2/1E3/2E4/1E5, PP23, ES Skeleton M 1-10 6"(4.5/31.5) [15cm(12/8/4)] 9 +0 -0 9 9 10 19 — Skeleton Lord M 1 9"(7/4.5/2.5) [23cm(18/12/6)] 15† +0 -0 7 8 7 45 4E1/4E2/4E3/4E4/4E5, PP80, ES Sphinx L 1 8"(6/4/2) [20cm(15/10/5)] 14† +0 -2 6 7 7 7 70 4C1/3C2/2C3/1C4, PP25 Steel Golem M 1-5 4"(3/2/1) [10cm(8/5/3)] 11 +0 -2 6 6 6 150 — Stone Golem M 1-5 4"(3/2/1) [10cm(8/5/3)] 11 +0 -3 7 7 9 9 12 — Swartalfr S 15-20 4"(3/2/1) [10cm(8/5/3)] 7 +0 -4\(\partial \) 8 8 8 8 68 —  Tartu H 1-4 4"(3/2/1) [10cm(8/5/3)] 7 +0 -4\(\partial \) 8 8 8 8 45 —  Tentmorse M 1-10 7"(5.5/3.5/2) [18cm(14/9/5)] 9 +0 -1 8 9 9 16 — Tharax L 1 9"(7/4.5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 44 — Thyfur L 1-2 14"(10.5/7/3.5) [35cm(27/18/9)] 11 +0 -1 4 8 8 56 — Tiger L 1-2 10"(7.5/5/2.5) [25cm(19/13/7)] 10 +0 -1 6 9 9 30 —	
Roc   H   1-2   18"(13.5/9/4.5) [46cm(35/23/12)]   15   +0   -2   7   8   7   240   —	
Sabretooth Tiger         L         1-2         12"(9/6/3) [30cm(23/15/8)]         11         +0         -1         5         8         8         60         —           Scorpion Man         M         2-12         6"(4.5/3/1.5) [15cm(12/8/4)]         8         +0         -2         8         9         9         14         —           Serpentoid         L         1-20         7"(5.5/3.5/2) [18cm(14/9/5)]         7         +0         -1         8         9         9         18         —           Shard (Lesser)         M         1-5         Special         13         +0         -2         3         7         7         60         —           Shard (Greater)         M         1         Special         14         +0         -2         3         7         7         60         —           Shard (Greater)         M         1         Special         14         +0         -2         3         7         7         60         —           Silverscale         H         1         10"(7.5/53) [25cm(19/13/7)]         14†         +0         -3         7         7         7         210         1E1/3e2/1E3,PP20,ESB10           Sirrush	
Scorpion Man   M   2-12   6"(4.5/3/1.5) [15cm(12/8/4)]   8   +0   -2   8   9   9   14   —	
Serpentoid         L         1-20         7"(5.5/3.5/2) [18cm(14/9/5)]         7         +0         -1         8         9         9         18         —           Shard (Lesser)         M         1-5         Special         13         +0         -2         3         7         7         60         —           Shard (Greater)         M         1         Special         