

Savage Beasts

A Savage Worlds Creature Collection

by Butch Curry

Featuring art by Storn Cook and Cheyenne Wright

Dedicated to the Savages, for keeping me inspired;
to Shane Lacy Hensley, for coming up with the whole thing to begin with;
and to my son Dante, for not hitting the keyboard too often while Daddy was working.

Special thanks to Storn Cook, Cheyenne Wright, and Steve Long.
(Thank them for all the good art in this book, and blame me for the bad.)

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Acolyte

Acolytes are non-powered clerics, or cultists; they're the lowest level of a clerical or a religious organization, lacking the ability to manifest miracles. They're often led by a more powerful cleric.

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

Skills: Fighting d6, Guts d6, Knowledge: Religion d8, Notice d4, Shooting d4

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear:

Armor +2: In a fantasy setting, acolytes usually wear medium-weight armor, such as chain mail. In a more modern setting, they'll wear only their ceremonial robes

Weapons: Acolytes typically carry swords, clubs, or maces; these are Str+2 weapons. Some will carry crossbows (15/30/60, 2d6, takes 1 action to reload). Most will also carry a dagger, usually ceremonial but always functional (Str+1). Modern acolytes will carry low-quality firearms (10/20/30, 2d6-1).

Cultists

For a foaming-at-the-mouth cultist of Things Men Was Not Meant To Know, add the following:

Fervor: Cultists can whip themselves up into a religious fervor. This takes a Spirit roll and a normal action. Once in this frenzy, they get a +2 to all Fighting and Guts rolls, and a -2 to any Smarts, Shooting, or Notice rolls. This fervor lasts until the combat ends.

Aliens

Where are these creatures from? Another planet? Another time? Another dimension? Who can say?

Damned Children [WC]

These are human children who have been genetically manipulated by the Grays either

pre-conception or *in utero*. From birth there's no question that they're somehow... different. The Damned often serve as advance scouts for the alien invaders. They're all born with blonde hair and blue eyes.

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

Skills: Fighting d4, Intimidation d10, Knowledge (Alien science) d12, Notice d8, Persuasion d8, Repair d8, Stealth d10

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

Hindrances: Small

Edges: Level Headed

Special Abilities:

Fear: When using their Mind Control power, the eyes of the Damned glow eerily; anyone seeing this happen must make a Guts check.

Know it All: Constant use of their Mind Reading power gives the Damned an almost encyclopedic knowledge of Earth lore. Treat all but the most rarified information as Common Knowledge for them.

Mind Control: The Damned can use the Puppet power at will, and get a +2 to their Spirit rolls when doing so.

Mind Link: The Damned are typically inserted onto Earth in packs of up to a dozen. These packs are in constant mental contact with each other, allowing them to share information instantaneously with each other: when one of them learns something, they all learn it. There is a drawback: if one of them becomes Shaken, the rest of them do, too. (This doesn't extend to Wounds, though!)

Mind Reading: By making an opposed Spirit roll against a target, the Damned can read their mind. With a normal success, they can scan surface thoughts; subsequent raises allow them to scan deeper.

Grays [WC]

These beings generally appear to be your archetypal aliens: gray skinned, tall and spindly, with huge black eyes and small slits for mouths, though they can take on other forms.

These particular aliens do *not* come in peace. They utilize a bizarre mixture of super-science and mysticism which to a large degree has baffled Earth scientists. More recently, they have completed development of the technology to distill pain and fear from Earth creatures as a source of techno-occult power. (Hence the rise in horrifying abductions and cattle mutilations.) At some point their supply of such power will reach critical mass; what happens then is up to you, but it certainly won't be anything good... The Grays find combat distasteful, and allow their servants to handle it for them.

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

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Occult Science) d12, Knowledge (Torture) d12, Notice d10, Shooting d6

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

Edges: Arcane Resistance, Level Headed

Gear:

Hypodermic: Str+1. These are foot-long and wickedly barbed. If the Gray hits with a raise, the extra damage inflicted is caused by blood and other fluids (and sometimes solids!) being extracted from the target. Damage from a hypo is incredibly painful; those Shaken by one are at a -2 to their Spirit roll to recover.

Implants: These are small bits of metal implanted into victim during their time with the Grays. They allow the aliens to track the victim anywhere on Earth; they also transmit fear, pain, and feelings of paranoia and isolation back to the Grays for distillation.

Probes: These aren't used for gathering information, but for inflicting pain. They allow the Grays to torture a victim for days (or longer) without doing any permanent damage to them.

Special Abilities:

Alien Intellect: Grays get +2 to any Smarts-based opposed rolls against normal humans; their thought patterns are unpredictable, at best.

Fear -2

Garmonbozia: Grays gain power and sustenance from the pain and suffering of others. When injected into themselves, it both removes any Wounds they have and boosts

their Agility and Strength to d10 for one hour. When injected into a human, they suffer incredible agony. They must make a Vigor roll at -2 immediately to avoid being Shaken. They must continue to make Vigor rolls every round for 3 +1d6 rounds or take a level of Fatigue and become Shaken again if they've recovered. If reduced to Incapacitated by Fatigue, any additional Fatigue levels become Wounds instead.

Immunity: Grays are immune to the mental powers of the Damned Children and Nordics.

Mind Wipe: Grays can wipe an individual's memories, up to 48 hours worth, with an opposed Smarts roll. The memories aren't really gone, though, just deeply suppressed. They still surface in the form of dreams and hallucinations, and can be recovered through extensive hypnotherapy.

Paralysis: Grays can induce paralysis in humans with their minds. Make an opposed Spirit roll; if the Gray wins, the target can't move for 3 rounds. Each Gray that acts in concert to hold the victim doubles the duration (6 rounds with 2 Grays, 12 rounds with 3, etc.); use the Cooperative Roll rules to have them assist. Engaging the paralysis counts as an action for the Grays, but maintaining it does not.



Men in Black

There is considerable speculation on who these agents really work for; is it the Grays? Are they part of a government black op? Someone else, someone we haven't seen yet? Or do they work for no one but themselves, serving an agenda we can't hope to understand? Men in Black are known to appear wherever a great deal of psychic/supernatural activity has occurred, or is about to occur. They look more or less normal, but their features are uneven, and their voices project down into deep subharmonics. Their behavior is erratic, at best.

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

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (Alien technology) d8, Notice d8, Persuasion d8

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

Edges: Arcane Resistance, Brawny, Level Headed

Gear:

Vehicle - Edsel: What's weirder than the MiB's driving Edsels? The fact that they look like they just drove off of the assembly line. A careful examination under the hood reveals that although the engine appears normal at first glance, it's put together completely wrong, and could never actually run... They're identical to Luxury Cars (*SW* pg. 52).

Guns: These are functionally identical to a Colt .45, and look approximately like one as well. Like their Edsels, if the inner workings are examined, there's no way these weapons should be able to actually fire.

Special Abilities:

Unshakable: MiB's ignore all Wound penalties and are never Shaken by attacks.

Nordic [WC]

Contrary to conspiracy theory, the Nordics are not a separate alien race (they're alternately described as being in league with, or opposed to, the Grays). Rather, they are Damned Children who have grown to full size... and full power. Despite this power, they remain the thralls of the Grays. Nordics are all statuesque (averaging

6'6"), with perfectly chiseled features, platinum blonde hair and pale blue eyes. With all their power, they're still more comfortable with others of their kind around, and are almost never encountered alone.

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

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (alien science) d12, Notice d12, Piloting d8, Repair d10, Shooting d8, Stealth d8

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

Edges: Level Headed, Combat Reflexes, Hard to Kill

Special Abilities:

Fear -1

Know it All: Having grown up constantly reading the minds of those around them, the Nordics have a vast array of knowledge to draw upon, allowing them to make a Common Knowledge roll for all but the most bizarre or trivial information.

Mind Control: Nordics can use the Puppet power at will, getting a +2 to their Spirit roll. They can use this power on up to three people at a time, though they can only activate it once a round. Unless all the targets are performing similar actions, the Nordic must make a Smarts roll each round to maintain control. If it fails, all the targets are freed.

Mind Reading: Nordics can scan the surface thoughts of anyone within their line of sight with a Spirit roll, getting a +2 to the roll. With a raise, they can read the targets recent memories, and with two raises they can read all their memories.

Telekinesis: Nordics can use the Telekinesis power at will, lifting 120 pounds normally, or 600 on a raise of their Spirit roll.

UFO's

The ships used by the Grays are not simply vehicles; they are living, sentient beings enslaved by the aliens and tortured into subservience. The Grays use their dark science to alter the appearances of their ships, so no two of them look exactly the same.

Acc/Top Speed: 100/1000+ (see below)

Climb: 100; **Toughness:** 16 (4)

Crew: 2+50; **Cost:** Alien only

Notes: Advanced Stealth Tech;

Heavy Armor;

Improved Stabilizer

Sensor Array: UFO's ignore all lighting penalties, and the pilot gets a +2 to Notice rolls to spot other aircraft.

FTL/Interdimensional Travel:

Depending on what you choose as the Grays place of origin, their vehicles will have either faster-than-light drives or will be capable of travelling between dimensions or through time. Regardless, the engine warps space/time, creating some unusual effects: 'lost time', disruption of Earthly electronics, etc.

Weapons:

Particle Beam: 150/300/600; Damage 5d10 (Heavy Weapon); ROF 1.

Tractor Beam: These allow the craft to manipulate items up to 12" away; it can lift, hold, and manipulate up to two tons.

Antelope

You can use this template for other, similar animals such as deer, elk, or (non-magical!) reindeer.

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

Skills: Fighting d4, Guts d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 6

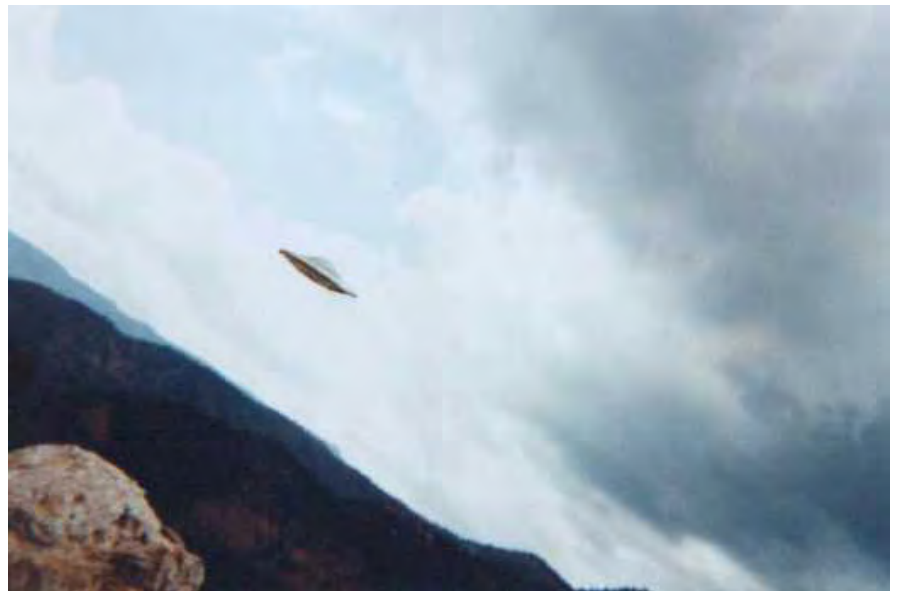
Special Abilities:

Fleet of Foot: Antelope have a Pace 12 and roll a d12 for Running.

Sharp Senses: They get a +1 to all Notice rolls.

Kick/Horns: Str+1

Size +1



Apes

Ape, Albino

This rare breed of gorilla lives in the deepest jungles, and are all but a myth to the outside world.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Notice d6

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

Edges: Berserk, Combat Reflexes

Special Abilities:

Brachiation: Albino apes can move through the treetops at a Pace of 6".

Claws/Bite: Str+1 damage.

Fleet-footed: Apes can move incredibly quickly when they drop down to all fours; they have a Pace 8 and roll a d8 for running.

Leaping: Albino apes can leap 4", +2" with a Strength roll.

Low-light Vision: They ignore Dim and Dark lighting penalties.

Size +2

Ape, Mutant [WC]

Whether it's Nazi scientists in a pulp setting or a deranged wizard in a fantasy world, someone always makes a super-intelligent ape! They typically serve as laboratory assistants for their creators, and are capable of speech.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d10, Knowledge: Science or Magic d8, Notice d6, Shooting d6

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

Gear:

Weapons: The apes' creator will typically arm them with a large, powerful weapon, such as a Greatsword (Str+4, Parry -1; due to their size, they can wield them one-handed) or large gun.

Special Abilities:

Berserk: Whenever a mutant ape is Shaken or Wounded, it must make a Spirit roll at -2 or give in to its more animalistic urges. In addition to the normal Berserk modifiers, its effective Smarts drops to d6 (A), and it cannot use its Knowledge or Shooting skills.

Fleet Footed: Normally, mutant apes would never stoop (literally!) to running on all fours, as they consider it beneath them. They will in a pinch, though, allowing them to roll a d8 for Running.

Leaping: Mutant apes can leap 4", +1"/raise on a Strength roll.

Level Headed: This Edge doesn't function when the ape is Berserk.

Punch: Str damage. These apes' claws are usually kept filed down, to make their lab work easier, and their fangs are removed to make speech easier for them.

Size +2

Bandit

Human brigands. They specialize in 'highway robbery', capturing poorly guarded merchant caravans.

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

Skills: Climbing d6, Fighting d6, Guts d6, Notice d4, Shooting d6

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

Gear:

Armor +1: Bandits wear poorly-tended armor; regardless of its type, it only adds a +1 to Toughness.

Weapons: Most bandits carry clubs or daggers, which do Str+1 damage, though some may have a bow (12/24/48, 2d6).

Special Abilities:

Cowardly: Bandits will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run.

Basilisk

Ten foot long, sinuous magical lizards, made famous for their ability to turn men to stone with their gaze.

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

Skills: Fighting d6, Guts d6, Notice d4, Stealth d4

Pace: 4; **Parry:** 5; **Toughness:** 9

Special Abilities:

Bite: Str+1

Slow: Basilisks have a Pace of 4 and only roll a d4 for Running.

Size +3

Stone Gaze: The basilisk can turn those who meet its gaze to stone. Anyone surprised by the basilisk meets its gaze automatically. Anyone engaged in melee combat with the basilisk meets its gaze automatically unless looking away; those who do choose to look away take a -4 to their Fighting rolls, while the basilisk gets a +2 to hit them. Using a mirror, you can cut this to a -2 to your Fighting roll, and give the basilisk a +1, though this precludes the use of a shield. Those who meet its gaze must immediately make a Vigor check or be turned to stone; they'll remain in this state until the basilisk chooses to release

them or until it is killed. Use of the Greater Healing spell will also return a stone character to normal, though it will not simultaneously heal any wounds they might have received prior to being petrified. This power only works against opponents within melee range, and it does not work in complete darkness.

Bats

Bat, Normal

A regular, cave-dwelling bat. They're not really dangerous, but can scare those they catch unaware (hence the Intimidation skill).

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

Skills: Fighting d4, Intimidation d4, Notice d8, Stealth d12

Pace: 1; **Parry:** 4; **Toughness:** 2

Special Abilities:

Fear +1: Bats can cause the weak-willed to freak out; take a +1 to your Guts check.

Flight: Bats can fly at a Pace of 12", with a 6" acceleration.

Nocturnal: In normal daylight, bats take a -4 to all rolls; reduce this to -2 on heavily overcast days.

Size -3

Small: Opponents take a -2 to any attack rolls against them.

Slow: Bats crawl at Pace 1, with no running.

Sonar: Bats can 'see' in complete darkness with a form of sonar; they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they're at a -4 to attack rolls.

Bat, Giant

These massive creatures (nearly as large as a full-grown man) are ravenous meat eaters, while the vampiric variety subsists solely on blood.

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

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

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

Bite: Str+1

Fear -1

Flight: Giant bats can fly at a Pace of 12", with a 6" acceleration.

Slow: On the ground, giant bats can only crawl about at a Pace of 2.

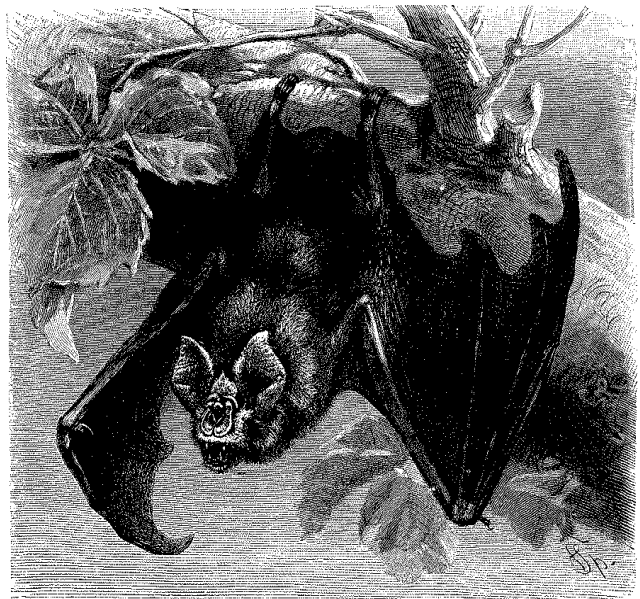
Sonar: Bats can 'see' in complete darkness with a form of active sonar; they ignore all lighting penalties. However, when attacking opponents standing still (i.e., those who take no action, such as movement or attacking, or who are on Hold), they're at a -4 to attack rolls.

Vampire Bats

For vampire bats, use the Giant Bat and add the following:

Paralyzing Bite: Characters who are Shaken by the bite of a vampire bat must make a Vigor roll or be unable to move for 2d6 rounds.

Infection: Some (1 in 10) vampire bats can pass on true vampirism with their bite. Anyone killed by one of these bats will become a vampire three days after death, unless appropriate precautions are taken.



Beetles, Giant

Here are three varieties of giant beetle: fire, oil, and tiger.

Fire Beetle

These 2 ½' long beetles are usually found underground. They have glowing glands above their eyes and on their back which allow them to see in the dark.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d4, Notice d6
Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

Armor +1: Tough carapace.

Bite: Str+2

Fluorescent Glands: The beetle halves all lighting penalties. These glands can be removed after the beetle is dead (make an Agility roll at -2 to do so); they give off light in a 2" radius for 1d6 days.

Oil Beetle

Oil beetles are 3' long, oily black in color, and can burrow underground.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d4, Notice d4, Shooting d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 7

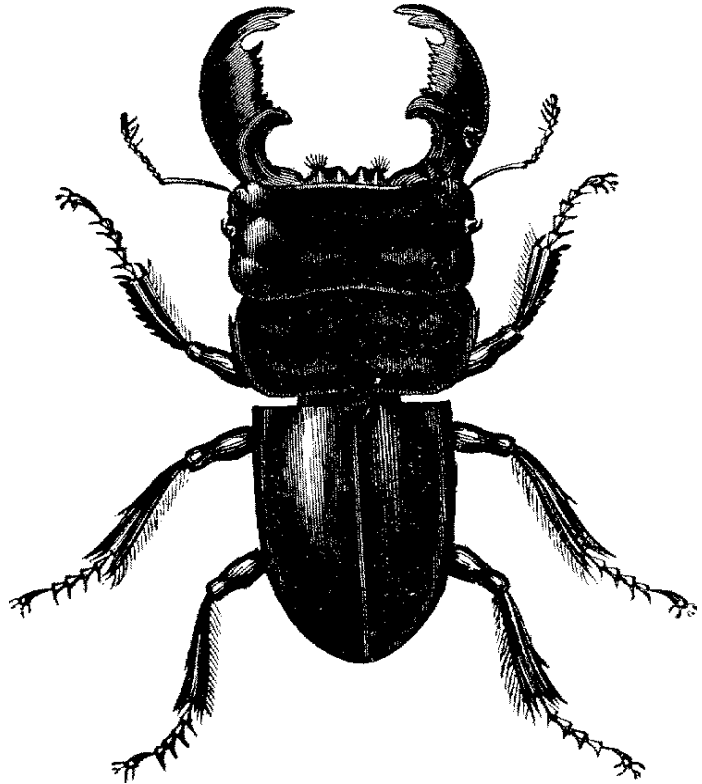
Special Abilities:

Armor +2: Tough carapace.

