

ACIDIC ATTACK

- I **Reaction.** The acidic attack is weak and deals 3 points of damage for 3 turns. Removing the acid from either body or armor requires that someone spends an Action and makes a successful *Cunning* test. *Acidic Attack* requires the *Acidic Blood* trait, at the same level or higher.
- II **Reaction.** As I, but the acidic attack is moderately strong and deals 4 points of damage for 4 turns.
- III **Reaction.** As I, but the acidic attack is strong and deals 5 points of damage for 5 turns.

ACIDIC BLOOD

- I **Reaction.** The acidic blood is weak and deals 3 points of damage for 3 turns. Whoever hits the creature in melee combat, and manages to damage it, must make a *Defense* test or be hit by the acidic blood. Removing the acid from either body or armor requires that someone spends an Action and makes a successful *Cunning* test.
- II **Reaction.** As I, but the acidic blood is moderately strong and deals 4 points of damage for 4 turns.
- III **Reaction.** As I, but the acidic blood is strong and deals 5 points of damage for 5 turns.

ALTERNATIVE DAMAGE

- I **Passive.** The creature's attack harms a specific Attribute instead of *Toughness*, usually *Strong* or *Resolute*. The creature's natural weapon deals 3 alternative damage, ignoring *Armor*.
- II **Passive.** As I, but the creature's natural weapon deals 4 alternative damage, ignoring *Armor*.
- III **Passive.** As I, but the creature's natural weapon deals 5 alternative damage, ignoring *Armor*.

AMPHIBIAN

The creature is built for a life in and out of water, and can extract oxygen from both water and air. The creature has no negative effects from fighting in water and does not suffer damage from doing so (see Combat in Water, page 165 in the *Symbaroum Monster Codex*).

ARMORED

- I **Passive.** The creature has a natural protection of 2.
- II **Passive.** The creature has a natural protection of 3.
- III **Passive.** The creature has a natural protection of 4.

AVENGING SUCCESSOR

- I **Reaction.** At the moment of death, one creature is detached or manifested to avenge the creature with the trait. The avenger's level of resistance is two steps lower than that of the deceased.
- II **Reaction.** As I, but two creatures are detached or manifested.
- III **Reaction.** As I, but three creatures are detached or manifested.

BLOODLUST

- I **Active.** With a successful *[Resolute←Resolute]* test, the creature may charm and bite its victim in a single Combat Action. The bloodsucker then slurps blood, 2 *Toughness* per turn, ignoring armor. It takes a *[Resolute←Resolute]* each turn to maintain the trance. Damaging the bloodsucking creature can also break the trance, *[Resolute –Damage]*.
- II **Active.** As I, but the bloodsucking creature also heals as much *Toughness* as it draws from the victim.
- III **Active.** As II, but damage and healing is 3 *Toughness* per turn. Also, the victim itself cannot break the trance; someone else has to attack and damage the bloodsucker for the control to be lost, *[Resolute –Damage]*.

CARAPACE

- I **Passive.** The creature can curl up under its carapace – the armor value of its natural armor is doubled, but it cannot perform any Active Actions during the turn.
- II **Passive.** The creature is protected by its carapace when moving, but is exposed if it performs an Active Action. The creature has double the effect of its natural armor if it does nothing other than move during the turn, and against free attacks triggered when it passes enemies, moves into or retreats from melee.
- III **Reaction.** The creature can use its carapace reactively against all attacks. When hit by an attack, the attacker rolls a new success test; if the second test fails, the attack still hits but the creature manages to make use of its carapace, doubling the protection from its natural armor against that particular attack.

COLLECTIVE POWER

The collective gains mystical powers when enough members are gathered closely together; the more members, the mightier their collective power, up to a certain limit (see table on 166 in the *Symbaroum Monsterekodex*).

The collective can perform one mystical power per turn, in addition to the actions of its individual members. If differences exist, this action is activated on the highest individual initiative of the collective. The power works as usual, but its collective origin makes it harder for the enemy to break the concentration of the caster – three of the collective's members has to lose concentration during the same turn for it to have an effect on the ongoing power.