14         +0         -2         2         5         5         90         —           Silverscale         H         1         12"(9/6/3) [30cm(23/15/8)]         14†         +0         -3         4         6         6         270         3E1/2E2/1E3, PP20, ESB10           Sirrush         H         1         10"(7.5/5/2.5) [25cm(19/13/7)]         14†         +0         -3         7         7         7         210         1E1/3E2/1E3, PP20, ESB10           Skeleton         M         1-10         6"(4.5/3/1.5) [15cm(12/8/4)]         9         +0         -0         9         9         10         19         —           Skeleton         M         1         9"(7/4.5/2.5) [23cm(18/12/6)]         15†         +0         -0         7         8         7         45         4E1/4E2/4E3/4E44E5, PP80, ES <td></td>	
Shard (Lesser)   M   1-5   Special   13   +0   -2   3   7   7   60   —	
Shard (Greater)       M       1       Special       14       +0       -2       2       5       5       90       —         Silverscale       H       1       12"(9/6/3) [30cm(23/15/8)]       14†       +0       -3       4       6       6       270       3E1/2E2/1E3, PP20, ESB10         Sirrush       H       1       10"(7.5/5/2.5) [25cm(19/13/7)]       14†       +0       -3       7       7       7       210       1E1/3E2/1E3/2E4/1E5, PP20, ESB10         Skeleton       M       1-10       6"(4.5/3/1.5) [15cm(12/8/4)]       9       +0       -0       9       9       10       19       —         Skeleton Lord       M       1       9"(7/4.5/2.5) [23cm(18/12/6)]       15†       +0       -0       7       8       7       45       4E1/4E2/4E3/4E4/4E5, PP80, ES         Sphinx       L       1       8"(6/4/2) [20cm(15/10/5)]       14†       +0       -2       6       7       7       70       4C1/3C2/2C3/1C4, PP25         Steel Golem       M       1       6"(3/2/1) [10cm(8/5/3)]       14       +0       ×1/2       6       6       6       150       —         Storm Hound       M       1-5       4"(3/2/1) [10cm(8/5/3)]	
Silverscale H 1 12"(9/6/3) [30cm(23/15/8)] 14† +0 -3 4 6 6 270 3E1/2E2/1E3, PP20, ESB10 Sirrush H 1 10"(7.5/5/2.5) [25cm(19/13/7)] 14† +0 -3 7 7 7 210 1E1/3E2/1E3/2E4/1E5, PP23, ESSeleton M 1-10 6"(4.5/3/1.5) [15cm(12/8/4)] 9 +0 -0 9 9 10 19 —  Skeleton Lord M 1 9"(7/4.5/2.5) [23cm(18/12/6)] 15† +0 -0 7 8 7 45 4E1/4E2/4E3/4E4/4E5, PP80, ESSeleton Lord M 1 8"(6/4/2) [20cm(15/10/5)] 14† +0 -2 6 7 7 7 70 4C1/3C2/2C3/1C4, PP25  Steel Golem M 1 6"(4.5/3/1.5) [15cm(12/8/4)] 14 +0 x1/2 6 6 6 6 150 —  Stone