Bite: Str+2

Burrowing: An oil beetle can dig through loose earth and soil at Pace 6.

Oil: Oil beetles can squirt a stream of irritating, oily fluid (use Shooting) at an opponent within melee range. The oil raises painful blisters; the target must make a Vigor roll or take a level of Fatigue. The blisters go away after 24 hours. A called shot to the head will likely (4 in 6 chance) blind the target as well; the victim's sight returns in 1d4 days. Multiple squirts have no additional effect.



Tiger Beetle

The largest of the giant beetles, tigers are 4' long, with particularly large and fearsome mandibles. They live in grasslands, and are black and orange striped like a tiger.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

Armor +2: Tough carapace.

Bite: Str+3

Fleet Footed: Tiger beetles can scurry quickly; they have a Pace 8, and roll a d8 for running.

Tiger Stripes: When moving at ½ their Pace or less in grasslands, tiger beetles get a +2 to all Stealth rolls.

Berserker

Crazed barbarian warriors, berserkers are fearsome foes.

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Combat Reflexes

Gear:

Armor +1: Heavy furs and rough leather hide.

Weapons: Str+2. Axes, swords, and cudgels of primitive design (never ranged weapons).

Special Abilities:

Berserker Rage: Berserkers can force themselves into a fighting rage. By making a Spirit roll, they can drive themselves into a frenzy, giving them a +2 to Fighting, Guts, and damage rolls, and a -2 to all other rolls.

Brave: Berserkers get a +2 to their Guts checks and to oppose Intimidation rolls. In skirmish level encounters, Berserkers do not need to make morale rolls.

Scare Tactics: Before combat, a group of 10 or more berserkers can try to frighten their foes by chanting, beating on their shields, and the like. Treat this as an Intimidation roll at +2.



Blobs

Black Blob

An amorphous blob, roughly thirty feet in diameter. They're not massive creatures, but are spread out over a wide area.

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

Skills: Fighting d4, Notice d12, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 9

Special Abilities:

Acidic Touch: Blobs secrete a powerful acid that eats anything but stone. By making a Touch attack (+2 to Fighting), they inflict 2d8 damage. Any non-magical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-4 on d6, the item corrodes away to a smoking heap of goo.

Fearless: Immune to Fear and Intimidation.

Invulnerable: Weapons and most spells do no damage against a blob; they only cause it to split and reform (this happens whenever the blob is Shaken). They can only be harmed by fire; torches, for example, do 1d10 damage to them. Fire-based spells do full damage.

Large: Opponents get a +2 to all attack rolls against a blob, due to its size.

Ooze: Blobs are amorphous creatures. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison and disease. They have no facing to speak of, and those fighting them in groups are denied any Ganging Up bonuses. Blobs can squeeze themselves through openings as small as an inch across. They can't be blinded or deafened, and ignore all lighting penalties.

Slow: Blobs have a Pace 4 and cannot Run.

Size +4

Wall Walker: Blobs can move on walls and ceilings at their normal Pace.

Cavern Crawler

Crawlers hide in caves - the deeper and darker the better - waiting for something living to come within reach

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d12
Pace: 2 ; **Parry:** 5; **Toughness:** 6

Special Abilities:

Acidic Touch: Oozes attack by secreting a powerful acid which does 2d6 damage; this requires a touch attack to administer (+2 to Fighting rolls). Any nonmagical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-3 on d6, the item corrodes away to a smoking heap of goo.

Fearless: Cavern crawlers have no true intellect to speak of; they are thus immune to Fear, and cannot be Intimidated or Taunted.

Immunity: Crawlers take no damage from cold or fire based attacks.

Ooze: Cavern crawlers are large, amorphous blobs. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison and disease. They have no facing to speak of, and those fighting them in groups are denied any Ganging Up bonuses. Oozes can squeeze themselves through openings as small as an inch across. They can't be blinded or deafened, either; they 'see' by feeling vibrations and changes in air density, across their entire surface (making it exceptionally difficult to sneak up on them), and thus ignore all lighting penalties.

Size +1

Slow: Crawlers have a Pace 2, and can't run.

Wall Walker: They can move up walls and across ceilings without difficulty.

Giant Blob [WC]

These are the giant, town-eating movie blobs you'd expect a young Steve McQueen to be running from in a movie theatre.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+12, Vigor d12
Skills: Fighting d6, Notice d12, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 17

Special Abilities:

Acidic Touch: The giant blobs acid eats through organic materials (2d10 damage on a Touch attack). Stone and metal can't be dissolved. Normal clothing offers no protection, as the acid seeps through almost instantly, but HAZMAT-style uniforms will stop it.

Crush: Str damage, plus Size bonus and acid. This is treated as a Heavy Weapon.

Fear -4

Fearless: The blob is immune to Fear, Intimidation, and Taunts.

Gargantuan: Can only be hurt by Heavy Weapons; adds Size bonus to crushing attacks, minus Size bonus of target; ignore armor of vehicles when crushing.

Ooze: +2 to recover from Shaken; no damage from called shots; immune to poison and disease; no Ganging Up bonuses apply; squeeze through openings as small as an inch across; can't be blinded or deafened; ignore all lighting penalties.

Pseudopods: Str damage, plus acid; 8" reach.

Size +9

Slow: Blobs move at Pace 4 and can't run.

Boar

Massive, feral pigs, with razor-sharp tusks; they're notoriously short-tempered.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Guts d10, Notice d6, Stealth d6

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

Special Abilities:

Armor +2: Tough, thick hide.

Charge: A boar can attack at the end of a run with no multi-action penalty, and gets a +2 to damage when doing so.

Tusks: Str+1

Bugbear

Bugbears are cousins to goblins, but larger, more powerful, and less clever. Despite their size, they're quite stealthy, and prefer to wait until they can get the Drop on an opponent to attack.

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

Skills: Fighting d8, Guts d6, Notice d6, Shooting d4, Stealth d10, Throwing d8

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

Gear:

Weapons: Bugbears use a variety of simple hand to hand weapons (Str+2), but usually prefer to open a combat with thrown spears or axes (3/6/12, Str+2).

Armor +1: Bugbears wrap themselves in stinking hide and leather.

Special Abilities:

Low-light Vision: Bugbears halve the penalties for poor lighting.

Size +1: Bugbears are slightly larger than the average human.

Camel

These beasts of burden are a must for any desert-based adventure.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities:

Fleet Footed: Camels have a pace of 10 and roll a d8 for running.

Kick/Bite: Str damage

Size +3

Ships of the Desert: So long as they drink their fill of water before beginning a trip, they make their Vigor rolls to survive the heat every 12 hours rather than every 4 and get a +2 to these rolls regardless of their physical activity. These benefits last for 5 +1d4 days, at which point the camel must fill up on water again.

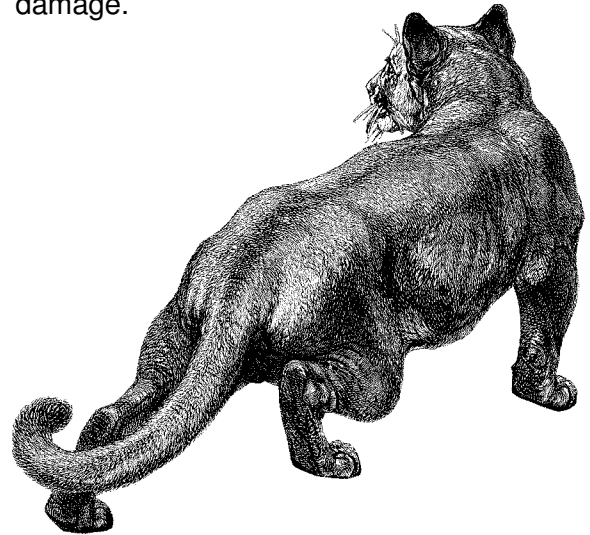
Cat, Great

For the great cats, use the Lion in the SW rulebook, pg. 132, with the following changes:

Panther: Panthers roll a d10 for running.

Tiger: Tigers have a Stealth d8, with a +2 when hiding in high grass.

Sabretooth Tiger: Sabretooths are Size +3 (Toughness 9), and their huge fangs do Str+3 damage.



Cave Locust

These are stone grey, 3' long, subterranean grasshoppers. They tend to move in swarms, and avoid trouble unless threatened.

Attributes: Agility d10, Smarts d4 (A), Spirit d4, Strength d4, Vigor d8

Skills: Climbing d8, Fighting d6, Guts d4, Notice d4, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

Armor +1: Thick carapace.

Leaping: Cave locusts can leap up to 9" in a straight line in place of their normal move (this doesn't count as Running).

Camouflage: If a cave locust doesn't move or attack in a round, its natural coloration allows it to hide; it gets a +2 to its Stealth roll to remain unnoticed.

Mandibles: Str damage.

Low Light Vision: Cave locusts cut all lighting penalties in half (round down).

Centaur

The half-man, half-horse warriors of Greek myth.

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

Skills: Fighting d8, Guts d6, Notice d6, Shooting d6, Throwing d6, Tracking d6

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

Gear:

Weapons: Centaurs typically arm themselves with clubs (Str+1), spears (Str+2, range 3/6/12), or bows (2d6, range 12/24/48).

Special Abilities:

Kick/Punch: Str.

Fleet Footed: Centaurs have a Pace 8 and roll a d10 for running.

Multiattack: They can attack with both their kick and a melee weapon in a single round with no penalty.

Size +2

Centipede, Giant

These foot-long centipedes may not seem dangerous, but their bite carries a deadly poison.

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

Skills: Fighting d6, Guts d4, Notice d6

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

Special Abilities:

Bite: Str damage.

Poison: If the centipede does manage to bite a foe successfully (getting at least a Shaken result) they must make a Vigor roll. Failure means they become violently ill for 10 days, taking a point of Fatigue. While sick, their Pace is reduced by half, and they cannot run. Bedrest and plenty of fluids will reduce the time of illness to 5 days.

Size -2

Small: Opponents take a -2 to their attack rolls against them, and they get a +2 to their rolls against normal-sized foes.

Wall Walker: Centipedes can crawl up most surfaces without making a Climbing roll.

Chimera [WC]

A terrible creature with the forebody of a lion, hindquarters of a goat, and the wings of a dragon, with a head from each creature.

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

Skills: Fighting d8, Guts d8, Notice d10

Pace: 6 ; **Parry:** 6; **Toughness:** 13

Special Abilities:

Armor +2: Thick, tough hide.

Bite/Horns/Claws: Str+1

Fear: Chimera's are fearsome creatures to behold, and force a Guts check when initiating combat.

Fire Breathing: By spending a benny, a chimera's dragon head can belch forth fire, using the Cone Template. Anyone in the area must make an Agility roll at -2 or take 2d8 damage, and must check to see if they catch fire (SW pg. 97). A chimera can't bite with its dragon head and breathe fire in the same round.

Improved Sweep: Chimera's can attack any adjacent opponents, with a combination of biting, ramming with its goat head, and claws, at no penalty.

Flight: Chimera's are capable of winged flight, at a pace of 10", with a 2" acceleration (their massive bodies make it difficult for them to become initially airborne).

Large: Chimeras are 40' long, with massive, powerful bodies. Normal size opponents get a +2 when attacking them.

Size +5

Three Headed: The chimera's three heads afford it the following bonuses; it gets a +2 to all Notice rolls, a +2 to recover from Shaken, and called shots to the head do no additional damage. However, a called shot to the head which results in at least 1 wound will kill that head, though the creature suffers no particular ill effects from this. Destroying all three heads kills the creature.

Cockatrice

Bizarre magical rooster/serpents, capable of petrifying those they touch.

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

Skills: Fighting d6, Guts d6, Notice d6

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

Special Abilities:

Beak: Str+1.

Flight: Cockatrices can fly at a Pace 10, with a 5 acceleration.

Petrification: Any living creature hit by a cockatrice in combat (either by beak with a normal Fighting roll, or with a Touch attack at +2 to hit) must immediately make a Vigor roll or be turned to stone. They'll remain stone until the cockatrice is killed or a Greater Healing spell is cast upon them (though this spell will not simultaneously heal any damage they might have taken prior to being turned to stone).

Size -1: They're long, but not massive creatures, roughly equivalent to a large dog.



Corrosive Slime

This creature looks like... well, like slime! It's acidic touch eats away inanimate objects, and turns any flesh it contacts into more slime. The slime itself isn't really a living opponent, so it should be treated more as an environmental hazard rather than a monster.

Contact with the slime will immediately begin to dissolve any metal or wood it contacts; if it's not burned or frozen off within 3 rounds, the items will be rendered useless, and will be completely dissolved in 6 rounds. Any cold or fire based magic will destroy it utterly, or flames equivalent to a normal torch (though these will damage the victim as well, of course!). If the slime isn't removed from living flesh in 3 rounds, the target must begin making Vigor saves each round or take 2d6 damage as they're turned into slime themselves.

Crab, Giant

These are 10' wide crabs, voracious animals which attack, kill, and eat anything that moves.

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

Skills: Fighting d6, Notice d4

Pace: 4 ; **Parry:** 5; **Toughness:** 14

Special Abilities:

Aquatic: Giant crabs can breathe underwater, but they're not swimmers. They move underwater by walking at their normal Pace.

Armor +3: Tough carapace.

Claws: Str+2

Fearless: Crabs are essentially mindless creatures; as such, they're immune to Fear, Intimidation, and Taunts.

Large: Crabs are big creatures; opponents get a +2 to their attack rolls against them.

Size +5

Slow: They have a Pace 4 and roll a d4 for running.

Crawling Eye [WC]

The Crawling Eye is a massive eyeball which crawls around on a bed of maggot-white tentacles. These horrifying creatures typically live underground, making their home in caverns or sewers.

Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d12

Pace: 6; **Parry:** 6; **Toughness:** 11

Special Abilities:

Fear -2: The Eye incurs a Guts check in anyone who sees it. The first time it's struck for at least a Shaken result in melee combat, the attacker is splashed with a gout of yellowish, bitter *vitreous humor*, and must immediately make a Guts check at -4.

Large: Opponents get a +2 to attack rolls when fighting the Eye.

Multiattack: The Eye can attack any number of adjacent opponents with no penalty.

Size +5

Vision: The Eye ignores all lighting penalties, including those from the Obscure spell, and can see in complete darkness. It suffers a -2 to any rolls to attempt to blind it with bright light, however.

Wall Walker: The Eye can crawl up walls at Pace 2, and hang from ceilings with a Climbing roll.

Crawling Hand

A disembodied human - or humanoid - hand, given life by demonic possession, dark arts, or weird science.

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

Skills: Climbing d10, Fighting d8

Pace: 8; **Parry:** 7; **Toughness:** 4

Edges: Quick

Special Abilities:

Choke: A hand's only real attack; it throws itself at the target and tries to latch onto their throat (requires a raise on a Fighting roll). With a success, the target begins taking Fatigue and Wounds as though drowning (*SW* page 95); a successful opposed Strength roll can pull the hand off.

Jumping: Hands can leap 3", +1" with a Strength roll.

Size -2

Small: Opponents take a -2 to their attack rolls when fighting a crawling hand.

Cyclops

These one-eyed giants stand 20' tall, and are known for their stupidity.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d4, Throwing d6

Pace: 6 ; **Parry:** 6; **Toughness:** 12

Gear:

Club: Str+2

Thrown Rocks: Str+1, range 3/6/12

Special Abilities:

Large: A Cyclops is a massive creature; normal sized foes get a +2 to attack rolls against them.

One Eye: They take a -2 to any Notice roll dependent on vision.

Size +5

Demons & Devils

Demons and devils are extradimensional beings whose sole purpose is the corruption and destruction of human souls. Demons are wild, chaotic, unpredictable, and dedicated to the spreading of pain and suffering. Devils are cool, calculating, manipulative, and are more inclined to trick humans into corrupting themselves or each other.

The Damned

These are the tortured souls of Hell. When the need arises, their masters can force them to do battle for them, or simply pit them against one another for their own amusement.

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

Skills: Fighting d6

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

Special Abilities:

Bite/Claw: Str damage.

Nigh-Unkillable: The Damned are already dead. They take damage normally, but when 'killed' anywhere but Hell they simply collapse and decompose almost instantly, reforming in Hell. The only way to dispose of them permanently is within the boundaries of Hell itself, and then only with a blessed weapon or faith-based magics.

Hellhound

Appearing as massive coal-black mastiffs with eyes like burning embers, hellhounds are usually found in the company of the foulest servants of the Pit.

Attributes: Agility d6, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d8, Stealth d6, Tracking d8

Pace: 8 ; **Parry:** 6; **Toughness:** 9

Special Abilities:

Armor +1: Thick skin.

Bite: Str+3

Darkvision: Hellhounds can see in complete darkness and through the thickest smoke or fog; all lighting penalties are cut in half.

Fleet-footed: Hellhounds have a Pace of 8 and roll a d8 for running.

Hellbreath: Instead of making a bite attack, a hellhound can spit forth a gout of flame. Place a Small Burst Template directly in front of the hound; everyone in the template takes 2d8 damage, and must check to see if they catch fire (SW page 97).

Size +1

Weakness - Unholy: Hellhounds cannot enter onto sanctified ground, and take an extra 1d6 damage from holy/blessed weapons.

Masters of the Pit (WC)

These creatures are the torture masters of Hell, and are feared by the Damned even above the Princes.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12+2, Notice d8

Pace: 6; **Parry:** 8; **Toughness:** 13

Hindrances: Bloodthirsty

Edges: Frenzy

Gear:

Whip: Str+1, +2" reach. Anyone left Shaken by a Pit Master's whip takes a -2 to their Spirit roll to recover due to the pain it inflicts.

At will, the Pit Master can cause the whip to burst into flame; it then does Str+1d6 damage.

Special Abilities:

Armor +3: Heavy chains and gore-spattered black leather.

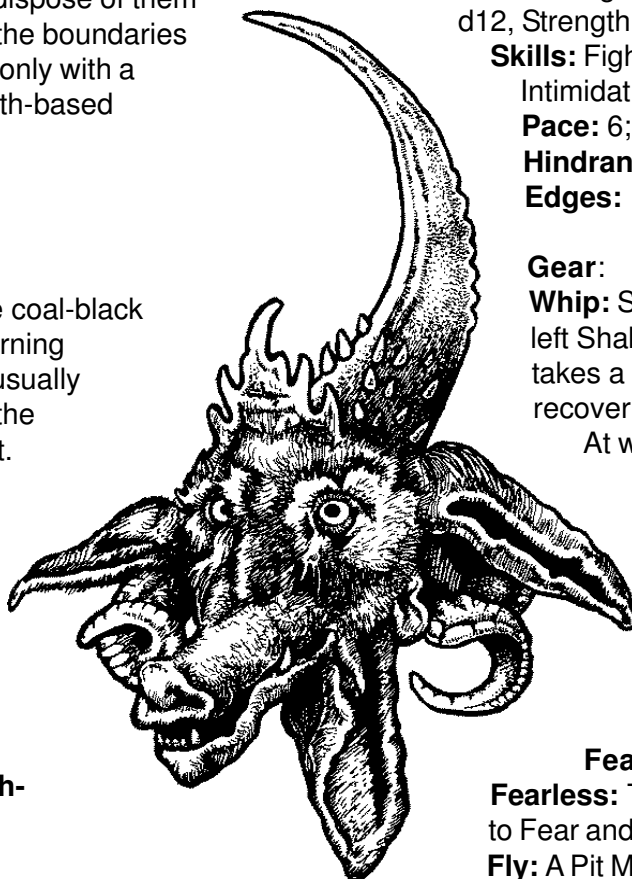
Fear

Fearless: The Masters are immune to Fear and Intimidation.

Fly: A Pit Master's massive, batlike wings allow it to fly at Pace 10, with an acceleration of 2.

Size +2

Weakness - Unholy: The Masters cannot set foot onto sanctified ground, and take an additional 1d6 damage from holy/blessed weapons.



Succubus / Incubus [WC]

These are devils who attack human souls through raw sexuality. Contrary to popular belief, succubi and incubi are not separate creatures. They are in and of themselves sexless, but are capable of changing their physiology to suit the desires of those they are attempting to seduce.

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

Skills: Fighting d4, Guts d6, Notice d8, Persuasion d12, Shooting d6, Stealth d8

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

Special Abilities:

Horrible Beauty: Typically, succubi get a +2 to their Persuasion rolls, but see 'Change Appearance' for more. Their natural form is equally beautiful and horrific (they retain the benefit of Attractive, but also have a Fear effect, see below).