COLOSSAL

- I **Passive.** The creature cannot move and attack during the same turn. In return, the attacks of the creature hit with a force that normal armor can hardly withstand – the target rolls twice for *Armor* and the lowest outcome stands.
- II **Passive.** As I, but the massive body of the creature makes it unable to perform Reactive Actions while it is moving. On the other hand, the creatures reach and size is such that its enemies have a hard time parrying or avoiding the attacks – the target has two chances to fail when rolling for *Defense* .
- III **Passive.** As II, with the addition that the enormous bulk of the creature cannot be harmed by ordinary weapons or projectiles. The creature can only be damaged by mystical weapons or powers.

COMPANIONS

- I **Passive.** The creature has one companion, with a resistance level two steps lower than the creature.
- II **Passive.** As I, but the creature has two companions.
- III **Passive.** As I, but the creature has three companions.

CORRUPTING ATTACK

- I **Passive.** The creature's attack oozes corruption and taints all who are wounded. A victim that suffers at least 1 point of damage from the attack also suffers 1D4 temporary corruption.
- II **Passive.** As I, but a victim that suffers at least 1 point of damage from the attack also suffers 1D6 temporary Corruption.
- III **Passive.** As I, but a victim that suffers at least 1 point of damage from the attack also suffers 1D8 temporary Corruption.

CORRUPTION HOARDER (1:2)

- I **Active.** The creature can steal corruption from a tainted, incapacitated victim. The victim suffers 4 damage each turn (ignoring *Armor*) while the corruption hoarder accumulates 2 points of permanent corruption, that are removed from the victim. As a Reactive Action, the creature may spend one point of accumulated corruption per turn, on an effect listed on the card Corruption Hoarder 2:2.
- II **Passive.** As I, but as soon as the creature deals damage, the victim also loses 2 points of permanent corruption. As Reactive Actions, the creature may spend up to two points of accumulated corruption per turn, on effects listed on the card Corruption Hoarder 2:2.
- III **Passive.** As II, but the creature may as Reactive Actions spend any amount of accumulated corruption per turn, on effects listed on the card Corruption Hoarder 2:2.

CORRUPTION HOARDER (2:2)

The creature may spend accumulated corruption on achieving the following effects:

- Give an enemy a second chance to fail a roll to avoid being affected by one of the corruption hoarder's abilities, powers or traits.
- Give an enemy a second chance to fail a *Defense* roll against one of the corruption hoarder's attacks.
- Give an enemy a second chance to fail with an attack against the corruption hoarder.
- Force an enemy to make a second effect roll and accept the lower outcome.

CORRUPTION SENSITIVE

- I **Reaction.** With a successful *Vigilant* test the creature can detect nearby outbreaks of corruption (roughly five hundred meters in all directions, if more exact distances are called for). Minor outbreaks (1 point of temporary corruption) cannot be detected; at 2 points, *Vigilant* is modified with -5; at 3 points with ± 0 ; at 4 points or more with +5. If the test succeeds, the creature senses the outbreak and the general direction in which it occurred.
- II **Reaction.** As I, but the creature can pinpoint exactly where the outbreak occurred, thanks to residual energies.
- III **Reaction.** As II, but the creature can also track the source of the outbreak for one day, through the ethereal tracks it leaves behind.

CRUSHING EMBRACE

- I **Reaction.** When the creature deals damage with its natural weapon, it may try to take hold of the enemy. To avoid being caught, the target must successfully roll a [Quick←Accurate] test. If the target fails it must succeed with a [Strong←Strong] test to get loose, or suffer 2 damage each turn as the grip tightens (ignoring Armor). A gripped target may not act, but the creature also loses one combat action per turn and gripped victim.
- II **Reaction.** As I, but the damage is 3 per turn.
- III **Reaction.** As I, but the damage is 4 per turn.