Golem M 1-5 4"(3/2/1) [10cm(8/5/3)] 11 +0 -3 8 8 8 8 68 —  Storm Hound M 1-10 14"(10.5/7/3.5) [36cm(27/18/9)] 10 +0 -1 7 9 9 12 —  Swartalfr S 15-20 4"(3/2/1) [10cm(8/5/3)] 9 +2 -1 8 10 10 6 —  Tartu H 1-4 4"(3/2/1) [10cm(8/5/3)] 7 +0 -4♦ 8 8 8 45 —  Tentmorse M 1-10 7"(5.5/3.5/2) [18cm(14/9/5)] 9 +0 -1 8 9 9 16 —  Tharogor M 1 6"(4.5/3/1.5) [15cm(12/8/4)] 15† +0 -4 6 8 7 60 1C1/1C2/1C3, PP13  Thraxx L 1 9"(7/4.5/2.5) [23cm(18/12/6)] 11 +0 -2 7 8 9 44 —  Thyfur L 1-2 14"(10.5/7/3.5) [36cm(27/18/9)] 11 +0 -1 4 8 8 56 —  Tiger L 1-2 10"(7.5/5/2.5) [25cm(19/13/7)] 10 +0 -1 6 9 9 30 —	
Sirrush H 1 $10"(7.5/5/2.5)$ [ $25cm(19/13/7)$ ] $14\dagger$ +0 -3 7 7 7 210 $1E1/3E2/1E3/2E4/1E5$ , PP23, E3 Skeleton M 1-10 $6"(4.5/3/1.5)$ [ $15cm(12/8/4)$ ] 9 +0 -0 9 9 10 19 — Skeleton Lord M 1 $9"(7/4.5/2.5)$ [ $23cm(18/12/6)$ ] $15\dagger$ +0 -0 7 8 7 45 $4E1/4E2/4E3/4E4/4E5$ , PP80, E3 Sphinx L 1 $8"(6/4/2)$ [ $20cm(15/10/5)$ ] $14\dagger$ +0 -2 6 7 7 7 70 $4C1/3C2/2C3/1C4$ , PP25 Steel Golem M 1 $6"(4.5/3/1.5)$ [ $15cm(12/8/4)$ ] 14 +0 $x1/2$ 6 6 6 150 — Stone Golem M 1-5 $4"(3/2/1)$ [ $10cm(8/5/3)$ ] 11 +0 -3 8 8 8 8 68 — Storm Hound M 1-10 $14"(10.5/7/3.5)$ [ $36cm(27/18/9)$ ] 10 +0 -1 7 9 9 12 — Swartalfr S $15-20$ $4"(3/2/1)$ [ $10cm(8/5/3)$ ] 9 +2 -1 8 10 10 6 — Tartu H 1-4 $4"(3/2/1)$ [ $10cm(8/5/3)$ ] 7 +0 $-4\sqrt{3}$ 8 8 8 8 45 — Tentmorse M 1-10 $7"(5.5/3.5/2)$ [ $18cm(14/9/5)$ ] 9 +0 -1 8 9 9 16 — Tharogor M 1 $6"(4.5/3/1.5)$ [ $15cm(12/8/4)$ ] $15\dagger$ +0 -4 6 8 7 60 $1C1/1C2/1C3$ , PP13 Thraxx L 1 $9"(7/4.5/2.5)$ [ $23cm(18/12/6)$ ] 11 +0 -2 7 8 9 44 — Thyfur L 1-2 $14"(10.5/7/3.5)$ [ $36cm(27/18/9)$ ] 11 +0 -1 4 8 8 5 6 — Tiger L 1-2 $10"(7.5/5/2.5)$ [ $25cm(19/13/7)$ ] 10 +0 -1 6 9 9 3 30 —	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	SB5
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	SB5
Steel Golem   M   1   6"(4.5/3/1.5) [15cm(12/8/4)]   14   +0   x1/2   6   6   6   150   —	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	
Thyfur L 1-2 14"(10.5/7/3.5) [36cm(27/18/9)] 11 +0 -1 4 8 8 56 — Tiger L 1-2 10"(7.5/5/2.5) [25cm(19/13/7)] 10 +0 -1 6 9 9 30 —	
Tiger L 1-2 10"(7.5/5/2.5) [25cm(19/13/7)] 10 +0 -1 6 9 9 30 —	
Tree Fiend L 1-10 $6"(4.5/3/1.5)$ [15cm(12/8/4)] 15 +0 -5 6 6 6\( \delta \) 200 —	
1 2 1 10 0 (10/5/10/ [15-61/(15/5///] 15 10 0 0 0γ 200	
Ulthula L 1-6 8"(6/4/2) [20cm(15/10/5)] 9 +0 -3 6 8 8 56 —	
Undead Drake H 1 13"(10/6.5/3.5) [33cm(25/17/9)] 15† +0 -0 3 4 4 240 3E1/3E2/3E3/3E4/3E5, PP75, E3	3B13