Fear: Anyone who sees a succubi in it's natural form must make a Fear check. Should they roll a 2 on the Fright Table, they do not have a heart attack; instead, they become equally overwhelmed with fear and desire, and must make a Spirit roll at -2 or become completely subservient to the succubus, though they will hate themselves for it.

Mind Reading: Succubi can scan the thoughts of others with a successful opposed Smarts roll. They can only use this power to gain insight into the targets wishes and desires.

Shapeshifting: Given the opportunity to Mind

Read their target, a succubi can alter it's appearance to make itself into someone's 'perfect specimen'. To that person they will be Very Attractive, getting a +4 to their Persuasion rolls.

Weakness – Unholy: As unholy creatures, succubi cannot step only holy ground. If they touch or are touched by a holy symbol, they revert to their natural form, and cannot change their appearance again for 24 hours. They take an extra 1d6 damage from holy/blessed weapons.

The Torture Lords [WC]

The Lords are the special agents of the Dark Prince himself, and appear to anyone who wants or needs their special services.

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

Skills: Fighting d8, Intimidation d12, Knowledge (torture) d12, Notice d8, Persuasion d12

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

Edges: Level Headed

Gear:

Armor +2: Spiked leather.

Knives: Str+2. These inflict incredibly painful wounds; those Shaken by them take a -2 to their Spirit roll to recover.

Special Abilities:

Fear -2

Fearless: The Lords are immune to Fear and Intimidation, except from the Dukes of Hell or the Prince himself.

Chains: The Lords can summon and control hooked chains, seemingly from nowhere. Treat this as the Telekinesis power, summoned with a Spirit roll. They can be used to attack as well; use the Lords Spirit in place of Fighting, and the chains do d12+2 damage. The Lords can take no other actions and can only move at half Pace while controlling the chains.

Pleasure in Pain: The Lords do not suffer from Wound penalties; instead, they take the corresponding penalty number as a bonus to all their rolls instead (i.e., instead of a -1 penalty for one Wound, they get a +1 bonus).



Summoning: The Torture Lords can leave Hell more freely than other demons and devils. They can appear before anyone, anywhere, who believes badly enough that they deserve punishment a misdeed, whether real or imagined.

Weakness - Unholy: The Lords cannot set foot on sanctified ground unless summoned there; if summoned, they can remain in the presence of their summoner indefinitely, however. They take an extra 1d6 damage from holy/blessed weapons.

The Dukes of Hell [WC]

While the Prince of Darkness broods in the ebon towers of Dis, it is the Dukes of Hell who see to the successful operation of the pits.

Attributes: Agility d10, Smarts d12+2, Spirit d12+2, Strength d12+6, Vigor d12

Skills: All of them at d12

Pace: 6; **Parry:** 10; **Toughness:** 21

Edges: Imp. Arcane Resistance, Imp. Block, Imp. Frenzy, Harder to Kill, Imp. Level Headed, Imp. Nerves of Steel, Imp. Sweep, Command, Fervor, Hold the Line

Gear:

Armor +5: Magical heavy plate.

Weapons: The Dukes each have a favored weapon, doing Str+6 damage.

Special Abilities:

Armor +6: Unnatural toughness.

Fear -6: The Dukes are among the most horrifying creatures around!

Fearless: The Dukes are immune to Fear and Intimidation, except from the Prince.

Magic: The Dukes have 66 power points and can cast all known spells.

Shapeshifting: The Dukes can take on any humanoid form, from Size -1 to +2 at will. Their Attributes and Abilities remain the same no matter what form they take.

Size +2: In their natural form, the Dukes are massive, towering over the other denizens of Hell.

Summon the Damned: By making a Spirit roll at -2, a Duke can summon 3d6 of the Damned to do his bidding. They appear at the end of the round and can act on the next round.

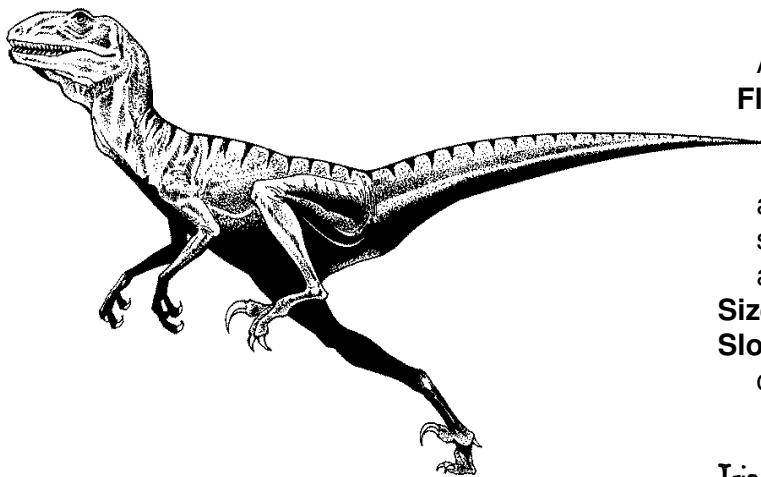
Weakness - Unholy: The Dukes are powerful to enter sanctified ground at will, though they do find it uncomfortable; they take a -4 to their Toughness and a -2 to all their rolls. Holy/blessed weapons do an extra 1d6 damage.



Dinosaurs

Deinonychus (Velociraptor)

These dinosaurs are among the most perfect land predators ever to walk the earth. They combine impressive intelligence with incredible speed, pack tactics, and an array of natural weaponry. (The *Jurassic* raptors are actually closer in appearance to deinonychus, a cousin of the sleeker velociraptor.)



Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d12+1, Vigor d10
Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d8, Tracking d10
Pace: 10; **Parry:** 7; **Toughness:** 10
Edges: Quick

Special Abilities:

Armor +2: Tough scaly hide.

Bite: Str+1. If the raptor gets a raise on its Fighting roll, it leaps into the air and kicks the target with its massive hooked claws. It gets an additional free attack against the target at +2 to hit and damage.

Fast: Raptors have a Pace 10, and roll a d12 when running.

Fear

Leaping: Raptors can jump 6", +2" with a Strength roll.

Sharp Senses: Raptors have an acute sense of smell; they get a +2 to Notice and Tracking rolls.

Size +1

Pteranodon

These flying dinosaurs and their cousins, the pterodactyls, are right at home in any lost world setting.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d10
Pace: 4; **Parry:** 5; **Toughness:** 9

Special Abilities:

Armor +1: Scaly hide.

Bite/Claw: Str+2.

Flight: Pteranodons fly at Pace 12, with a 3

Acceleration.

Fly-By Attack: When the pteranodon is flying at fully speed, it can do a fly-by attack, getting a +2 to damage. If it gets a raise on its attack roll when flying-by against a human or smaller sized opponent, it snatches them up and carries them off, most likely to its nest.

Size +2

Slow: On the ground, they have Pace 4 and cannot run.

Triceratops

Trikes are among the most recognizable of dinosaurs, with their distinctive head-ridge and three horns. Normally docile plant-eaters, they are terrible foes if they - or their young - are threatened.

Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d12
Skills: Fighting d6, Guts d10, Intimidation d6, Notice d8

Pace: 6; **Parry:** 5; **Toughness:** 16

Special Abilities:

Armor +3: Tough hide. Attacks to the trike's head and neck double this armor value (a total Toughness of 19) due to its bony ridge.

Charge: If the trike moves 6" in a straight line before attacking, it gets a +2 to hit and damage.

Gore: Str+3.

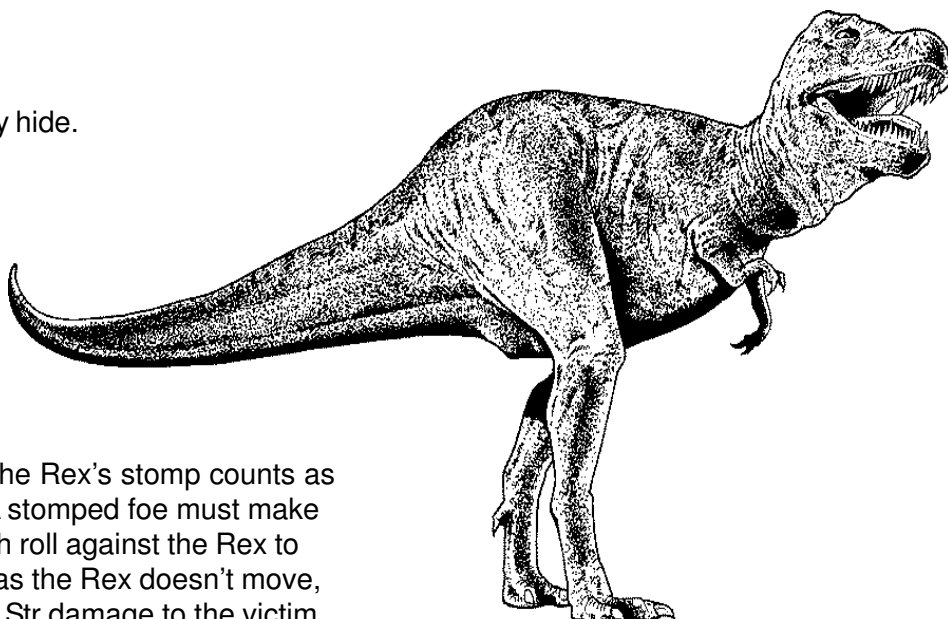
Large: Opponents get a +2 to all attack rolls when fighting a trike.

Size +5

Tyrannosaurus Rex [WC]

Modern science believes that T-Rex was little more than a massive, lumbering jackal, but that's no fun at all. Here's Rex as we know and love him; hail to the King, baby!

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+7, Vigor d10
Skills: Fighting d8, Intimidation d12, Notice d6, Tracking d6
Pace: 8 ; **Parry:** 6; **Toughness:** 17
Edges: Improved Nerves of Steel

Special Abilities:**Armor +3:** Tough, scaly hide.**Bite:** Str+3.**Fear -4****Fearless:** The Rex is immune to Fear and Intimidation.**Huge:** Opponents get a +4 to hit the Rex.**Size +7****Stomp:** Str damage. The Rex's stomp counts as a Heavy Weapon. A stomped foe must make an opposed Strength roll against the Rex to break free. As long as the Rex doesn't move, it will continue to do Str damage to the victim each round (though typically it will bite them to death once it has them trapped), and gets a +4 to hit and damage to its bite attacks against them.**Swallow Whole:** With two raises on its bite attack, the Rex has swallowed the victim whole (Size +1 or smaller creatures only). Those swallowed take 3d6 damage against their base Toughness each round until dead or freed. A swallowed character can try to cut their way free with a dagger or knife by making an Agility roll at -2; roll damage against Toughness 8. If you can do at least one Wound, you've sliced a hole big enough to slip free; you're automatically Shaken once out. If the Rex is killed, you can be freed from the outside in a single round.**Special Abilities:****Armor +3:** Partially incorporeal at all times.**Flight:** Djinn's are creatures of the air; they fly at a speed of 15", with an acceleration of 8".**Gaseous Form:** The Djinn may convert its body into mist by making a Vigor roll.**Invisibility:** As the spell. The Djinn becomes invisible by making a Spirit roll at +2; it remains invisible for three rounds. If it takes any action other than movement (including Flight) while invisible, it must make another Spirit roll at -2 to maintain the effect. The djinn can't use its Whirlwind or Gaseous Form powers while invisible, nor can it turn invisible while either of these powers is already in effect.**Invulnerability:** Djinn are immune to all attacks save those from magic or magical/blessed weapons.**Punch:** Str damage.**Size +2:** Djinn are 7' to 8' tall.**Whirlwind:** The Djinn may transform himself into a raging whirlwind. It takes a full round for the djinn to get up to speed; if he's Wounded or Shaken during this time, he must start the process over again. Place a Large Burst Template centered on the djinn's location. Everything inside takes 2d6 damage, and Size +1 or less creatures are picked up and hurled about for the duration of the effect, taking an additional 2d6 damage for each round inside. The whirlwind moves at Pace 10, and the djinn can remain in this form for 3 rounds. At that time, the djinn reappears, and must make a Vigor roll or be Shaken.

Djinni [WC]

Ancient, powerful spirits from a desert dimension, djinn are sometimes captured and forced into servitude by particularly powerful sorcerers. Lesser djinn are used as guardians and assassins by those who summon them, as they lack the power of wish fulfillment their more powerful cousins, the True Djinn, possess.

Attributes: Agility d10, Smarts d10, Spirit d12+4, Strength d12+1, Vigor d10**Skills:** Fighting d10, Guts d12, Notice d8**Pace:** 6 ; **Parry:** 7; **Toughness:** 10

Doppelganger

In their natural state, these creatures are gray skinned and unnaturally thin. They can alter their appearance to look like anyone they've ever seen; they'll often kill a party member, take their place, and attack from within when the group is at its most vulnerable.

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

Skills: Fighting d6, Guts d4, Investigation d8, Notice d8, Persuasion d10, Shooting d6, Stealth d10, Throwing d6

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

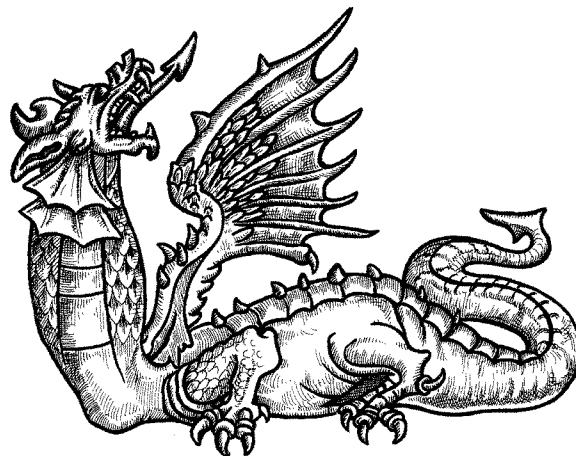
Gear:

Armor/Weapons: The doppelganger will use whatever gear the person it's duplicating uses. Otherwise it'll be armed with a dagger (Str+1).

Special Abilities:

Shapeshifting: The doppelganger can duplicate a target from Size -1 to +1 with a Smarts roll. With a normal success, the copy is extremely close, though it can be detected with a Notice roll at -2. On a raise, the duplication is perfect, down to moles, birthmarks, etc. A doppelganger's power is considered to be protected by a Conceal Arcana spell at all times; if someone tries to detect it, they should make an opposed roll against the doppelganger's Smarts.

Mind Eaters: A handful of doppelgangers, legendary even among their own kind, are known as Mind Eaters. They can not only copy the appearance of a target but, by consuming their brain and making a Smarts roll, their memories and skills as well. These memories only last a short time (24 hours with a normal success, 48 with a raise); long enough for them to do considerable damage.



Dragons

The dragon presented in Savage Worlds is a force to be reckoned with, representing the standard fantasy dragon. These are a few alternate versions and regional variations.

Ice Dragon (WC)

The smallest of dragons, these live in cold regions such as frozen mountaintops, glaciers, and arctic areas. They're the most primal of the dragon breeds, as befitting the harsh environment they call home. They're equally covered with shaggy white fur and icy blue scales.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10

Pace: 8 ; **Parry:** 6; **Toughness:** 14

Edges: Improved Frenzy

Special Abilities:

Armor +2: Thick, scaly hide and heavy fur.

Breath of Ice: Ice dragons breathe a cone of icy vapor. Use the Cone Template; those within the area of effect must make an Agility roll or take 2d6 damage. It cannot use its breath attack and its claw/bite attacks in the same round.

Claws/Bite: Str+1.

Fear

Flight: Ice dragons can fly at Pace 12, with an acceleration of 4.

Immunity: Ice dragons are immune to cold-based attacks, and can survive indefinitely in cold weather.

Large: Opponents get a +2 to all attack rolls.

Size +5

Swamp Dragon [WC]

These dragons live in swamps and marshlands. They typically submerge themselves in the swamp, with only their eyes and nostrils exposed (appearing much like an alligator) and wait for prey to pass by, attacking by surprise. They're coloration is typically a mixture of black, brown, and mossy green.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d10, Stealth d10

Pace: 8 ; **Parry:** 6; **Toughness:** 15

Edges: Quick, Improved Frenzy

Special Abilities:

Acid Spittle: Swamp dragons can spit a blast of acid with horrific results. The glob can be fired up to 12" away; use the Small Burst Template where it strikes. Anyone in the template must make an Agility roll at -2 or take 2d6 damage each round for three rounds. Any armor or clothing they're wearing will be destroyed; any other items have a 50-50 chance of being ruined (roll d6; on a 1-3 it's been corroded). Characters hit with the acid can neutralize it by immersing themselves in water or applying a base chemical, such as lye. The dragon can't make any claw/bite attacks in the same round it uses its spittle attack.

Armor +3: Thick, scaly hide.

Claws/Bite: Str+1

Fear

Flight: Swamp dragons can fly at Pace 15, with an acceleration of 6.

Immunity: Swamp dragons are immune to acid-based attacks, and to all toxins and poisons.

Large: Opponents get a +2 to all attack rolls.

Semi-Aquatic: Swamp dragons can swim at a Pace of 18", and can hold their breath underwater for up to an hour.

Size +5: Swamp dragons are long, sinuous creatures, well built for gliding through the water.

Forest Dragon [WC]

These dragons live in jungles and forests. They're consummate hunters and skilled trackers, and never use their gas attack on any target they intend to eat, as it spoils the taste. They usually make their lairs near salt licks; they eat copious amounts of salt (a process in their stomach breaks the salt down into sodium, which they digest, and chlorine gas, which they expel as their breath weapon). Their coloration varies throughout the year: bright green in spring, darkening through summer, gold and red in fall, and brown/grey in winter. Some even have a mane of leaves which grows and changes with the seasons as well.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d10

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

Pace: 8 ; **Parry:** 6; **Toughness:** 16

Edges: Level Headed, Improved Frenzy

Special Abilities:

Armor +3: Thick, scaly hide.

Claws/Bite: Str+2

Fear -1

Chlorine Gas Breath: Place a Medium Burst Template adjacent to the dragon; everyone inside the template must make a Vigor roll at -2 or take 2d8 damage. With a raise on damage, the target is blinded for 1d4 rounds. The dragon can't make any claw/bite attacks the same round that it uses its breath weapon.

Flight: Green dragons can fly at Pace 18, with an acceleration of 6.

Immunity: Forest dragons are immune to all natural poisons, save those that target dragons specifically.

Scent: +2 to all their Notice and Tracking rolls.

Large: Opponents get a +2 to all attack rolls.

Size +6

Sky Dragon [WC]

Sky dragons live in deserts and plains, though they spend more time in the air than in their lairs (hence their mottled blue and white coloration; it makes them harder to see while flying). They're the fastest flyers amongst dragonkind.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d10

Pace: 8 ; **Parry:** 6; **Toughness:** 18

Edges: Level Headed, Improved Frenzy

Special Abilities:

Armor +3: Thick, scaly hide.

Claws/Bite: Str+3

Fear -1

Lighting Breath: Use the Cone Template; anyone inside makes an Agility roll at -2 or takes 2d8 damage. The dragon can't use its claw/bite attacks in the same round it uses its breath weapon.

Flight: Sky dragons can fly at Pace 30, with an acceleration of 10.

Storm Sight: Sky dragons ignore lighting penalties caused by inclement weather, such as fog or rain.

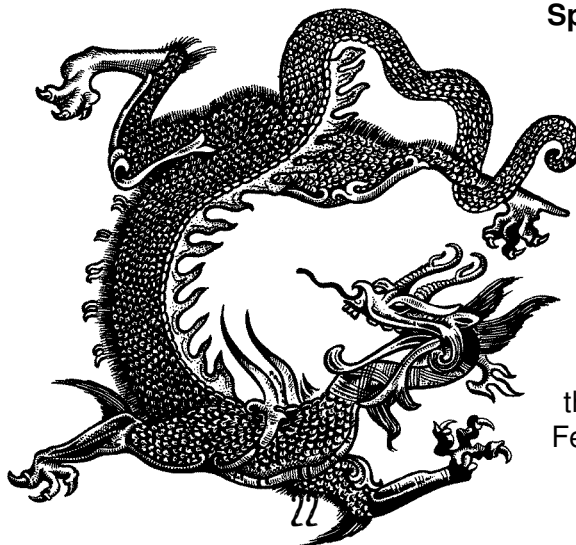
Large: Opponents get a +2 to all attack rolls.