Unicorn L 1 16"(12/8/4) [41cm(31/21/11)] 13† +0 -1 4 7 8 36 4E1/3E2/2E3/2E4/1E5, PP33	
Vampire M 1-3 12"(9/6/3) [30cm(23/15/8)] 18† +0 -0 5 8 8 37 1C1/1C2/1C3/2E1/2E2/3E3, PP2	15
V. Lord (Valsatholis) M $1 \int 10"(7.5/5/2.5) [25cm(19/13/7)]$ $18^{\dagger}$ +0 -0 5 6 6 84 See description, PP50	
Vapor Hound M 1-10 14"(10.5/7/3.5) [36cm(27/18/9)] 10 +0 -1 8 8 9 15 —	
Vile M 1-10 12"(9/6/3) [30cm(23/15/8)] 20 +0 -1 5 8 8 80 —	
War Elephant H 2-12 13"(10/6.5/3.5) [33cm(25/17/9)] 11 +0 -2 8 8 9 160 —	
War Horse L 1-10 9"(7/4.5/2.5) [23cm(18/12/6)] 11 +0 -1 5 8 9 42 —	
Water Elemental L 1 5"(4/2.5/1.5) [13cm(10/7/4)] 11 +0 -1 6 6 6 75 —	
Water Hound M 1-10 14"(10.5/7/3.5) [36cm(27/18/9)] 10 +0 -1 8 9 9 14 —	
Were-bear (Lesser) L 1 10"(7.5/5/2.5) [25cm(19/13/7)] 12 +0 -2 5 7 8 90 —	
Were-bear (Greater) L 1 13"(10/6.5/3.5) [33cm(25/17/9)] 13 +0 -2 4 4 4 130 —	
Were-tiger (Lesser) L 1 11"(8.5/5.5/3) [28cm(21/14/7)] 11 +0 -1 4 8 8 43 —	
Were-tiger (Greater) L 1 14"(10.5/7/3.5) [36cm(27/18/9)] 14 +0 -1 3 4 4 100 —	
Were-wolf (Lesser) M 1-5 13"(10/6.5/3.5) [33cm(25/17/9)] 12 +0 -1 5 8 9 27 —	
Were-wolf (Greater) L 1-4 16"(12/8/4) [41cm(31/21/11)] 15 +0 -1 4 6 6 90 —	
Wolf M 2-20 11"(8.5/5.5/3) [28cm(21/14/7)] 10 +0 -1 7 9 10 22 —	
Wolfman M 10-15 10"(7.5/5/2.5) [25cm(19/13/7)] 8 +0 -1 7 9 9 22 —	
Wraith M 1 6"(4.5/3/1.5) [15cm(12/8/4)] 14 +0 -0 5 7 7 66 —	
Wyvern H 1 30"(22.5/15/7.5)[76cm(57/38/19)] 16 +0 -3 3 8 8 64 —	
Zombie M 1-20 3"(2.5/1.5/1) [8cm(6/4/2)] 10 +0 -0 10 10 13 —	

Control Donat		I —	— II			II —	_ IV	
Creature/Beast		• Damage	Attack •			• Damage		Damage » Range
Kaeden Warrior	D6+D10+3		3D6+1¥ •					H-2 \( \rightarrow \) -2/5"[13cm]
Kaeden Leader	2D6+D10+4		3D6+4¥ •			• —		H-2 \( \rightarrow \) -2/5"[13cm]
Kaeden Queen Knight of Death	4D6+12		3D6+9¥ •			• — • —	2D6+D10+9 •	M◊ » -2/5"[13cm]
Land Drake	3D6+D10+5 4D6+6		3D6+6 § • 3D6+D10+4 § •		4D6+5 §		2D6+D10+6 §	
Lich (Lord Althol)	2D6+D10+6		3D0+D10+4 § • — •		~	• —	2D0+D10+0 g •	
Light Drake	3D6+7		3D6+D10+6 § •		4D6+5 §			— Hx2 » 50"[127cm]
Light Diake	3D0⊤7	- 11-1	300+010+0 8 4	1171	2D6+D10+4 §			Lx2+2 » 33"[84cm]30°
Light Elemental	D6+D10-1	• Lx4+2	D6+D10+4¥ •	L+Hx2	-	•	_ •	. ,
Living Ghoul	D6+D10+1		2D6+2å			• _	_ •	
Manticore	3D6+7		_•			•		Lx2+1* » -2/18"[46cm]
Minotaur	3D6+D10+3		2D6+D10+2 § •	Н	_	• _	_ •	. ,
Mummy	3D6+6	• M	_•		_	•	_ •	_
Nasti	2D6+3	• L	3D6+2 § •	H+2	_	• —	_ •	_
Neng	2D6+8	• Lx4	_•	_	_	• —	D6+D10+8 •	Hx2 » 7"[18cm]
Night Hound	3D6+3	• H+2	_•	_	_	• —	Special •	Breath Attack ß
Ni'hashbin Warrior	5D6+1	• Mx2*	2D6+D10+9 § •	Hx2+Lx2+4	_	• —	_ •	_
Obanshi	4D6+8	• H	_•	_	_	• —	_ •	<u> </u>
Pegasus	D6+D10+1	• L+1	2D6+6 « •	Lx2	_	• —	_ •	
Phoenix	4D6+6		D6+D10+4 •			• —		H+1 » 20"[51cm]
Ratman	3D6-2		_•		_	• —		Lx2 » -2/12"[30cm]
Rhino	3D6+D10+7		4D6+8 « •		_	• —	_ •	_
Roc	5D6+3		5D6+2 « •			• —	<b>— •</b>	
Sabretooth Tiger	3D6+6		3D6+8 « •			• —	_ •	
Scorpion Man	2D6+D10-1		3D6-1 § •		D6+D10 §			Lx2+1 » -2/15"[38cm]
Serpentoid		• H+2*	3D6 § •			• —		Lx2+2 » -2/2.5"[7cm]
Shard (Casser)		• —	•			• —		Lx2+2* » -2/6"[15cm]
Shard (Greater) Silverscale	5D6+6	• — • U 1	4D6+4 § •	Lx2+5* » -2/	2D6+D10+6 §	• Mv2+2		Hx2 » 20"[51cm] Hx2 » 20"[51cm]
Sirrush	4D6		3D6+5 § •		4D6+D10 «			Hx2 » 20 [51cm]
Skeleton	3D6		D6+D10+1 § •			• WIXZ+Z	3D0+D10 b •	
Skeleton Lord	3D6+5		3D6+2 § •			• _		
Sphinx	4D6+6		4D6+4 § •		_	• _	_ •	_
Steel Golem	4D6+8		3D6+3 « •		_	•	_ •	_
Stone Golem	4D6+3		3D6+2 « •		_	•	_ •	_
Storm Hound	3D6+2		_•		_	• _	D6+D10+1 β •	H+1 » 10"[25cm]
Swartalfr	D6+D10-1		_•	_	_	•	_ •	
Tartu	2D6+D10+2	• H	D6+D10+4 § ¤ •	L+1	_	• —	_ •	_
Tentmorse	3D6+3	• H-2*	3D6+1 √ •	H+2	_	• —	_ •	_
Tharogor	4D6+5	• Hx2-1	_•	_	_	• —	_ •	_
Thraxx	3D6+9	• H	3D6+5 « •	H+2	_	• —	_ •	_
Thyfur	4D6+4	• H	2D6+D10+3 § •	Н	_	• —	_ •	_
Tiger	3D6+4	• H	3D6+6 « •		_	• —	<b>— •</b>	_
Tree Fiend	4D6+10		6D6+3 √ •		_	• —	_ •	_
Ulthula	3D6+3		3D6+3 § ¤ •			• —		_
Undead Drake	4D6+9	• Hx3-1	3D6+D10+4 § •		4D6+7 §	• Hx3		Hx2 » 85"[216cm]
			2D6+D10+7 § •					Lx2+2 » 50"[127cm]30°
Unicorn	4D6+D10		4D6+2 ¤ « •		_	• —	<b>— •</b>	
Vampire		• Hx2+2	3D6+4 √ •		_	• —	_ •	_
Vampire Lord (Valsathol			4D6+4 √ •			• —	0 1	D (1 A)( 1 0
Vapor Hound	3D6+3		•		_	• —	•	Breath Attack ß
Vile War Flankant	5D6+9 ·		5D6+4 « •		_	• —	- •	
War Elephant War Horse	3D6+D10+4 3D6+2		4D6+4 √ • 3D6+4 ¤ § •			• —		_
Water Elemental	4D6+4		2D6+D10+1¥•				_ :	
Water Hound	3D6+2		2D0+D10+1 # • — •			• _		 L+2 » 10"[25cm]
Were-bear (Lesser)	D6+D10+7		3D6+4¥ •		3D6+4 «		3D6+5 √ •	
Were-bear (Greater)	4D6+7		4D6+4¥ •		4D6+4 «		4D6+5 √ •	
Were-tiger (Lesser)	3D6+6		D6+D10+6¥ •		3D6+9 √		- •	
Were-tiger (Greater)	4D6+6		4D6+6¥ •		4D6+9 √		_ •	_
Were-wolf (Lesser)	2D6+4		3D6+4¥ •			•	_ •	_
Were-wolf (Greater)	3D6+4		4D6+4¥ •			• —	_ •	_
Wolf	3D6+3		_•		_	• —	_•	_
		• H+2	3D6+1 § •		_	• _	_ •	_
Wolfman	300							
Wolfman Wraith		• Lx2+Hx2	3D6+4 § •		_	•	_ •	<u> </u>
		Lx2+Hx2		M+H+2		• — • —	_ • _ •	_

 $<sup>\</sup>int$  — Unique creature (i.e., only one exists).

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