Size +7

Immunity: Sky dragons are immune to lightning and electric-based attacks.

Elder Dragon [WC]

Elder dragons are the most powerful and rare of their kind, and unlike other dragons they are peaceful and work to aid in the war against evil. They rarely appear in their natural form, using their magic to pass as commoners, but when they do, they appear as great, sinuous Oriental dragons covered in scintillating gold and silver scales, with a mane of silver fire surrounding their heads.



Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+10, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12, Spellcasting d12

Pace: 8 ; **Parry:** 7; **Toughness:** 21

Edges: Level Headed, Improved Frenzy

Special Abilities:

Armor +4: Tough, scaly hide.

Claws/Bite: Str+3

Aura of Majesty: Elder dragons are incredibly fearsome to creatures of evil intent (Fear -4), and inspirational to those who are true of heart (they get a +4 to all Spirit rolls).

Fiery Breath: Use the Cone Template. All those within the template must make an Agility check at -2 or take 3d8 damage. Those who fail must also check to see if they catch fire (SW rulebook, pg. 97). The dragon can't use its claw or bite attacks in the same round that it breathes fire.

Flight: Elder dragons fly at Pace 24, with an acceleration of 6.

Huge: Opponents get a +4 to attack rolls.

Size +9

Tail Lash: The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and does Str-2 damage.

Shapeshifting: Elder dragons can change their appearance to look like a humanoid, from Size -1 to +1, or any normal (non-magical, average sized) animal with a Smarts roll. They're not skilled as mimics, so if they attempt to duplicate an existing person, you get a +2 to Notice. Regardless of the form it takes, the dragon retains its Attributes, Pace, and Toughness.

Spellcasting: Elder dragons have 30 power points and the following spells, though feel free to change them as you see fit: Barrier, Blast, Bolt, Detect/Conceal Arcana, Dispel, Invisibility, and Stun. (They'll never take Armor, relying on their natural toughness to protect them, and will rarely take Fear.)

Dryad

A female spirit of the trees. They are tied to a tree at birth, and die if the tree dies. They're generally peaceful and reclusive.

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

Skills: Climbing d6, Fighting d4, Guts d6, Notice d8, Stealth d10

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

Edges: Very Attractive

Special Abilities:

One With the Forest: Dryads get a +2 to their Notice and Stealth rolls.

Charm: Few men can resist the charms of a dryad. This is the equivalent of the Puppet power; the dryad and target make opposed Spirit rolls. If the dryad wins, the target is under her control. When facing numerous opponents, she'll use the target to occupy them until she can escape; if facing a single foe, she'll take them back to her tree and Merge them (see below). A Charmed target remains under control for one hour.

Merging: A dryad can physically merge with her tree by making a Spirit roll. While inside the tree, she can't be harmed unless the tree is harmed. If she's taken more than 40" away from her tree, however, she must make a Vigor roll each round or die. A dryad can also force a Charmed opponent to merge with her tree; the target can make a Spirit roll to resist, but failing that, they will be dragged into the tree. Merged victims will live as long as the tree does, and can be freed by the dryad or with a Dispel effect.

Efreeti [WC]

Eternal foes of the djinn, the efreeti are elemental spirits of fire. They can be summoned to serve as powerful bodyguards and assassins, though they will make every attempt to twist and subvert the commands of their master.

Attributes: Agility d10, Smarts d8, Spirit d12+3, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8

Pace: 6 ; **Parry:** 7; **Toughness:** 16

Special Abilities:

Invulnerability: Efreeti are immune to all attacks save those from magic or magical/blessed weapons.

Armor +5: Body of semisolid flame and smoke.

Size +3

Punch: Strength damage.

Flight: Efreeti can fly at a 15" Pace, with a 5" acceleration.

Pillar of Fire: As a normal action, an efreeti can transform itself into a pillar of flame. Place a Small Burst Template; anything touching the template takes 2d10 damage and must check to see if it catches fire. The efreeti can maintain this form for 3 rounds; after it changes back, it cannot assume this form again for ten minutes.

Wall of Fire: Three times a day, as a normal action, an efreeti can summon up a wall of fire as per the Barrier spell. The wall is 10" in length and lasts for 3 rounds.



Elementals

Air Elemental

These elementals appear as a whirlwind roughly 10' high; occasionally, a screaming face can be seen within the swirling mass.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12+1, Vigor d8

Skills: Fighting d8, Notice d4

Pace: 20; **Parry:** 6; **Toughness:** 12

Edges: Level Headed

Special Abilities:

Damage Resistance: They get +3 to Toughness (this does not count as Armor, so AP attacks won't counter it), as well as the following: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Dust Cloud: Air elementals can kick up dust and small debris around them, making it almost impossible to see. Place a Large Burst Template centered on the elemental; this area has Dark lighting. The cloud lasts 3 rounds.

Flying: They fly at Pace 20 and can instantly accelerate to this speed; this is their normal mode of movement, and they cannot run.

Fearless: Immune to Fear and Intimidation.

Immunity: Air elementals are immune to attacks based on air, wind, lightning, and electricity.

Size +3

Strike: Str damage.

Vulnerability: They are vulnerable to attacks from stone or crystalline weapons and ammo. Stone melee weapons do double damage; ranged weapons do full damage. Spells with a stone special effect (such as a Burst defined as a hail of stones) do double damage. Air elementals can't be summoned underground, and will never enter a cave or stone structure voluntarily.

Whirlwind: The elemental makes a Vigor roll at -2; on a success, place a Medium Burst Template centered on the elemental, or a Large Template with a raise. Everyone within must make an Agility roll or take 1d10 damage, and they're ejected 1d4" from the Template in a random direction. The elemental

can't move or take any other actions in the same round it creates a whirlwind.

Earth Elemental

Earth elementals appear as crude, 12' tall humanoid figures composed of earth, mud, or stone.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+10, Vigor d12

Skills: Fighting d8, Notice d4

Pace: 4 ; **Parry:** 6; **Toughness:** 17

Edges: Level Headed

Special Abilities:

Burrowing: They can burrow at Pace 15.

Damage Resistance: They get +4 to Toughness (this doesn't count as Armor, so AP attacks don't help against it), as well as the following abilities: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Fearless: Immune to Fear and Intimidation.

Immunity: Earth elementals are immune to attacks based on earth or stone, as well as petrification attacks by creatures such as basilisks or medusae.

Large: Opponents get +2 to all attack rolls.

Punch: Str damage.

Size +5

Slow: Earth elementals move at Pace 4 and roll a d4 for Running. They can never make more than one attack a round.

Vulnerability: Earth elementals are vulnerable to air, lightning, and electricity. Attacks with an air or electrical effect (such as a Blast defined as a whirlwind, or a Bolt created as a lightning bolt) do double damage. Earth elementals can't be summoned in areas such as open plains, or during a thunderstorm. They'll never voluntarily cross plains, deserts, or any other area with similarly wide-open skies.

Fire Elemental

Fire elementals appear as a swirling, animated column of flame, roughly 10' high.

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

Skills: Fighting d10, Notice d6
Pace: 12; **Parry:** 7; **Toughness:** 13
Edges: Quick, Two Fisted

Special Abilities:

Body of Fire: Anyone who gets within melee range of a fire elemental must contend with the intense heat; make a Vigor check each round of combat or take a point of Fatigue. Flammable items within adjacent hexes will catch fire within 1d4 rounds.

Damage Resistance: They get a +3 to Toughness (which doesn't count as Armor, so AP attacks don't help against it), as well as the following abilities: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Fearless: Immune to Fear and Intimidation.

Firestorm: These elementals can unleash a sudden burst of flame. The elementals makes a Vigor roll at -2; on a success, place a Medium Burst Template centered on the elemental, and all creatures within the template must make an Agility roll or take 1d12 damage and must check to see if they catch fire. If the elemental gets a raise on its Vigor roll, use a Large burst template instead.

Fleet Footed: Fire elementals move incredibly quickly; they have a Pace of 12", and roll d10's for running.

Immunity: Fire elementals are immune to any attacks based on heat and flame.

Size +3

Strike: A fire elementals hand to hand attack does Str damage, plus 1d10 fire damage. Anyone struck must check to see if they catch fire (SW, page 97).

Vulnerability: Water is harmful to fire elementals; a bucket of water does 2d6 damage to them, while complete immersion will kill them instantly. Water based spells or effects do double damage against them. Fire elementals can't be summoned within 100 yards of a major body of water, and they cannot cross any amount of water more than 2" wide.

Water Elemental

Water elementals appear as a semi-solid,

swirling mass of water, roughly 10' high.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 6 ; **Parry:** 5; **Toughness:** 14

Special Abilities:

Aquatic: Water elementals obviously can't drown. They can swim at a Pace of 15".

Damage Resistance: They get +4 to Toughness (this isn't Armor, so AP attacks get no benefit), as well as the following benefits: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Drowning Attack: A water elemental can attack by moving into the same area as a target; make an opposed Agility roll for the attack. If the elemental wins, the character is trapped inside and must immediately begin checking against Drowning (SW pg 95), substituting Vigor rolls in place of Swimming. In order to escape, the trapped character must win an opposed Strength roll against the elemental; if the elemental is Shaken, the trapped character gets a +2 to their roll. Any attacks on the elemental have a one in three chance (1 or 2 on a d6 roll) of hitting the trapped character as well. The elemental can only drown one character at a time, and cannot take a move action while drowning someone; if it does, the trapped character is freed.

Fearless: Immune to Fear and Intimidation.

Immunity: The elemental is immune to all water based attacks and effects. Cold based attacks won't hurt it, but will freeze portions of it; each attack reduces its Pace by 1, but adds 1 to its Toughness, for 1d4 rounds. **Size +3**

Slam: Str attack.

Tidal Wave: The elemental can surge forward, slamming multiple targets in a single round. Place a Small Burst Template in place of the elemental for the duration of the tidal wave, and move it in a straight line 6". Anyone hit takes Str-2 damage.

Vulnerability: Water elementals are vulnerable to fire or flame based attacks. These attacks are increased by one die type (i.e., a 2d10 fireball would do 2d12 instead).

Elephant

It's an elephant!

Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d4, Guts d6, Intimidation d8, Notice d6

Pace: 6 ; **Parry:** 4; **Toughness:** 14

Special Abilities:

Armor +2: Thick, leathery hide.

Large: Elephants are massive creatures; opponents get a +2 to all attack rolls when fighting them.

Size +6

Trample: Elephants will often attack by charging forward, by running forward and trampling their opponents. They charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone.

Trunk Slap/Tusks: Str+2

Ent [WC]

Ents are living trees, protectors of the woodlands they call home.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+10, Vigor d12

Skills: Fighting d6, Guts d12, Notice d6, Tracking d10

Pace: 4; **Parry:** 5; **Toughness:** 15

Special Abilities:

Armor +3: They're made of wood.

One With the Forest: By making a Spirit roll, an ent can communicate with the spirits of wood, earth, and air.

Size +4

Slow: Ent's move at Pace 4 and cannot run.

Ferret, Giant

These creatures look like large weasels; they're about a meter in length. They're quick, quite intelligent, and can sometimes be trained. They hunt rats, normal and otherwise.

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

Skills: Climbing d8, Fighting d6, Guts d6, Notice d6, Stealth d8

Pace: 8 ; **Parry:** 5; **Toughness:** 4

Edges: Alertness, Quick

Special Abilities:

Bite: Str+1

Fleet Footed: Ferrets are quick; they get a Pace of 8", and roll d8 for Running.

Size -1

Rat Hunters: Ferrets get a +2 to all attack rolls when fighting rats of any size.

Fish, Giant

Giant Piranha

These are massive versions (nearly 5' long) of the familiar small, ravenous fish.

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

Skills: Fighting d8, Guts d4, Notice d4

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

Special Abilities:

Aquatic: Pace 6.

Bite: Str+1

Frenzy: If a character in the water with piranha takes damage sufficient to leave them Shaken, the blood drives the piranha into a feeding frenzy. The piranha target the wounded character whenever possible, and will get +2 to all attack and damage rolls against them, but take a -2 to their Parry.

Spiny Rockfish

These fish hide in shallow salt water, and when motionless they're all but invisible, and their spines are filled with deadly poison.

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

Skills: Fighting d6, Guts d6, Notice d4, Stealth d6

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

Special Abilities:

Aquatic: Pace 6.

Camouflage: A rockfish is hard to spot in it's natural environment. When not moving, you must make a Notice roll at -2 to spot them.

Poison: Those hit with a spine for at least a Shaken result must immediately make a Vigor roll. Failure means they'll take 1 Wound each round until dead or until a Healing spell is used on them.

Spines: Str+1 damage.

Giant Catfish

These are massive, 15' long fish found in fresh water. Use the Medium Shark in *Savage Worlds*, pg. 133.

Giant Sturgeon

These creatures are 30' long, and can swallow their prey whole! Use the Giant Shark in *Savage Worlds*, pg 133, but add the following Special Ability:

Swallow Whole: With two raises on its Fighting roll, the sturgeon has swallowed its target whole. Those swallowed take 1d8 damage each round against their base Toughness. While inside, a swallowed character can try to cut their way free with a dagger or knife by making an Agility roll at -2; roll damage against Toughness 8. If you can do at least one wound, you've sliced a hole big enough to slip free; you're automatically Shaken once out. If the sturgeon is killed, you can be freed from the outside in a single round.

Gargoyle

Just as their name implies, these are creatures of living stone, with wings, claws, and fangs. They are cunning, powerful creatures.

Attributes: Agility d4, Smarts d8 (A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Notice d4

Pace: 6 ; **Parry:** 6; **Toughness:** 12

Special Abilities:

Armor +5: Gargoyles are solid stone.

Claws/Fangs: Str+1.

Constructs: As living statues, gargoyles get the following bonuses: +2 to recover from Shaken; no extra damage from called shots; arrows, bullets and other piercing attacks do half damage; immune to disease and poison.

Flying: Gargoyles can fly at Pace 12, with a 4 acceleration.

Stillness: When a gargoyle takes no action during a round, in an appropriate environment (on castle or church walls, perched on a cavern ledge, etc.), it can appear to be nothing more than a statue; make a Notice roll at -2 to notice. They can remain motionless like this for weeks or more at a time, though they are completely awake and aware the entire time.



Ghoul

Ghouls are undead who feast on human flesh (the more decomposed, the better). They appear as emaciated humans with gray, dried skin drawn taut across a framework of bone. They are bestial in nature, little better than animals.

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

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

Pace: 6 ; **Parry:** 5; **Toughness:** 8

Edges: Improved Frenzy

Special Abilities:

Claw/Bite: Str+1

Low Light Vision: Ghouls are nocturnal creatures; they cut all lighting penalties in half (round down).

Paralysis: The touch of a ghoul – typically delivered through it's claw or bite attack – can cause paralysis. Those hit by the ghoul for a Shaken result or better should immediately make a Vigor check or be paralyzed for 2d6 rounds.

Undead: As undead, ghouls get the following bonuses: +2 Toughness; +2 to recover from Shaken; no extra damage from called shots; arrows, bullets, and other piercing attacks do half damage; immune to disease and poison.

Ghroll [WC]

These horrific creatures are trolls brought back to unlife as ghouls. They look like trolls that have spent a week in the grave, and smell even worse.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 6 ; **Toughness:** 13

Edges: Quick, Improved Sweep

Special Abilities:

Armor +1: Rubbery hide.

Regeneration: Ghrolls can make a Vigor roll each round to heal damage, 1 Wound with a success, 2 with a raise, unless the damage was caused by fire.

Size +2

Undead: Ghroll gain the following: +2 to Toughness; +2 to recover from Shaken; bullets/piercing attacks do half damage; no extra damage from called shots; ignores Wound penalties; immune to disease/poison.



Giants

Hill Giant [WC]

The smallest – and least intelligent - of the giants, they still tower over Ogres at 12' tall.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d6, Guts d8, Intimidation d8, Throwing d6

Pace: 8 ; **Parry:** 5 (6 with Spear);

Toughness: 12

Hindrances: All Thumbs

Edges: Sweep

Gear:

Weapons: Hill giants use either massive spears (Str+3, Parry +1, Reach 2, requires 2 hands) or stone-headed clubs (Str+3).

Rocks: They typically carry bags full of throwing rocks, the only missile weapon they can manage (3/6/12, Str+2).

Special Abilities:

Just Plain Dumb : Hill giants take a –2 penalty to most Common Knowledge rolls, as well as a –2 penalty to resist Taunts and Smarts-based Tricks.

Large: Opponents get a +2 to their attack rolls against hill giants.

Size +4

Stone Giant [WC]

These 14' tall gray-skinned giants use stalactites as clubs and typically keep bears as pets (typically 1d6 black or brown bears). They're incredibly adept at throwing rocks

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Throwing d10

Pace: 8 ; **Parry:** 5; **Toughness:** 14

Edges: Sweep

Gear:

Stalactite Club: Str+2

Rocks: 5/10/20, Str+3

Special Abilities:

Armor +2: Thick, tough skin.

Large: Opponents get a +2 to their attack rolls against stone giants.

Size +4

Frost Giant [WC]

Frost giants are massive 18' tall creatures native to the icy reaches. They typically keep polar bears or dire wolves as pets; their homes will typically have 1d6 of them somewhere in the vicinity.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+7, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d4, Throwing d8

Pace: 8 ; **Parry:** 6 (5 when using Greataxe);

Toughness: 17

Edges: Sweep

Gear:

Greataxe: Str+3, AP 1, Parry –1, Requires 2 hands

Iron Armor: +2 Toughness

Rocks: 3/6/12, Str+2 damage.

Special Abilities:

Armor +2: Thick, tough skin.

Immunity: Frost giants are immune to cold and cold-based attacks.

Large: Opponents get a +2 to attack rolls.

Size +5

Weakness (Fire): Frost giants are vulnerable to fire-based attacks, taking double damage from them. In temperatures over 60°F, they suffer the effects of extreme heat (SW, pg. 95).

Fire Giant [WC]

Fire giants make their home in volcanic regions, forging weapons and armor in temperatures that would make even the most hardened dwarven blacksmith faint. They're strong for their size (16' tall), more so than their larger cousins the Frost Giants. They often keep hydras or hell hounds as guards; you'll find 1d6 of them in their settlements.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Repair d10, Throwing d6

Pace: 8 ; **Parry:** 6 (7 w/shield); **Toughness:** 18

Edges: Level Headed, Improved Sweep

Gear:

Brass Armor: Armor +2

Brass Shield: Parry +1, Armor +2 to ranged shots that hit

Giant Longsword: Str+3, AP 2

Rocks: 3/6/12, Str+1 damage.

Special Abilities:

Armor +2: Thick, tough skin.

Immunity: Fire giants are immune to heat and all flame and fire-based attacks and effects.

Large: Opponents get a +2 to attack rolls.

Size +4

Weakness (Cold): Fire giants are vulnerable to cold attacks, taking double damage from them. In temperatures under 70°F, they suffer the effects of extreme cold (SW, pg. 94).

Cloud Giant [WC]

Cloud giants live on great mountains and, sometimes, in great castles within the clouds themselves. They breed giant hawks, and take great sport in using them for hunting. They're among the largest of giants at 20' tall.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

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

Pace: 8 ; **Parry:** 6; **Toughness:** 17

Edges: Level Headed, Improved Sweep

Gear:

Robes: Armor +1

Giant Mace: Str+3

Special Abilities:

Armor +3: Thick, tough hide.

Keen Senses: Cloud giants have sharp eyesight and a keen sense of smell; they get a +2 to all their Notice rolls that involve eyesight, and a +4 when using scent.

Large: Opponents get a +2 to all attack rolls.

Size +5

Storm Giant [WC]

These massive (22' tall) giants are opponents feared by most; only the very powerful or the very foolish would consider taking one on. Like their cousins the cloud giants, they live on mountain tops or cloud castles, though some also make their homes in the ocean depths.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+10, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d6

Pace: 8 ; **Parry:** 7; **Toughness:** 17

Edges: Improved Level Headed, Improved Sweep

Gear:

Giant Longsword: Str+4, AP 2

Special Abilities:

Aquatic: These giants can breathe water, and swim at Pace 8.

Armor +4: Thick, tough hide.

Fear

Immunity: They are immune to lightning and electrical based attacks.

Large: Opponents get a +2 to all attack rolls.

Size +5

Spells: Storm giants have 15 power points and the Bolt and Blast spells (in the form of lightning), as well as the power to summon a thunderstorm at a cost of 5 power points. The storm appears within 10 minutes, lasts for 6 hours, and creates Dim lighting conditions for the duration. (The giants ignore this penalty.)

Gnoll

Gnolls appear to be humanoid hyenas. They're powerful and cruel, using others to do the dirty work for them. When they do attack, they prefer to attack from surprise. In their hearts, though, they are cowardly creatures, and prone to run when the tide turns against them.

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

Skills: Fighting d8, Guts d4, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

Pace: 6 ; **Parry:** 6 (7 with shield); **Toughness:** 7

Gear:

Armor: Boiled leather vest (+1 Toughness, covers chest) and Medium Shield (+1 Parry, +2 Armor to ranged attacks that hit) for those not using bows.

Weapons: Gnolls prefer to use flails (Str+2, ignores Shield Parry bonus) and bows (2d6 damage, 12/24/48).

Special Abilities:

Scent: Gnolls get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

Golems

Wood Golem

These 3' tall figures are carved from a single block of wood and given life by magic. They're the least of the golems, usually tasked with simple household chores.

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

Skills: Fighting d6, Notice d4, Stealth d6

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

Edges: Arcane Resistance

Special Abilities:

Armor +2: They're made of solid wood.

Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison.

Fearless: Wood golems have no fear; they'll charge into any danger at the command of their creator without a second thought.

Punch: Str+2 damage.

Weakness (Fire): These golems are vulnerable to fire and fire based attacks; they take double damage from them.

Bone Golem

These golems are created by binding together various bones into a nearly-solid framework in the shape of a man, and are often mistaken for skeletons. They have weapons bound to them, often in the place of hands, and are created to either guard or to kill.

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

Skills: Fighting d10, Intimidation d6, Notice d8

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

Edges: Arcane Resistance, Level Headed, Improved Frenzy

Special Abilities:

Armor +2: Body of bone.

Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison.

Fast: Bone golems have a Pace of 8 and roll a d8 for Running.

Immunities: They are immune to attacks based on fire, cold, and electricity.

Weapons: Str+2 damage; these weapons can't be disarmed.

Flesh Golem [WC]

These unfortunate creatures are usually created by Weird Scientists. They're stitched together from the corpses of murderers executed for their crimes, and unlike other golems it is believed that the flesh carries with it an equally piecemeal soul. Some flesh golems have been able to break the bonds of servitude that go with their creation, though these rogues rarely live long when left to their own devices.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d6, Survival d6

Pace: 8 ; **Parry:** 6; **Toughness:** 9

Edges: Arcane Resistance, Sweep

Special Abilities:

Construct: Flesh golems get the following benefits: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets and other piercing attacks do half damage; immune to disease and poison; ignore all wound penalties.

Fleet Footed: Flesh golems have a Pace of 8 and roll d8 for running.

Leaping: Flesh golems can jump 6", +2" with a Strength roll.

Punch: Str damage.

Size +2

Clay Golem [WC]

The first golems were behemoths formed from clay and given life by a mark carved into their forehead. The creation of such creatures is thought to be a lost art, but occasionally an enterprising wizard will rediscover the secret.

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d4

Pace: 6 ; **Parry:** 6; **Toughness:** 14

Edges: Arcane Resistance

Special Abilities:

Armor +5: Formed from solid clay.

Punch: Str damage. Clay golems are incapable of using weapons, relying solely on their massive clublike fists and smothering attack.

Fearless

Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison; ignore all wound penalties.

Size +2

Slow: Clay golems move at Pace 6, but cannot run. When drawing for initiative, they take two cards and act on the worst of the two.

Smother: If the clay golem gets a raise on its Fighting roll, the target must make an immediate opposed Strength roll against the golem. If the golem wins, it has grabbed the victim by the back of the head and shoved their head into it's body. The victim will have to make an opposed Strength roll to escape; they'll also have to begin making Vigor rolls each round or suffer the effects of Drowning (SW pg 95). If the golem hasn't been directly commanded to kill the victim, it will release them as soon as they become Incapacitated.

Weakness (Mark of Creation): Clay golems are given life by the magical rune carved into their foreheads. If this mark is removed or altered, the golem collapses, lifeless. Removing the head isn't sufficient; the body will continue to function normally even if the golem is decapitated. An attack directed specifically at the mark (-4 to Fighting or Shooting rolls) which gets at least a Shaken result is damaging enough to sully the mark and stop the golem.

Amber Golem [WC]

These golems are typically carved to look like life-sized statues of lions or tigers, and are used as guards or trackers.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d12, Stealth d8, Tracking d10

Pace: 8 ; **Parry:** 7; **Toughness:** 12

Edges: Improved Frenzy, Level Headed

Special Abilities:

Armor +3: Body of solid amber.

Claw/Bite: Str+2

Construct: Golems get the following benefits from being a construct: +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison; ignores all wound penalties.

Fearless: Golems feel no fear.

Scent: Amber golems have an uncanny sense of smell; this gives them a +4 to Notice and Tracking rolls. They halve all lighting penalties at melee range, and suffer no penalties when fighting in melee against Invisible opponents.

Size +2

Bronze Golem [WC]

These are often mistaken for fire giants, sharing their stature and many of their features. They are fueled by a viscous fluid that ignites upon exposure to air.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6

Pace: 8 ; **Parry:** 6; **Toughness:** 15

Edges: Arcane Resistance, Improved Sweep

Gear:

Giant Sword: Str+3, AP 1

Special Abilities:

Armor +3: Body of solid bronze.

Size +4

Construct: They get the following benefits : +2 to recover from Shaken; no extra damage from called shots; arrows/bullets/piercing attacks do half damage; immune to disease and poison.

Fearless: Golems feel no fear.

Blood of Fire: Whenever a bronze golem takes a Wound in melee, the attacking character must make an Agility check or take 2d6 fire damage, and must check to see if they catch fire. If the golem takes more than 1 Wound from a single blow, place a Medium Burst Template centered on the golem. Everyone in the template must save or take damage and check against catching fire.

Gorgon

These magical creatures appear to be bulls covered in heavy metallic scales.

Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d4

Pace: 6 ; **Parry:** 5; **Toughness:** 12

Special Abilities:

Armor +3: Metallic scales.

Charge: If the gorgon moves 6" in a straight line before attacking, it does Str+4 damage.

Horns/Hooves: Str+2

Petrifying Breath: Any round that the Gorgon does not attack with horns or hooves, it may belch forth a cloud of green gas which petrifies those exposed to it. Place a Small Burst Template directly in front of the Gorgon; anyone touched by it must make an immediate Vigor roll at -2 or be turned to stone. This can be cured by a Greater Healing spell (which will not heal any Wounds at the same time) or by killing the gorgon.

Size +2

Great Worm

These giant gray wormlike creatures are usually about 30' (5") long, with a gaping maw fully five feet across and lined completely around with sharp, hook shaped teeth.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d6
Skills: Fighting d6, Guts d6, Notice d4
Pace: 4; **Parry:** 5; **Toughness:** 11

Special Abilities:

Bite: Str+1

Burrowing: Great worms can move through loose earth at Pace 4.

Large: Opponents get a +2 to all attack rolls.

Size +6

Slow: Great worms have a Pace of 4 and roll a d4 for running.

Swallow Whole: With two raises on its Fighting roll, the worm has swallowed its target whole. Those swallowed take 1d8 damage against their base Toughness each round until dead or freed. Swallowed characters can try to cut their way free with a dagger or knife by making an Agility roll at -2, and rolling damage against a Toughness of 5. If you can do at least one wound, you've sliced a hole big enough to slip free; you're automatically Shaken once out. If the worm is killed, you can be freed from the outside in a single round.

Griffon

Creatures of mythology, griffons have the head, claws, and wings of an eagle and the body and hindquarters of a lion. Some brave souls capture and tame them to use as mounts.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8
Pace: 8 ; **Parry:** 6; **Toughness:** 9

Special Abilities:

Armor +1: Thick hide.

Claws/Beak: Str+2

Favored Prey: Griffons love to feast on horseflesh. Wild griffons will attack horses on sight. Those using a griffon as a mount must make an opposed Spirit check against the griffon to prevent it from attacking a horse.

Flight: Griffons fly at Pace 24, with an 8 Acceleration.

Size +2

Hag [WC]

Horrible swamp witches, hags are infamous in folklore for eating children. (A reputation they richly deserve!) They're usually encountered singly, but are sometimes found in covens of three or five.



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

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Riding d8, Spellcasting d10

Pace: 6; **Parry:** 5; **Toughness:** 8

Hindrances: Mean

Edges: Hard to Kill, Nerves of Steel, Beast Bond

Gear:

Cauldron: These massive cauldrons can hold a creature up to Size +1. Once the lid is on, it's held in place with an effective Strength of d12+4 against anyone inside; it can be opened by anyone from the outside. Those inside take a Fatigue level every 10 minutes until dead.

Broomstick: Hags ride these flying sticks at Pace 18 and Acceleration 6.

Special Abilities:

Armor +2: Unnaturally tough.

Familiar: Hags typically have a small animal, such as a cat, toad, or snake, as their famil-

iar. When the familiar is within 6" of the hag, she gets +10 power points and +2 to all her Spellcasting rolls. If the familiar is killed, she automatically takes 1 Wound.

Fear -1

Magic: Hags have 30 power points and can cast the following spells: Barrier, Bolt, Boost/Lower Trait, Detect/Conceal Arcana, Dispel, Healing, Obscure, Shape Change (Heroic equivalent), Stun, Zombie.

Nightmares: Hags can visit the sleeping and haunt their dreams with an opposed Spirit roll. The victim can't be hurt physically, but takes a level of Fatigue from loss of sleep. A hag can only haunt one person a night.

Harpy

These creatures are a bizarre amalgam of an eagle and a horrific old woman. They're known for luring travelers to their lair with their song in order to devour them.

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

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

Pace: 6 ; **Parry:** 5; **Toughness:** 7

Edges: Improved Frenzy

Gear:

Short sword: Str+2

Special Abilities:

Claws: Str+1.

Flight: Harpies can fly at Pace 15 with a 5 Acceleration.

Song: Harpies can charm targets in a group up to the size of a Large Burst Template up to 100 yards (50") away with their song. Everyone in the Template must make a Spirit roll at -2 to resist the song; those who fail fall victim to the Puppet power. They'll be compelled to go to the harpy, who will consume them at it's leisure if they're not stopped. If anyone tries to prevent the victims from marching to their death, they'll attack (though they'll get another Spirit roll, again at -2, to break the spell).

Hawks

Normal Hawk

These birds of prey are often tamed and used for hunting.

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

Skills: Fighting d8, Guts d8, Notice d10

Pace: 2 ; **Parry:** 6; **Toughness:** 3

Special Abilities:

Claws/Beak: Str+2

Go for the Eyes!: With a raise on its Fighting roll, the hawk has attached itself to the targets head, and will begin clawing and pecking at their face. The target is at -4 to all rolls while they're being attacked, and must make an opposed Strength roll to get the hawk off. While attached, the hawk gets a +2 to its Fighting and damage rolls. If the character suffers an Injury from this damage, they've lost an eye. Anyone attacking the hawk while it's attached must get a raise on their attack roll or they'll hit the victim instead!

Swoop: If the hawk can fly at least 10" in a straight line before attacking, they do Str+4 damage with its claws.

Slow: On the ground, hawks can only hop for a Pace of 2, and can't run.

Flight: Hawks fly at Pace 20, with an Acceleration 5.

Sharp Eyes: Hawks get a +4 to all Notice rolls.
Size -2



Giant Hawk

These pony-sized cousins of mundane hawks have been known to carry off sheep or half-folk when game is scarce...

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+1, Vigor d8

Skills: Fighting d8, Guts d8, Notice d10

Pace: 4 ; **Parry:** 6; **Toughness:** 7

Special Abilities:

Claws/Beak: Str+2

Flying: Giant hawks fly at Pace 20, with a 4 acceleration.

Sharp Eyes: They get a +4 to all Notice rolls.

Size +1

Slow: On the ground, giant hawks hop about at a Pace of 4, and can't run.

Snatch: If the Giant Hawk gets a raise on it's Fighting roll when Swooping against a target man-sized or smaller, it snatches up the victim and flies off with it, most likely to feed its young...

Swoop: If the hawk can fly at least 10" in a straight line before attacking, it does Str+4 damage with its claws.

Hippogriff

Combining the head and foreparts of a giant eagle and the hindquarters of a horse, hippogriffs are popular amongst those looking for a flying mount. They're not as powerful as Griffins, but are more easily controlled.

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

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

Pace: 8 ; **Parry:** 5; **Toughness:** 8

Special Abilities:

Size +2

Claws/Beak: Str+2

Flight: Hippogriffs fly at Pace 20, with a 5 Acceleration.

Hobgoblin

Hobgoblins are a militant offshoot of the goblinoid races; some believe that, like Tolkien's Uruk-Hai, they are a crossbreed between orc and goblin. Not as large or powerful as bugbears and orcs, they're better trained, highly disciplined, and completely ruthless.

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

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

Pace: 6 ; **Parry:** 6 (7 w/shield);

Toughness: 6 (8 w/armor)

Edges: Two-fisted

Gear:

Piecemeal Armor: Armor +2, covering most of the body including the head, though their backs are completely unarmored.



Falchion: Str+3 damage.

Medium Shield: +1 Parry, +2 armor vs. ranged attacks that hit. These are usually equipped with vicious spikes that do Str+2 damage when used as a weapon.

Heavy Bow: Range 10/20/40, 2d6+1 damage, +1 AP.

Special Abilities:

Low Light Vision: Hobgoblins ignore Dim and Dark light conditions.

Hobgoblin Leader [WC]

The elite of hobgoblin society – if you can call it that – they lead through fear and iron discipline.

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

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge: Tactics & Warfare d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6 ; **Parry:** 7 (8 w/shield);

Toughness: 7 (9 w/ armor)

Edges: Improved Frenzy, Level Headed

Gear:

Piecemeal Armor: Armor +2; no different than the armor of their troops, though they'll typically have a crest on their helm to differentiate them from the others.

Falchion: Str+3

Medium Shield: +1 Parry, +2 armor vs. ranged attacks that hit. Equipped with spikes: Str+2 damage.

Special Abilities

Low Light Vision: They ignore Dim and Dark light conditions.

Hydra [WC]

These creatures are similar to dragons, though smaller and lacking wings, and with multiple heads.

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+2, Vigor d10

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

Pace: 6 ; **Parry:** 5; **Toughness:** 13

Special Abilities:

Armor +2: Thick scales.

Bite: Str+1

Size +4

Large: Opponents get a +2 to all attack rolls.

Many-Headed: Hydras have 3d4 heads. They can be killed by either attacking the body or by killing all the heads individually. The body uses all the stats listed above; it's easy to hit due to its size, but harder to damage. An individual head can be Shaken, but this doesn't effect the others, and as long as at least one head remains un-Shaken, the body can act as well. Heads can be killed with a single Wound (area effect attacks like Blast always hit the body rather than the heads!), and have the following stats:

Head: Parry 7, Toughness 7, Small (-2 to all attack rolls against them)

Sweep: Hydras can attack as many adjacent opponents as it has living heads, though it can't send more than one head after the same target (they tend to get in the way of each other).



Invisible Devourer

A 10' (2") square cube, almost completely transparent, which moves through dungeons clearing them of waste and corpses. When they encounter living beings, the devourer's touch paralyzes them, usually long enough for them to suffocate and the devourer to consume them. It has but one attack: it keeps moving forward, inexorably, until killed.

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

Skills: None

Pace: 2 ; **Parry:** 2; **Toughness:** 10

Special Abilities:

Consumption: The devourer attacks simply by moving forward. Opponents in the way, paralyzed or not, are drawn into the devourer's body (characters who aren't paralyzed will have to roll against paralyzation each round they're in the devourer). Characters drawn in must immediately begin making Vigor rolls to keep from suffocating (use the Drowning rules, SW pg 95). A swallowed character who remains unparalyzed can try to crawl free with an opposed Strength roll against the devourer. It takes several hours for a devourer to digest a full-sized human; they can't digest metal or glass, and these will remain inside the devourer for several days, until it can finally expel them as waste.

Large: Opponents get a +2 to all attack rolls.

Mindless: The devourer has no more intellect than an amoeba. It's immune to Fear, Intimidation, Taunts, and Tricks, as well as any mind-affecting spells or powers.

Paralyzing Touch: Anyone touching a devourer (usually by running into them blindly) must immediately make a Vigor roll at +2 or be paralyzed for 2d6 rounds. Application of a Healing spell will eliminate the paralysis, though it will not heal any Wounds the character has suffered.

Size +4

Slow: Devourers have a Pace 2 and can't run.

Transparent: Devourers are transparent, almost to invisibility. Make a Notice roll at -2 to see them.

Killers

Serial Killer [WC]

Modern books and movies have attributed all sorts of motivations to the serial killer, but in truth there's only one reason they commit the crimes that they do: to fulfill their sick sexual fantasies. This version is based on highly organized killers like Ted Bundy: intelligent, educated, and persuasive. The Psychotic Hindrance is common to all of them, but you can add on Cannibal, Necrophilia, etc., as required.

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

Skills: Driving d6, Fighting d8, Guts d6, Intimidation d10, Lockpicking d6, Notice d8, Persuasion d8, Stealth d10

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

Hindrances: Psychotic, Wanted

Edges: Attractive, Frenzy, Level Headed, Improved Trademark Weapon (weapon of choice), Charismatic

Gear:

Melee Weapon: Str+1. This can be any small melee weapon, typically a knife.

Special Abilities:

Pain: Serial killers are adept at inflicting especially painful wounds. Victims Shaken by a serial killers attack take a -2 to their Spirit roll to recover.



Slasher [WC]

Michael Myers and Jason Voorhees are the prototypical slashers: powerful, brutal, and all but unstoppable.

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+2, Vigor d12

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

Pace: 6 ; **Parry:** 7; **Toughness:** 11

Hindrances: Bloodthirsty

Edges: Combat Reflexes, Improved Frenzy, Improved Nerves of Steel

Gear:

Improvised Weapons: Str+2. Slashers sometimes use a particular weapon (knife, machete), but will often use whatever is at hand, like gardening tools. Whatever they use, it'll do the same damage.

Special Abilities:

Damage Resistance: Slashers are incredibly tough, getting a +3 to Toughness; this is not armor, so AP attacks get no benefit.

He's Ba-aack: Slashers are notoriously difficult to kill. Treat this as the Harder to Kill Edge, but the slasher only dies if you roll a 1 on d6.

Regeneration: Slashers can make a Vigor roll each round to recover any damage they've taken, regaining 1 point with a success, 2 with a raise.

Right Behind You!: Slashers always seem to pop up from nowhere. If a Slasher gets a raise on its Stealth roll, it's considered Invisible until after its first attack.

The Bogeyman [WC]

The Bogeyman lives under beds and in dark closets. He feeds only under cover of darkness; any manflesh will do, though children are his preferred meal.

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

Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d12, Notice d8, Persuasion d10, Stealth d12

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

Edges: Level Headed, Improved Nerves of Steel

Gear:

Knives: Str+1. The Bogeyman can produce knives instantly (as the Fast Draw Edge) and at will. No two of them are the same, and he never runs out: he's perfectly recreating knives that have been used in murders all over the world and throughout time. (The recreation includes the fingerprints and blood of the original killer and victim, which could lead to some interesting investigations...)

Special Abilities:

Fear -2

Invulnerability: Normal attacks can only leave the Bogeyman Shaken.

Move in Darkness: The Bogeyman can travel instantaneously from one place to another, anywhere in the world, so long as it's completely dark. (Hence his preference for closets and under beds.)

See in the Dark: Lighting penalties are reversed for the Bogeyman: it sees normally in total darkness, -1 for Dark, -2 Dim, and -6 for full lighting.

Weakness (Knives): If you manage to get one of the Bogeyman's own knives away from him, he can be Wounded with it normally. If he's killed with one, he vanishes into shadow, but isn't permanently dead; he reforms seven nights later, but can never return to the place where he was 'killed'.

Weakness (Daylight): Direct sunlight does 2d8 damage to the Bogeyman each round, and is the only thing that will kill him permanently.

The Dreamstalker [WC]

"One, two, Freddy's coming for you..."

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12+1, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d12, Notice d10, Stealth d8, Taunt d12

Pace: 6; **Parry:** 7; **Toughness:** 9

Hindrances: Overconfident

Edges: Combat Reflexes, Harder to Kill, Nerves of Steel, Trademark Weapon (bladed glove)

Gear:

Bladed Glove: Str+2. Since this is worn as a glove, the Dreamstalker can't be disarmed.

Special Abilities:

Damage Resistance: Dreamstalkers get a +2 to Toughness due to their unnatural origins; this doesn't count as armor, so AP attacks gain no benefit.

Dream Magic: While in the dreamworld, the Dreamstalker has complete control over the environment. Treat him as having 50 power points and the following spells: Barrier, Deflection, Dispel, Fear, Fly, Obscure, Shape Change (Legendary equivalent), Telekinesis. He can also change the setting at will; for example, the dream may begin in a haunted house, and then suddenly shift to an industrial boiler room.

Dreamstalking: The Dreamstalker normally exists only in dreams. Use the stats listed above; characters attacked in dream use their Smarts for all Agility-based rolls (Fighting, Shooting) and their Spirit in place of Strength and Vigor (damage in hand-to-hand combat, for determining Toughness, etc.). Any Wounds and Injuries the characters suffer in dream carry over to the waking world. While a character is being attacked, other characters must make an opposed Spirit roll against the Dreamstalker to wake the character up. If the attacked character can hold onto the Dreamstalker when they're awakened, the Dreamstalker is dragged into the waking world with them.

Fear -4

Invulnerability: While in the dreamworld, the Dreamstalker can be Shaken but not Wounded.

Regeneration: While in the Dreaming, the dreamstalker can make a Vigor roll each round to regenerate Wounds: 1 with a success, 2 with a raise.

Weakness (The Waking World): The only way to kill the Dreamstalker is by dragging him into the waking world first. He loses his Invulnerability and Dream Magic abilities in the real world.

The Ripper [WC]

This malevolent spirit has been called the Murder Elemental, and with good reason. It was around long before the Whitechapel murders, though it was there that it finally earned its name. The Ripper travels ethereally, seeking out men who have fantasized about murder but haven't acted on these fantasies. Taking control, it forces them to act on these tendencies until its hunger is sated (five murders usually does the trick). Once gone, those who have been possessed either continue on their path of death or commit one final murder by killing themselves.

Attributes: Agility n/a, Smarts d10, Spirit d12, Strength n/a, Vigor n/a

Skills: Fighting d10, Guts d10, Intimidation d12, Knowledge (Anatomy) d10, Notice d10, Persuasion d10, Stealth d10, Streetwise d10

Pace: n/a; **Parry:** 7; **Toughness:** n/a

Hindrances: Homicidal

Edges: Level Headed, Improved Nerves of Steel, Quick Draw, Danger Sense

Gear:

Knife: Str+1. The Ripper always forces the possessed to use a knife as their preferred weapon. Once the Ripper has moved on, the possessed may choose another weapon more suited to their temperament.

Special Abilities:

Possession: The Ripper can take total control over a target with an opposed Spirit roll. It can only take over those who want to kill but haven't. Once possessed, the target takes on the Rippers Smarts and Spirit, as well as all its Skills, Hindrances, and Edges. Their Agility, Strength, and Vigor increase by one die type. They retain their own Skills and

Edges. (Where two Skills overlap, use the best of the two.)

Ethereal: In its natural state, the Ripper is both ethereal and invisible, flying about at Pace 12. In this state, it cannot be harmed in any way, but neither can it interact with the physical world.

Weakness (Holy Ground): The Ripper, either in ethereal form or while possessing a target, cannot set foot on holy ground. If a possessed target is forced onto it, the Ripper is wrenched out of the target; they must make a Spirit roll at -4 or be rendered catatonic for the rest of their natural life. The Ripper can't possess a new target for 1d6 days as it licks its wounds.

Weakness (Ritual death): An ancient ritual exists which can kill the Ripper once and for all; it must be used while the Ripper is in possession of a host body. If the Ripper is trapped at the scene of one of its murders, and that ground is then sanctified by a priest at the same time the possessed is killed, the Ripper is 'attached' to the killer's soul, and is forced to ride along on its trip to Hell, locked together for eternity in the pit.

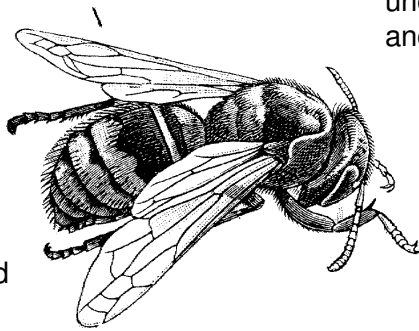
Killer Bees, Giant

These are foot-long bees, vicious and fearless. Unlike modern Africanized killer bees, they have barbs on their stingers, so they can strike only once. Since they usually attack in groups of anywhere from twenty to a hundred, though, this is no great comfort to those attacked. Anyone who approaches too close to a killer bee hive will be attacked mercilessly until they are dead or well away from the hive.

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

Skills: Fighting d6, Notice d6

Pace: 4 ; **Parry:** 5; **Toughness:** 3



Special Abilities:

Slow: On the ground, killer bees have Pace 4 and cannot run.

Flight: They Fly at Pace 12, with an acceleration of 4.

Size -2

Fearless: Killer bees are immune to Fear, and they cannot be Taunted or Intimidated.

Sting: Str+1, AP 2; if the bee strikes and does at least 1 Wound, it buries its stinger into the target, pumping poison into the wound. The stinger remains in the wound, and the bee dies the next round. Removing the stinger does an additional 2d4 damage to the victim's base Toughness.

Poison: The killer bees' poison does 2d6 damage; a successful Vigor roll halves the damage, and a raise negates it altogether.

Killer Mold

Killer mold is, like corrosive slime, an environmental hazard rather than a true monster. It can be found in patches of varying sizes (Small, Medium, or Large Burst Template), always underground, and usually scattered with bones and bits of stone and metal. Any flesh, wood, leather, or other organic that comes in contact with the mold is attacked by a digestive enzyme doing 2d6 damage each round you're in the mold and for 1d6 rounds after you've left. (It takes only one round for the enzyme to eat through a pair of boots and start attacking your feet!)

The mold can be killed with fire; you can clear away a 1" section of it each round with a torch, and a Blast spell of sufficient size will wipe it out entirely. When burned, there's a 1 in 6 chance the mold will release its one defense mechanism: a massive cloud of spores. These spread out in a radius around the mold (1" for Small, 2" for Medium, 4" for Large); anyone caught in the cloud must make a Vigor roll each round they're inside or take a level of Fatigue. Those reduced below Incapacitated choke to death.

Kobold

These small (smaller even than goblins) cave dwellers look like a humanoid dog/lizard. They attack from hiding, striking quickly and moving away over and over, harrying their opponents to death.

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

Skills: Climb d8, Fighting d4, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d8

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

Gear:

Blowgun: 5/10/20, 1d6. With a raise on their Shooting roll, the blowgun dart hits the target in their least armored spot. The darts are typically poisoned; the target must make a Vigor check or take a level of Fatigue. This effect wears off after 1 hour.

Darts: 3/6/12, Str+1. These are small, light throwing spears, useless in melee.

Small Bow: 10/20/40, 2d4.

Special Abilities:

Cowardly: Kobolds will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run.

Cunning: Kobolds get a +2 to all their Stealth and Taunt rolls, so long as they outnumber their opponents.

Infravision: They halve all lighting penalties.

Size -1

Sprint: Kobolds can move extremely quickly when necessary; they roll a d10 for Running.

Leech, Giant

There are certainly creatures deadlier than the giant leech, but few which cause such revulsion. They're typically 3 to 4 feet long, and live in swamps and bogs. They attach themselves to unwary travellers and drain them dry.

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

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

Aquatic: Leeches function equally well in water and on land; they swim at Pace 4.

Bite: Str+1.

Blood Drain: When a leech hits a soft spot (see below) it will latch on to the target and inject them with a numbing poison. The victim must make a Notice roll; otherwise, they won't even know they're being killed! Victims take a level of Fatigue every minute (they get a new Notice check when they do); they die if reduced below Incapacitated.

Camouflage: Leeches are almost impossible to see in the murky swampwater of their home; they get a +4 to Stealth rolls there.

Size -1

Slow: On land, leeches move at Pace 1.

Soft Spot: With a raise on its Fighting roll, the leech automatically hits the targets least armored area, and will drain their blood.

Weakness (Salt): A fistful of salt scattered on a leech will kill it almost instantly.

Living Statues

Similar to golems in many respects, living statues differ in one key area: they're independent, sentient beings. These writeups are for statues of roughly human size and shape; living statues can come in any form or size, however.

Crystal Statue

These appear to be carved from a block of quartz or some other crystal. They are frighteningly quick, vicious opponents, lacking in patience and guile.

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

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

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

Edges: Improved Frenzy

Gear:

Sword: Str+3. These are carved from the same crystal as the statue, and share the statues' vulnerability to sonics (see below).

Special Abilities:

Fast: Crystal statues can move at a Pace of 10, and roll a d10 for running.

Armor +2: The statue is made of solid crystal.

Construct: Though they are sentient, crystal statues are still considered constructs in many ways. As a result, they gain the following bonuses: +2 to recover from Shaken; piercing/bullet attacks do half damage no additional damage from called shots; immune to disease and poison.

Vulnerability (Sonics): Crystal statues are vulnerable to sonic and sound-based attacks; they cause the statues to resonate and possibly shatter! Any time a statue is hit with such an attack and is Shaken or Wounded, it must immediately make a Vigor roll or shatter, killing it instantly.

Iron Statue

These statues can also be of any size or shape, though they are invariably larger and bulkier than crystal statues.

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

Skills: Fighting d6, Guts d10, Notice d4

Pace: 6 ; **Parry:** 5; **Toughness:** 11

Edges: Improved Sweep

Special Abilities:

Armor +3

Construct: Iron statues get the following benefits: +2 to recover from Shaken; piercing/bullets do half damage; no additional damage from called shots; immune to disease and poison.

Iron Absorption: Iron golems take no damage from weapons made of iron or steel. In fact, when they're hit with such a weapon, they can make an Agility roll to trap the weapon inside their body. It remains there until the statue chooses to remove it or until it is killed.

Punch: Str damage.

Size +1

Stone Statue

These statues appear to be roughly hewn from lava rock filled with magma. Areas where the stone skin is thinner - the eyes, mouth, and joints, glow red hot and sometimes leak lava.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d6, Guts d10, Notice d4

Pace: 4 ; **Parry:** 5; **Toughness:** 10

Special Abilities:

Armor +2

Construct: Stone statues get the following benefits: +2 to recover from Shaken; piercing/bullet attacks do half damage; no extra damage from called shots; immune to disease and poison.

Last Blast: When a stone statue is killed, it cracks wide open, spilling out hot magma. This begins in a Small Burst Template, becomes a Medium in the round after that, and a Large in the third round. This does 2d8 damage to anyone in the template; it takes about 15 minutes for the magma to become cool enough to walk on.

Magma Blast: Any round that a stone statue doesn't Punch, it can belch forth a ball of hot lava. The blast has a 3" range and does 2d8 damage in a Small Burst Template. Anyone or anything hit must check to see if it catches fire. (SW, pg 97)

Punch: Str+3 (the extra damage is from the heat of the magma inside the statue).

Size +1

Slow: Stone statues have a Pace of 4, and roll a d4 for running.

Lizards, Giant Gecko



These lizards are about 5' long, colored pale blue with orange/brown spots. They typically climb into trees or onto steep walls and drop onto their prey from above.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6
Skills: Climbing d10, Fighting d8, Guts d6, Notice d6, Stealth d8
Pace: 6 ; **Parry:** 6; **Toughness:** 6

Special Abilities:

Armor +1: Scaly hide.

Bite: Str+2

Wall Walking: Geckos can move on all but the smoothest vertical surfaces with ease, and can move upside down with a Climbing roll.

Sprint: Geckos move at a Pace of 6 normally, but roll a d8 for running.

Draco

These lizards are slightly larger than geckos at 6', though they are colored differently (dark green and brown) and have wide flaps of skin stretched between their legs which they can use to glide silently down onto their prey.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Guts d8, Notice d6, Stealth d8
Pace: 6 ; **Parry:** 6; **Toughness:** 5

Special Abilities:

Armor +1: Scaly hide

Bite: Str+2

Gliding: Dracos are simple gliders. For every 1" vertically from which they begin their flight, they can travel 2" horizontally, at a Pace of 8".

Stealthy Descent: When gliding, dracos get a +2 to their Stealth rolls.

Wall Walking: Dracos can climb walls with great skill, though they cannot hang upside down.

Horned Chameleon

These 7' long lizards change their coloration to match their surroundings, and use their tongue as an effective entangling weapon.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d8, Guts d8, Notice d10, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

All-Around Sight: A chameleons eyes allow it to see in all directions; it gets a +2 to Notice rolls involving sight.

Armor +1: Scaly hide.

Color Change: While remaining motionless, a horned chameleon gets a +4 to its Stealth rolls.

Horn: Str+1.

Size +1

Trip: A chameleon can trip attackers behind it with its tail by making an opposed Strength roll. This does no damage.

Tongue Strike: If a chameleon makes no other attacks in a round, it can shoot out it's tongue (+1" reach) and try to grab a target no larger than itself. Make an opposed Strength roll; if the chameleon wins, it grabs the target, drags it in, and bites it for Str+3 damage.

Tuatara

These massive lizards are over 8' long and bulkier than other giant lizards. They look like a cross between an iguana and a toad.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d10, Guts d10, Notice d6
Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

Armor +1

Claw/Bite: Str+2

Low Light Vision: Ignore Dark and Dim lighting penalties.

Multiattack: Tuatara can attack up to three times a round with no multiaction penalty.

Lizardmen

These humanoid lizards usually keep to themselves, but have been known to raid human settlements when the need arises.

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

Skills: Fighting d6, Guts d6, Notice d8, Shooting d6, Swimming d10, Throwing d8

Pace: 6; **Parry:** 5 (6 w/spear); **Toughness:** 7

Gear:

Club or Knife: Str+1.

Spear: Str+2, +1 Parry, +1 Reach, requires 2 hands

Special Abilities:

Aquatic: Lizardmen can hold their breath underwater for 10 minutes and swim at Pace 8.

Armor +1: Tough hide.

Manticore [WC]

These freakish creatures combine a lions body with the face of a man, topped with massive bat-like wings and armed with a wicked spiked tail. They will hunt and kill almost anything smaller than itself, but it's favorite food is man!

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Shooting d10, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 14

Edges: Improved Frenzy

Special Abilities:

Armor +2

Bite/Claw: Str+2

Fly: Pace 15, Acceleration 3.

Large: Opponents get a +2 to all attack rolls.

Size +5

Tail Spikes: A manticore can use it's tail as a striking weapon against targets in it's rear facing, doing Str+3 damage. If it makes no other attacks in a round, it can launch a barrage of spikes; these have a 3/6/12 range and do 2d6+2 damage.

Mastodon

Ancestors of the modern elephant, mastodons (also known as wooly mammoths) are powerful, but none too bright.

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

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

Pace: 6 ; **Parry:** 6; **Toughness:** 14

Special Abilities:

Armor +3: Thick fur and hide.

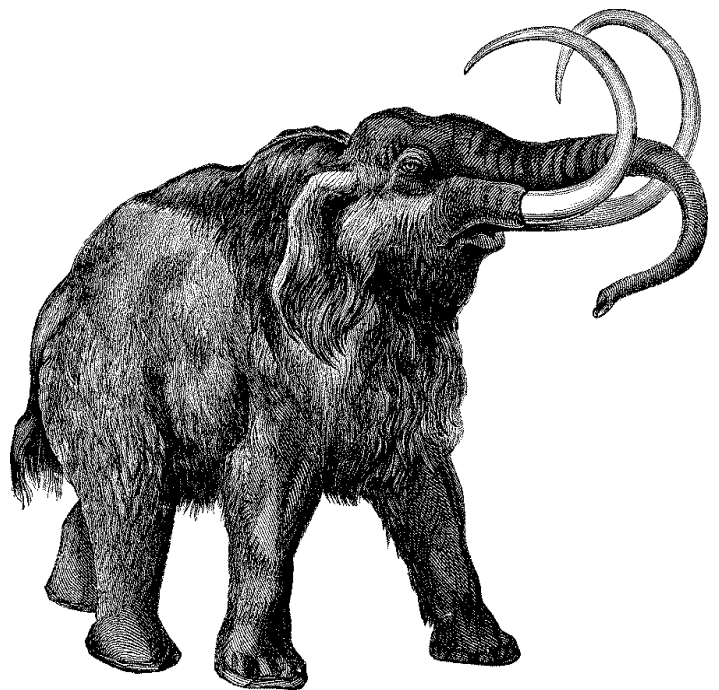
Large: Opponents get a +2 to all attack rolls.

Resist Cold: Mastodons are capable of withstanding extreme cold; they take half damage from cold-based attacks, and get a +4 to any rolls to resist other cold effects.

Size +7

Trample: Mastodons can attack by charging forward and trampling their opponents. They charge in a straight line, or making a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone.

Trunk Slap/Tusks: Str+2



Medusa [WC]

The fabled creature of Greek legend, a medusa appears as a woman with a perfect body, but a hideous face topped with snakes in place of hair.

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

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d12, Persuasion d8, Stealth d8

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

Hindrances: Horrible Beauty (As long as her face and head are covered, she gets a +4 Charisma; once her true nature is revealed, it becomes -4.)

Edges: Alertness, Combat Reflexes, Improved Dodge, Danger Sense

Gear:

Short Sword: Str+2

Special Abilities:

Armor +1: Magically tough.

Petrifying Gaze: A

medusa can try to turn an opponent to stone by catching their gaze. Make an opposed Agility roll; if the medusa wins, the target must make a Spirit roll at -4 or be turned to stone! If the medusa catches sight of her own reflection, she must make the same roll. You can try to fight the medusa with your eyes closed; it's the same as fighting in complete darkness (-6 to attack rolls). A medusa can use this power once per round; it incurs no multiaction penalty. The gaze has a 10" range.

Snakes: A medusa can attack a foe with her snakehair, if she makes no other attacks in a round. She must make a Fighting attack with a raise to hit, though the snakebite does no damage directly. The target must make a Vigor roll at -2 for 3 rounds or take 2d6 damage each round from the snake poison.



Mermen

Mermen are the undisputed rulers of the underwater kingdoms. They prefer not to sully themselves with 'dirt dwellers', though they'll sometimes form temporary alliances against a common foe.

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

Skills: Fighting d6, Guts d6, Notice d6, Throwing d8

Pace: 8; **Parry:** 5 (6 w/ shield); **Toughness:** 6

Gear:

Armor +1: Usually made of layered seashells.

Turtle Shell Shield: +1 Parry, +2 armor to ranged shots that hit.

Trident: Str+2. These are short spears, used one-handed.

Special Abilities:

Aquatic: Mermen can breathe air and water equally well. They swim at Pace 8, and are immune to the cold and high pressure of deep water.

Low Light Vision: They ignore Dim and Dark lighting penalties.

Weakness (Waterbound): Mermen cannot survive long out of the sea. After an hour, they must begin making a Vigor roll every 10 minutes or become Fatigued.

Mosquitos, Giant

These foot-long bloodsuckers are a nuisance alone; when attacking *en masse*, they are deadly.

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

Skills: Fighting d6, Notice d6

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

Blood Drain: Anyone Incapacitated by mosquito bites will be drained of blood; make a Vigor roll each round or take a Wound. If reduced to

Incapacitated, you'll die in 1d6 rounds if the mosquitos aren't all killed.

Fearless: Giant mosquitos lack the brains to feel fear; they're immune to Fear, Intimidation, and Taunts.

Fly: Pace 10.

Poison: Giant mosquitos inject a numbing agent with their proboscis (see below). The target must make a Vigor roll or take a level of Fatigue; you can't be reduced below Incapacitated by it. An hours rest will remove all but one of the Fatigue levels; this one remains for 48 hours, due to the intense itching sensation created by the bites.

Proboscis: Str+1. If they hit with a raise, they inject poison rather than doing additional damage.

Slow: On the ground, giant mosquitos can only move at a Pace 2, and can't run.

Single Minded: Greater mummies have intense focus and sense of purpose. They get a +2 to resist Smarts-based Tricks.

Slam: Str attack.

Slow: Greater mummies move at Pace 4 and cannot run.

Tireless: They are never Fatigued.

Tracking Sense: Greater mummies always have a mission, typically to kill those who defiled their grave. They can always find the individuals they're tracking, no matter where on Earth they may run or hide. They ignore all lighting penalties (including those for complete darkness and other blinding effects; their eyes rotted out long ago!) and can 'see' through Invisibility and illusions.

Undead: Greater mummies gain the following benefits: +2 to Toughness; +2 to recover from Shaken; half damage from bullets/piercing; no extra damage from called shots; ignores all Wound penalties;

Mummies

Mummy, Lesser

These are often found in the service of Mummy Lords; just use the Skeleton stats from SW for them.

Mummy, Greater [WC]

The classic Hammer mummy: slow, powerful, and as inevitable as death.

Attributes: Agility d4, Smarts d6, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d10, Notice d4

Pace: 4 ; **Parry:** 7; **Toughness:** 10

Special Abilities:

Damage Resistance: Mummies are supernaturally tough; they get +3 to Toughness. This is not armor, so AP attacks get no bonus.

Fear: Greater mummies incur a Guts roll in those who see them.

Fearless: Greater mummies are immune to Fear and Intimidation effects.



Mummy Lord [WC]

Mummy Lords are as rare as they are powerful. They have been damned to eternal life as a mummy as punishment for an offense against their Pharaoh; they're usually set to guard over the greatest secrets - or treasures! - of the desert.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Notice

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

Hindrances: All Thumbs

Edges: Improved Arcane Resistance, Improved Level Headed

Special Abilities:

Body of Sand: They can turn into a swirling column of sand. In this form they can pass through openings as small as a keyhole, and can't be harmed by physical attacks. While in this form, they can fly at Pace 15, Acceleration 10, and can carry up to five passengers.

Call the Sandstorm: Once a day, a Mummy Lord can call forth a massive sandstorm, covering many square miles of desert. Treat this as a massive version of the Obscure power. The mummy can move and control the storm, but doing so requires his constant attention; if he's Shaken or distracted in any other way (by a successful Trick, for example), the storm blows itself out at the end of the round. It can only use this power when its Canoptic Jars are all filled.

Canoptic Jars: When first awakened, Mummy Lords have two levels of Fatigue and appear completely desiccated. They regain their human appearance and remove the Fatigue levels by murdering humans and placing their organs inside their canoptic jars; each human murdered removes one Fatigue level.

Command the Dead: Once a day, a mummy lord can forth aid; it can summon a dozen Lesser Mummies who will do it's bidding. The Mummy Lord has the following Edges with these summoned mummies only: Command, Fervor, and Hold the Line!

Fear -2

Invulnerability: Normal attacks can only leave the Mummy Lord Shaken.

Undead: Mummy Lords get the following ben-

efits: +2 to Toughness, +2 to recover from Shaken, half damage from bullets/piercing, no extra damage from called shots, immune to disease/poison, ignores all wound penalties.

Weakness (Book of Life): Mummy Lords are called forth by the Book of the Dead; the only way to put them to rest again is by reading from the Book of Life. When the appropriate passage is read aloud within 12" of the Mummy Lord, it loses all of its powers (though it retains its Attributes, Skills, and Edges). Reading from the Book takes 3 rounds, during which the reader can only move at half Pace and can take no other actions.

Weakness (Cats): Mummy Lords are deathly afraid of cats, and must make a Guts check at -6 whenever seeing one or flee immediately. It's believed that cats remove a Mummy Lord's Invulnerability, but so far no one has put this to the test.

Neanderthal

Your standard, brutish cavemen.

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

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Stealth d6, Throwing d8, Tracking d6

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

Hindrances: All Thumbs

Edges: Brawny

Gear:

Club: Str+2

Throwing Stick: 3/6/12, Str+1. This could be a sharpened stick, usable as a melee weapon, or a shaped blunt stick, like an Aboriginal boomerang, which is only useful as a ranged weapon.

Special Abilities:

Fire Bad! Well, not just fire... Neanderthals confronted with magic or weird science are easily startled. They must make a Guts check when confronted by them.

Night Mare

These horrifying horses are as big as Clydesdales, pitch black, snort fire and brimstone and strike sparks with every hoofbeat. They're often used as mounts by the forces of Darkness.

Attributes: Agility d6, Smarts d8 (A), Spirit d10, Strength d12+4, Vigor d10
Skills: Fighting d10, Guts d10, Notice d8
Pace: 8; **Parry:** 7; **Toughness:** 10

Special Abilities:

Fear -1

Fleet Footed: They have Pace 8 and roll d8 for running.

Flying: They Fly at Pace 10, Acceleration 5.

Kick: Str+1.

Size +3

Pegasus [WC]

Balancing the scales of the Night Mare, these winged horses are often used as mounts by great heroes and champions.

Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d12+1, Vigor d10
Skills: Fighting d8, Guts d10, Notice d10
Pace: 10; **Parry:** 6; **Toughness:** 9

Special Abilities:

Fleet Footed: They move at Pace 10 and roll a d10 for running.

Flying: They fly at Pace 12, Acceleration 6.

Inspirational: Allies within 5" of a pegasi get a +1 to recover from Shaken.

Kick: Str+1.

Size +2



Pixie

These fairies are forest dwellers, flitting about in the company of dryads, nymphs, and sprites.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4-1, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Stealth d12, Taunt d8, Throwing d8

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

Hindrances: Curious

Edges: Arcane Resistance, Quick

Gear:

Dagger: Str+1

Special Abilities:

Fly: Pixies Fly at Pace 10, Acceleration 10.

Invisibility: Pixies are naturally invisible, only becoming visible when they choose.

Pixie Dust: Pixies typically carry 3 doses of this magical dust. When thrown in the face of an opponent, the target must make a Vigor roll. If they fail, they fall asleep for 1d4 hours. If they succeed, they take 2 Fatigue levels, or 1 on a raise. An hours sleep will remove these Fatigue levels.

Size -2

Small: Opponents take a -2 to all attack rolls.

Rats, Giant

These are rats of unusual size, typically four to five feet in length.

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

Skills: Climbing d10, Fighting d6, Guts d6, Notice d8

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

Special Abilities:

Bite: Str+2

Darkvision: Giant rats cut all lighting penalties in half.

Wall Walker: They can climb walls without making a Climbing roll.

Rhinoceros

Rhinos are responsible for more human deaths in their native land than any other land mammal. They are powerful, brutal, and notoriously short-tempered.

Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d12+4, Vigor d10
Skills: Fighting d8, Guts d10, Notice d6
Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

Armor +2: Thick hide.

Charge: If a rhino moves at least 6" in a straight line before attacking, it gets an extra +4 damage.

Gore: Str+2

Rocs

Rocs are massive birds resembling eagles. They are fiercely protective of their nests.

Young Roc

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d8
Skills: Fighting d8, Guts d8, Notice d8
Pace: 2 ; **Parry:** 6; **Toughness:** 7

Special Abilities:

Claws/Beak: Str+2

Flying: Small rocs fly at Pace 12, Acceleration 3.

Size +1

Slow: On the ground, young rocs hop about at a Pace of 2, and can't run.

Adult Roc

Attributes: Agility d6, Smarts d8 (A), Spirit d10, Strength d12+4, Vigor d8
Skills: Fighting d8, Guts d10, Notice d8
Pace: 4 ; **Parry:** 6; **Toughness:** 9

Special Abilities:

Claws/Beak: Str+2

Fearless: When defending their nest, adults are immune to Fear and Intimidation, and need never make morale checks.

Flying: Adult Rocs fly at Pace 20, with a 4 acceleration.

Size +3

Slow: On the ground, they hop about at Pace 4, and can't run.

Snatch: If the roc gets a raise on it's Fighting roll when Swooping against a target Size +1 or smaller, it snatches up the victim and flies off with it.

Swoop: If the roc can fly at least 10" in a straight line before attacking, it does Str+4 damage with its claws.

Giant Roc (WC)

When most people think of a roc, this is what they think of: massive birds nearly 50 feet long with a wingspan over twice that size.

Attributes: Agility d6, Smarts d8(A), Spirit d12, Strength d12+8, Vigor d12

Skills: Fighting d8, Guts d12, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 15

Special Abilities:

Claws/Beak: Str+2

Fearless: When defending their nest, they are immune to Fear and Intimidation, and need never make morale checks.

Flying: Giant Rocs fly at Pace 24, with a 6 acceleration.

Large: Opponents get a +2 to attack rolls.

Size +7: While giant rocs are longer and have a wider wingspan than dragons, they're not as massive.

Slow: Giant rocs move at a normal Pace 6 on the ground, but can't run.

Snatch: If the roc gets a raise on it's Fighting roll when Swooping against a target Size +3 or smaller, it snatches up the victim and flies off with it.

Swoop: If the roc can fly at least 10" in a straight line before attacking, it does Str+4 damage with its claws.

Rock Baboon

These animals are larger and more powerful than normal baboons, and far more aggressive. They're ravenous meat eaters and attack in large packs.

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

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Throwing d4

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

Special Abilities:

Armor +1

Bite/Claw: Str+1.

Brachiation: Rock baboons can move through treetops and other similar environments at Pace 4.

Rust Eater

These supernatural creatures can turn iron-based metals into rust, which they must consume to live. They appear to be man-sized lobsters made of pitted iron, with long moth-like feelers on their heads.

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

Skills: Fighting d6, Guts d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

Armor +3: Iron-tough hide.

Pincers: Str+1.

Rusting Touch: Rust eaters use their feelers to rust ferrous metals with a touch. They make a Touch attack with appropriate modifiers for called shots (no penalty for targeting a foe's suit of full plate armor, for example); with a raise on their attack roll, the item rusts. Armor will lose a point of defense bonus with each attack, shields lose a point of Parry bonus, and weapons lose a point of Damage bonus. When the bonus is reduced to 0, the item is useless. Miscellaneous items will survive 1-3 attacks based on their mass, at the GM's discretion.

Salamanders

Salamanders are magical lizards from the elemental dimensions of Fire and Ice, though they sometimes slip through the cracks and end up on our world.

Fire Salamander

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 11

Special Abilities:

Armor +2: Tough scales.

Bite/Claw: Str+2

Body Heat: Fire salamanders emit a tremendous amount of heat. Anyone coming within 3" must begin making Vigor rolls each round or become Fatigued (see SW pg. 95).

Fleet Footed: They have Pace 10 and roll a d10 for running.

Immunity: They are immune to all fire and heat based attacks and effects.

Size +2

Weakness (Cold): Cold-based attacks do damage against the salamanders base Toughness of 7.

Ice Salamander

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

Armor +3: Tough scales.

Aura of Cold: Ice salamanders give off an aura of intense cold. Anyone within 3" must begin making Vigor rolls each round or become Fatigued (see SW pg. 94).

Bite/Claw: Str+3

Size +3

Weakness (Fire): Fire-based attacks do damage against the salamanders base Toughness of 8.

Scavenger Worm

These bizarre creatures look like 9' long, partially decomposed millipedes with a seething mass of tentacles around their mandibles. At the end of each tentacle is a tiny - and uncomfortably human-looking - mouth capable of delivering a paralyzing bite.

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

Skills: Climbing d10, Fighting d6, Notice d8

Pace: 6 ; **Parry:** 5; **Toughness:** 8

Special Abilities:

Fear

Paralysis: Anyone struck with a Touch attack by one of the worm's tentacles must immediately make a Vigor roll or be paralyzed for one hour. A Healing spell will remove the paralysis, though it will not heal any wounds the character has suffered at the same time.

Size +2

Wall Walker: Scavengers can move at their normal Pace along walls and ceilings.

Scorpion, Giant

Scorpions are mean-spirited and aggressive creatures; the giant versions have tempers to match!

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12

Special Abilities:

Armor +3

Claws: Str+2. If the scorpion gets a raise on its Fighting roll, it can attack the target with its tail with no multiaction penalty.

Fear

Size +2

Tail Spike: Str+3. If the spike hits with a raise, it injects poison: make a Vigor each round for the next 3 rounds or take 2d6 damage with each failed roll.

Screaming Fungus

This is an environmental hazard, like the Corrosive Slime. Patches of this fungi are typically fairly large (Large Burst Template sized), yellow-grey in color, and dotted with fungi-covered bones of various creatures.

Anyone setting foot on a fungus will 'hear' a horrible scream inside their head. They'll have to make a Spirit roll immediately or be paralyzed by the scream and unable to move. Each subsequent round they must continue making Spirit rolls or take levels of Fatigue. Once reduced to Incapacitated, they collapse, and fungus will begin growing on them at an astonishing pace. The fungus takes 3 rounds to completely cover the character. They'll have to make a Vigor roll each round or die, suffocated by the fungus.

The 'scream' is psychic in nature, and only those in contact with the fungus can actually hear it. (Characters with a psychic-based Arcane Background might be able to, though they wouldn't suffer the full effects unless in contact with the fungus.)

Sea Serpents

These massive underwater snakes have been known to attack passing vessels.

Young Sea Serpent

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

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

Pace: 10; **Parry:** 5; **Toughness:** 12

Special Abilities:

Aquatic: Sea serpents breathe water normally, and can breathe air for short periods, though they can't move on dry land. They swim at Pace 10.

Armor +1: Thick scales.

Bite: Str+2.

Large: Opponents get a +2 to all attack rolls.

Size +4

Adult Sea Serpent [WC]

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d10

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

Pace: 10; **Parry:** 5; **Toughness:** 17

Aquatic: Sea serpents breathe water normally, and can breathe air for short periods, though they can't move on dry land. They swim at Pace 10.

Armor +2: Thick scales.

Bite: Str+2.

Fear

Huge: Opponents get a +4 to all attack rolls.

Size +8

Giant Sea Serpent [WC]

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d10

Skills: Fighting d6, Guts d12, Intimidation d12, Notice d6

Pace: 10; **Parry:** 5; **Toughness:** 19

Aquatic: Sea serpents breathe water normally, and can breathe air for short periods, though they can't move on dry land. They swim at Pace 10.

Armor +3: Thick scales. This is Heavy Armor, and can only be pierced by Heavy Weapons.

Bite: Str+2. This is treated as a Heavy Weapon.

Crush the Hull: With an Agility roll, a giant sea serpent can hurl itself up out of the water and onto a vessel, doing d12+19 damage, minus the targets Size rating. This ignores the vehicles armor.

Fear -3

Fearless: There's really nothing big enough to scare them..

Gargantuan: Opponents get a +4 to all attack rolls.

Size +9

Shadow [WC]

These incorporeal creatures appear to be living shadows. They despise normal humans, envying them their solid bodies; the only pleasure shadows gain is from killing them.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength n/a, Vigor d10

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6, Stealth d12

Pace: 10; **Parry:** 5; **Toughness:** 7

Special Abilities:

Blend With Shadow: A shadow can alter its shape and blend in with someone's real shadow. In normal, dim, and dark lighting, treat this as a +2 to their Stealth rolls, and unless the targets are using torches, flashlights, etc., to examine their shadows, they're always treated as inactive.

Drain Life: With a successful touch attack, a shadow drains vitality from the victim. Make a Vigor roll at -2; failure means you lose a die type of Strength and take a Fatigue level. Victims reduced to Incapacitated can be killed with a normal Finishing Move by the shadow. Lost Strength and Fatigue levels return at 1 per hour; a Greater Healing spell will return them immediately, though it will not simultaneously heal any injuries.

Fleet Footed: Shadows move at Pace 8 and roll d10 for running.

Incorporeal: Shadows can pass through walls and barriers with ease, and can't be harmed by normal attacks. Arcane powers (magic, psionics, weird science, etc.) can injure them normally, as can magical weapons.



Shadow Cat

These creatures appear to be panthers viewed through a greasy kaleidoscope; they have too many eyes, too many legs, and seem to sprout tentacles periodically, only to absorb them a moment later. They are mortal foes of the Shadow Hounds; it's believed that they may come from the same other-dimensional space.

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

Skills: Fighting d8, Guts d6, Notice d8, Stealth d8, Tracking d8

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

Edges: Improved Frenzy

Special Abilities:

Displacement: Shadow cats aren't really where you see them; their coexistence in multiple dimensions make them difficult to focus on. They're always treated as being in the next worst lighting condition than is actually present: in full daylight, treat them as being in Dim lighting; in Dim light, they're considered as being in full darkness. This also gives them a +2 Toughness; attacks are much more likely to be grazes than solid hits.

Fleet Footed: Shadow cats are fast normally, and even faster when sprinting: they have a Pace 8, and roll a d10 for running.

Tentacles: Str+2.

Shadow Hound

Shadow hounds look something like a cross between a hyena and a bull mastiff as painted by Picasso. They exist in a bizarre interstitial dimension which crosses over into ours at strange angles, allowing the Hounds to disappear and reappear in our world seemingly at random.

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

Skills: Fighting d6, Guts d8, Notice d10, Stealth d8

Pace: 8 ; **Parry:** 5; **Toughness:** 4

Special Abilities:

Bite: Str+1

Fleet Footed: Shadow hounds have a Pace 8 and roll a d10 when running.

Go for the Throat: They instinctively go for a targets soft spots; with a raise on their attack roll, they target their foes most weakly armored location.

Size -1

Teleport: The hounds are incredible short-range teleporters. They can teleport up to 5" in any direction (they cannot pass through walls, doors, or other barriers) in place of normal movement, both before and after their attack! In any round where they have initiative, they can blink in, attack, and blink away without fear of counterattack unless the target has the First Strike Edge. Characters who get the initiative and remain on Hold can attack normally when the hounds teleport in to attack.

Snakes, Giant

Why bother with a normal-sized monster when you can pit your players against a giant version?

Giant Venomous Snake

These are supersized versions of cobras, rattlesnakes, cottonmouths, and other venomous snakes. They're usually 20-30' long.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Notice d10

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

Special Abilities:

Bite: Str+2; if the snake gets a raise on its Fighting roll, it injects the target with poison. Make a Vigor roll each round for three rounds. If you fail, you take 2d8 damage. If you succeed, you still take a Fatigue level.

Large: Opponents get a +2 to all attack rolls.

Size +4

Giant Constrictor

Anacondas, boas, and many other constrictor snakes are big to begin with; this version is large enough to swallow a cow!

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

Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 13

Special Abilities:

Bite: Str+1. When they get a raise on their Fighting roll, they constrict instead of biting.

Constriction: A constrictor can grab a target and squeeze. It does Str+3 that round, and each round after, until the victim gets a raise on an opposed Strength roll.

Large: Opponents get a +2 to attack rolls.

Size +6

Spectre [WC]

Malevolent spirits from beyond the grave, spectres feed on fear and are among the most feared of the undead.

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

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d12+4

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

Special Abilities:

Chilling Touch: By making a touch attack, a spectre can drain vitality. Make a Vigor roll at -2; if you fail, you lose 1 die type of both Strength and Vigor. If either of these is reduced to 0, the victim is Incapacitated and will die in 1d6 rounds. A Healing spell will return one level of each Attribute, while Greater Healing will return all lost levels.

Fear -2: A spectre must be visible to use this power.

Incorporeal: Normally, a spectre is invisible and incorporeal. When it decides to use its touch attack, it becomes visible and partially corporeal and must remain so for 3 rounds. In this state, it can still only be harmed by Arcane

effects, or magic or blessed weapons. It can become visible at any time, for as long as it wishes, while still remaining incorporeal.

Undead: Spectres gain the following: +2 Toughness, +2 to recover from Shaken, called shots do no extra damage, bullets/piercing attacks do half damage, ignores all Wound penalties, immune to disease/poison.

Unholy Spirit: Spectres cannot enter onto sanctified ground, and must make a Guts check in the face of holy symbols.

Spiders, Giant

Trapdoor Spider

These spiders hide just beneath the surface of the earth, springing up when prey (i.e., anything smaller than them!) comes within easy reach.

Attributes: Agility d10, Smarts d8(A), Spirit d10, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d8, Notice d12, Stealth d10

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

Edges: Quick

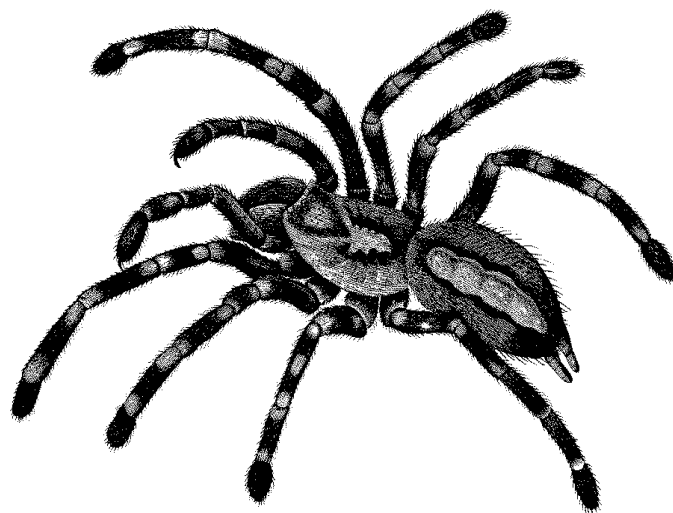
Special Abilities:

Bite: Str+2.

Burst of Speed: Trapdoor spiders move at a normal Pace, but when running roll a d12.

Hide: While in their holes and remaining motionless, you take a -4 to Notice rolls trying to spot them.

Size +1



Black Widow

Widows aren't the largest of the giant spiders, but their venom is particularly potent.

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

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

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

Edges: Quick

Special Abilities:

Bite: Str+2; if the widow gets a raise on its Fighting roll, it injects the target with poison. Make a Vigor roll each round for 3 rounds; if you fail, you take 2d10 damage and a level of Fatigue. If you succeed, you only take the Fatigue levels. Lost Fatigue returns at 1 level per day, or double that with bedrest.

Fear

Web: Widows are web spinners; this web is tough (do 12 points of damage to cut through a thick strand, or 6 for a thinner one) and sticky (make an opposed roll against d10 Strength to break loose).

Brown Recluse (Fiddleback)

Fiddlebacks are lurking spiders; they hunt by hiding in a darkened area and waiting for their prey to come close. Their venom slowly eats away at flesh, stripping it down to the bone unless healed.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

Bite: Str+3. If the spider gets a raise on its Fighting roll, it injects its horrible venom. Make a Vigor roll at -2; if you fail, take 2d8 damage and 2 Fatigue levels. (Fatigue levels return in 48 hours, or half that time with bedrest.) If you succeed, take 1 Fatigue level. Either way, the poison must be removed within an hour, and the wound thoroughly cleaned (a Greater Healing spell will accomplish this; a Healing roll at -2, but because so much flesh must be

removed to get out the poison it inflicts a Wound at the same time!). If not, the area will begin to rapidly rot: after 12 hours of excruciating pain, use the Injury table to determine the result of the poison.

Large: Opponents get a +2 to attack rolls.

Size +4

Tarantula

As if the other giant spiders weren't big enough, giant tarantulas are truly monstrous creatures (perfect for attacking isolated desert towns in the 50's...).

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 14

Special Abilities:

Bite: Str+3. If the spider gets a raise on its Fighting roll, it injects a painful (but non-fatal) venom. Make a Vigor roll; if you fail, take two Fatigue levels. Take one if you succeed, or none on a raise.

Large: Opponents get a +2 to attack rolls.

Size +6

Squid, Giant: The Kraken [WC]

Perhaps no creatures inspire more fear in sailors than sharks and sea serpents. Only one creature strikes fear in the hearts of sharks and serpents: the Kraken!

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+12, Vigor d12

Skills: Fighting d10, Guts d12, Notice d4

Pace: 10; **Parry:** 7; **Toughness:** 23

Edges: Improved Frenzy, Improved Sweep

Special Abilities:

Aquatic: The kraken breathes water, and can swim at Pace 10.

Bite: Str+3; must grab first (see below). The kraken can bite as a free attack. If it gets a raise on its attack roll when biting, it swallows the target whole: they're dead.

Fear -4

Gargantuan: Opponents get a +4 to all attack rolls.

Size +10

Tentacles: Str damage, plus Size bonus, or d12+22 total. With a raise on its attack roll, it grabs the target and either drags them to its mouth to bite next round if edible, or lifts it up and slams it into the water if not. Breaking free with raw strength is all but impossible (you can try to make an opposed Strength roll); wriggling free with an Agility roll at -2 is more likely. Treat these as Heavy Weapons. When attacking ships, the kraken ignores their Armor bonus.

Tough Hide: Armor +5; counts as Heavy Armor.

Stalker [WC]

These creatures from the elemental plane of air are often summoned by wizards to act as trackers or hunters. They'll follow their instructions to the letter, but hate their enforced servitude, so they'll attempt to twist any command given to them which isn't stated as simply and clearly as possible.

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

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10, Taunt d8, Tracking d10

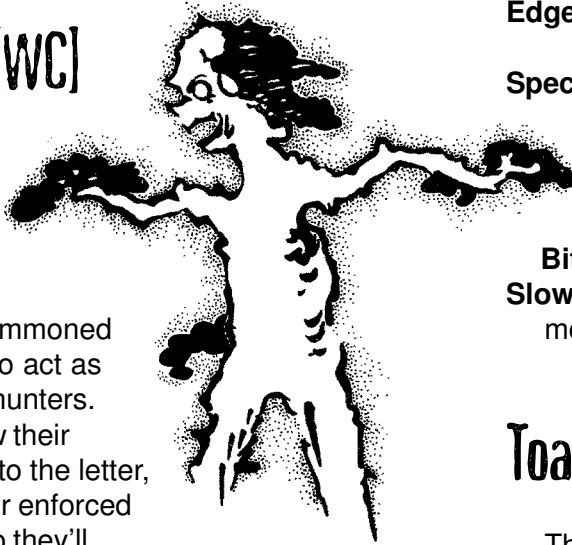
Pace: 6 ; **Parry:** 6; **Toughness:** 7

Special Abilities:

Invisible: As their name implies, stalkers are permanently invisible. This is their natural state, so Dispel or similar effects won't make them visible. See the Invisibility power (SW pg 86) for details.

Claws: Str+2

Flight: Stalkers can fly at a Pace 30, acceleration 6.



Swamp Monster [WC]

These creatures live in the blackest lagoons, usually in South and Central America. They are reclusive so long as their territory isn't invaded. If anyone enters their hunting ground, they're fair game. Swamp monsters prefer to steal up underwater and attack from below whenever possible.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+1, Vigor d10

Skills: Fighting d10, Guts d10, Notice d8, Stealth d10, Swimming d12

Pace: 4 ; **Parry:** 7; **Toughness:** 9

Edges: Combat Reflexes, Frenzy

Special Abilities:

Amphibious: The swamp monster can breathe both air and water equally well, and swims at Pace 12.

Armor +2: Thick scales.

Bite/Claws: Str+1.

Slow: Out of the water, the swamp monster moves at Pace 4 and rolls a d4 for running.

Toad, Giant

These are massive toads, roughly the size of a large dog, with incredibly long tongues.

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

Skills: Fighting d6, Guts d6, Notice d6, Throwing d10

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

Special Abilities:

Bite: Str+1.

Jumping: They can leap 6", +2" with a Strength roll.

Size -1

Tongue Strike: Toads can fire their tongues up to 2" with exceptional accuracy (use Throwing for this attack). Those hit are stuck; make an opposed Strength roll to keep from being dragged in and bit as a free attack by the toad, and to break free once stuck.

Troglodyte

Bizarre fish/lizard/human hybrids, troglodytes are equally at home in deep water and underground.

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Shooting d6, Throwing d8

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

Gear:

Weapons: Trogs will use swords (Str+2) or short spears (Str+1, 5/10/20) in most situations. Out of the water, they'll also use short bows (2d6, 10/20/30)

Special Abilities:

Aquatic: Trogs swim at Pace 8 and can breathe both air and water.

Armor +1: Tough scales.

Bite/Claw: Str+1.

Horrid Stench: Trogs give off a terribly rotted-fish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3" of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; get a raise and there's no effect. Lost Fatigue returns with 5 minutes of fresh air.

Unicorn [WC]

These magical horses are prized as mounts amongst the forces of good.

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

Skills: Fighting d10, Guts d12, Notice d8

Pace: 12; **Parry:** 7; **Toughness:** 8

Edges: Improved Frenzy, Quick

Special Abilities:

Fast: Unicorns move at Pace 12 and roll a d12 for running.

Healing: A unicorn can use the magic of its horn to heal as well as harm; once a day it can use



the Greater Healing power by touching a target with its horn. This also cures any poisons, diseases, or other illnesses.

Horn: Str+3.

Kick: Str+1.

Werebear [WC]

These lycanthropes are solitary, wise, and generally friendlier with outsiders than other shapeshifters, though their patience with outsiders is easily tested.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+4, Vigor d12

Skills: Climb d6, Fighting d10, Guts d12, Intimidation d12, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Berserker, Improved Frenzy, Improved Sweep

Special Abilities:

Bite/Claw: Str+2.

Immunity: Werebears can only be Shaken by non-silver weapons or arcane effects.

Infection: Anyone slain by a werebear has a 50% chance of becoming one themselves at

the next full moon.

Size +2

Weakness (Silver and Magic): Arcane effects (spells, magic weapons, etc.) do normal damage to a werebear. Silver weapons do double damage.

Werehog: Swampwater Joe [WC]

Swampwater Joe is a unique lycanthrope, appearing either as disgustingly obese human or as a massive, feral hog. He lives in a shack back in the depths of the swamp, where he brings his victims to be hung up and butchered for meat... dead or not. Despite his bulk, he's capable of moving with remarkable stealth, and prefers to attack from ambush. Though Joe is a lycanthrope, he cannot pass on this condition via his bite.

Human Form

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+1, Vigor d10

Skills: Boating d6, Fighting d10, Guts d10, Intimidation d12, Notice d8, Stealth d10, Throwing d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Edges: Alertness, Arcane Resistance, Brawny, Combat Reflexes, Hard to Kill, Improved Nerves of Steel, Rock and Roll!, Sweep

Gear:

Weapons: Joe is usually armed with a wicked spiked club (Str+3) or a massive knife (Str+2). In a modern setting, he carries a length of heavy tractor chain (Str+3, 1" Reach); the links have been carefully wrapped with friction tape, so it's nearly silent when swung.

Special Abilities:

Armor +2: Layers of fat and muscle.

Invulnerability: Joe is a lycanthrope of the classical variety: he can only be Wounded by silver or magical weapons, though he can be Shaken normally by other weapons. Until someone manages to kill him, he's effectively immortal.

Shapeshifting: At night, Joe can switch back

and forth between human and swine by making a Vigor roll at +2, as a normal action. During the day, he must remain in human form. When changing to swine form, any weapons, armor, clothing, or other equipment that he carries vanishes, and reappear when he shifts back to human form.

Slow: Joe has a Pace of 4 and rolls a d4 for running.



Swine Form

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

Skills: Fighting d12, Notice d10, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 13

Edges: Alertness, Quick, Improved Arcane Resistance, Improved Frenzy, Hard to Kill, Improved Nerves of Steel

Special Abilities:

Armor +5: Tough hide and fat.

Fear -2

Fearless: Immune to Fear and Intimidation.

Gore: Str+3

Invulnerability: Same as for human form.

Shapeshifting: Same as for human form.

Size +1

Wererat

Wererats are the least powerful, but most clever, of the lycanthropes, and are the most likely to ally themselves with more powerful creatures of evil.

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

Skills: Climbing d10, Fighting d8, Guts d6, Notice d8

Pace: 6; **Parry:** 6; **Vigor:** 6

Edges: Quick

Gear:

Dagger: Str+1. Sometimes poisoned (make a Vigor roll or take 2d6 extra damage).

Special Abilities:

Bite/Claw: Str+1.

Infection: Anyone slain by a wererat has a 50% of returning to life as one.

Low-light Vision: Wererats halve all lighting penalties.

Swarm Form: Wererats can turn into a swarm of rats with a Vigor roll. In this form they're effectively Incorporeal: they can pass through walls by crawling through any available nooks and crannies, can't attack, and can only be harmed by area effect attacks. They can move up and down walls as with the Wall Walker ability while in this form. They can remain in this form for 3 rounds.

Weretiger [WC]

Weretigers are native to India primarily, though they're sometimes spotted in other parts of Asia.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12

Skills: Climb d10, Fighting d12, Guts d12, Intimidation d12, Notice d10

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

Edges: Quick, Improved Frenzy

Special Abilities:

Bite/Claw: Str+2.

Fast: Weretigers move at Pace 8 and roll d8 for running.

Infection: Anyone slain by a weretiger has a 50% chance of returning to life as one.

Infravision: Weretigers ignore Dim and Dark lighting penalties.

Pounce: They can leap 8", +2" with a Strength roll.

Wight

Known as 'the frozen dead' for their pale blue skin and ice-blue eyes, wights are terrifying foes.

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

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8

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

Edges: Quick

Special Abilities:

Claws: Str+1. With a raise on their fighting roll, they also drain warmth and life from the victim: make a Vigor roll; failure means you lose 1 die type of Vigor and take 1 Fatigue level. On a success, you only take the Fatigue; with a raise, there's no effect. Lost Fatigue and Vigor returns in 1 hour, provided you have somewhere to warm up.

Immunity: Normal attacks can only leave a wight Shaken, not wounded.

Undead: Wights gain the following benefits: +2 Toughness, +2 to recover from Shaken, immune to disease/poison, called shots do no extra damage, bullets/piercing attacks do half damage, immune to disease/poison.

Weakness (Silver and Magic): Silver weapons and arcane effects (spells, magic weapons, etc.) can wound a wight normally.

Wolf-Man [WC]

Wolf-men are a form of werewolf, more in keeping with old, B-horror movies like *I Was a Teenage Werewolf* than *Ginger Snaps* or *Dog Soldiers*. For a twist, you could make werewolves the 'pureblood' lycanthropes, born of two werewolf parents, while wolfmen are normal humans who have been infected by lycanthropy.

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

Skills: Climbing d8, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

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

Edges: Level Headed, Improved Frenzy

Special Abilities:

Bite/Claws: Str+2.

Immunity: Normal attacks can only leave a Wolf-man Shaken, not wounded.

Infection: Anyone slain by a wolf-man has a 50% chance of returning to life as one.

Infravision: Wolf-men ignore Dim and Dark lighting penalties.

Weakness (Silver and Magic): Only silver weapons or arcane effects (spells, magic weapons, etc.) can wound a wolf-man.

Weakness (Wolfsbane): Wolf-men can't stand the smell of wolfsbane. They must make a Guts check at -4 whenever they're within 6" of it; failure means they must flee for 3 rounds.

Zombies

Here are a few alternatives to the standard SW zombies.

Shambling Dead (Romero Zombie)

These zombies are mindless automatons with a taste for living human flesh. They're attracted by light and noise, and have been known to seek out familiar places and continue old routines even in death. Individually they're usually not a match for an armed foe, but in packs of a dozen (or fifty, or a hundred...) they shouldn't be underestimated.

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

Skills: Fighting d6, Guts d6, Notice d4

Pace: 4 ; **Parry:** 3; **Toughness:** 6

Special Abilities:

Bite/Claws: Str damage.

Fear

Fearless: Shambling zombies are immune to Fear and Intimidation, with one exception: they have an animals' instinctive fear of fire, and suffer a -2 to any Guts checks involving fire.

Infection: Anyone bitten by a shambler must immediately make a Vigor roll at -4; failure means that they've been infected. The disease will incubate for 1d6 hours, at which point the victim must make subsequent Vigor rolls, also at -4, each hour or become Fatigued. When reduced to Incapacitated, the victim dies and within 1d4 minutes will rise as a new shambling dead. There is no cure or treatment. Anyone killed by them *always* comes back as a shambler, in 1d4 minutes.

Invulnerability: Attacks to anywhere but the head can only leave a shambler Shaken; they can only be killed by injury to the brain. (Dismemberment, by making called shots to the limbs with an edged weapon, will render them helpless of course, and attacks which effect the body as a whole, such as explosions or fire, will kill the zombie as well.)

Slow: Shamblers have a Pace of 4 and cannot run. They're largely incapable of defending themselves as well, suffering a -2 Parry.

Undead: +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; bullets and other piercing attacks do half damage. Additionally, they ignore most Fatigue; they can operate for days or weeks at a time without tiring.

Weakness (Head): Shamblers are killed by any damaging blow to the head (i.e., one that results in a Shaken or better). Bullets and piercing attacks to the head do full damage.

Rage Zombie

Not zombies in the strictest sense, these are humans who have been infected with Rage, an experimental and viciously contagious virus which attacks the human brain (specifically the emotional center). Victims become feral killing machines, running on pure instinct until they finally burn out, a process which typically takes about 2 months.

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

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

Pace: 8 ; **Parry:** 3; **Toughness:** 8

Edges: Combat Reflexes

Special Abilities:

Berserk: Rage zombies are permanently Berserk. They take a -2 to their Parry, and get a +2 to all their Fighting and Strength rolls and to their Toughness.

Bite/Claws: Str damage.

Fast: Rage zombies move at a Pace of 8 and roll a d8 for Running.

Fearless: These zombies are immune to Fear and Intimidation, and need never make morale checks. They will attack until every non-zombie within sight is dead (and most likely devoured) or until they are themselves killed.

Infection: Rage is incredibly infectious; any scratch or bite from a Rage zombie which results in a Shaken will infect the victim unless they make a Vigor roll at -4. Failure means that they will succumb to the virus and become a Rage zombie within 1d4 rounds. There is no cure or treatment for Rage except death.

Weakness (Daylight): Bright light, especially sunlight, is painful to the Rage zombies. Unless directly provoked, they won't venture into sunlight, and if they do, they suffer a -2 penalty to all their rolls.

Raimi Zombie [WC]

These are dead bodies given life by an evil spirit entity. They are fast, strong, and worst of

all, intelligent.

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

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Shooting d4, Throwing d6

Pace: 8 ; **Parry:** 6; **Toughness:** 9

Edges: Level Headed, Frenzy

Special Abilities:

Bite/Punch/Kick: Str damage. Raimis will also use whatever weapons are available.

Undead: Raimis get the following benefits: +2 to Toughness; +2 to recover from Shaken; called shots do no extra damage; bullets and other piercing attacks do half damage; immune to poison and disease; and they ignore Wound penalties.

Disturbing: Raimis get a +2 to their first Intimidation roll against a target.

Fleet Footed: Raimis have a Pace of 8 and roll d8's for Running.

Leaping: Raimi zombies can leap 6", +1"/raise on a Strength roll.

Infection: Raimis can infect others with their bite: anyone bitten who suffers at least 1 Wound must make a Vigor roll at -2. Failure indicates that they are infected, though the sickness moves fairly slowly. If an infected limb is amputated within 30 minutes, the victim can avoid infection. However, the limb will take on a life of it's own!



Zombie Lord [WC]

When there was no more room in Hell, and the dead began to walk the earth, humankind (the living ones, that is) was all but wiped out. It was discovered soon after that a select few children born after the Zombie Apocalypse had been mutated by whatever force had brought the dead back to life.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Arcane Resistance, Harder to Kill, Improved Level Headed, Command, Fervor, Hold the Line!, Soul Drain

Gear:

Staff of Bone: While holding this staff, a Zombie Lord pays only 1 power point for each usage of the Zombie spell. It can also be used as a weapon (Str+1).

Unholy Necklace: This necklace, made from the skulls and bones of infants, gives the Zombie Lord all the benefits of the Undead: +2 to Toughness, +2 to recover from Shaken, no extra damage from called shots, bullets/piercing attacks do half damage, ignores all wound penalties, immune to disease/poison.

Special Abilities:

Command the Dead: Zombie Lords can command undead to do their bidding with an opposed Spirit roll. Any undead under the Lord's control gain (and within range of the Lord) benefit from his Leadership Edges.



Magic: Zombie Lords have 40 Power Points and can cast the following spells: Armor, Barrier, Bolt, Boost/Lower Trait, Dispel, Fear, Fly, Invisibility, Obscure, Quickness, Shape Change (only into wolf, bat, or rat), Stun, and Zombie (special; see below).

Zombies: Zombies created by the Lord are animated for 7 days with a success on the Lord's Spellcasting roll, and remain indefinitely with a raise.

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