DEADLY BREATH

- I **Active.** The creature blows a cascade towards one target. If the target succeeds with a roll against [Quick←Accurate], the damage is 3; if the test fails, the damage is 6.
- II **Active.** The creature exhales a continuous cascade. Should the first target succeed with a roll against [Quick←Accurate], the damage is 3; if the test fails, the damage is 6. If the target fails, the creature may redirect the cascade towards another target, and so on until a target succeeds with the [Quick←Accurate] test.
- III **Active.** The creature spews forth a veritable storm. As II, but even if one target succeeds with the [Quick←Accurate] test, the chain continues and is not broken until a second target succeeds.

DEATH STRUGGLE

- I **Reaction.** The creature's death struggle lets it perform a free attack against an enemy within melee range, as a reaction to the attack that killed it.
- II **Reaction.** As I, but the attack is performed like a normal combat action.
- III **Reaction.** As II, but the creature may attack up to five enemies that it can reach without moving.

DEVOUR

- I **Active.** When the creature deals damage with a bite, the target is retained until the following turn; it may act as usual but not move. Next turn, the creature rolls a [Strong←Strong] test, where the trait *Robust* gives a +2 bonus per level, both for the creature and the target. If successful, the target manages to get free, but a failure means that the target is devoured and ends up in the creature's belly – a hazardous environment dealing 2 damage per turn, ignoring *Armor*.
- II **Active.** As I, but the bite only needs to hit (not deal damage) for the target to be retained. The attempt to swallow is made during the following turn.
- III **Reaction.** As II, but the attempt to swallow is made as part of the initial attack – if the bite hits, the test to avoid being devoured is rolled immediately.

DIMINUTIVE

The creature is so small, slender and pitiful that it arouses sympathy even in enemies. In short, it is difficult to see it as a credible threat, even when it is armed.

The effect of this is that enemies tend to choose other targets first; they must pass a test against *[Resolute←Discreet]* to bring themselves to attack. The only exceptions are if the diminutive creature is the only possible target or if it shows that it actually can fight (that is, if it deals damage to an enemy).

Diminutive is immediately thwarted if the creature makes use of any Ability or Power, or of some other trait.

ENTHALL

- I **Active.** The creature's gaze forces its victim to make a *[Resolute←Resolute]* test, or otherwise lose both its Actions in the upcoming turn.
- II **Active.** The creature's sweet song or its hypnotic sound forces all its victims to make a test against *[Resolute←Resolute]*, or otherwise lose both its Actions in the upcoming turn.
- III **Active.** As II, but the victims are entranced until they make a successful *[Resolute←Resolute]* test. The entrancement is broken if a victim is harmed in any way.

FREE SPIRIT

The creature's spirit is detached from the fate of the world, and it is therefore immune to all forms of corruption. As a side effect, the creature cannot learn any mystical powers or rituals. However, it can use mystical artifacts without suffering from any corruption that might occur.

GRAPPLING TONGUE

The creature has a long tongue which can be used to attack and grapple targets which are within two Movement Actions away. The attack counts and deals damage as a bite, and if the target has at least one level lower than the creature in the trait *Robust*, the creature may try to pull the target into melee range. The target rolls a *[Strong←Strong]* test; if it fails, the target is pulled towards the creature which then can combine *Grappling Tongue* with other traits, such as *Devour* and *Crushing Embrace*.

GRAVELY COLD

- I **Free.** The creature spreads the paralyzing cold of the grave; enemies within melee distance are paralyzed, should they fail a *Resolute* test. One test is made each turn, and should the test be successful, the enemy can act as normal. Once an enemy has withstood the cold of the grave it cannot be affected again during the same scene.
- II **Free.** As I, but with the addition that the cold is harmful, dealing 2 points of damage per turn to those affected, ignoring *Armor*.
- III **Free.** As II, but the cold now affects enemies who fail a [*Resolute*←*Resolute*] test.

HARMFUL AURA

- I **Passive.** All who are within melee range of the creature suffer 2 points of damage each turn, ignoring *Armor*.
- II **Passive.** As I, but the damage is 3 per turn.
- III **Passive.** As I, but the damage is 4 per turn.

HAUNTING

- I **Reaction.** The creature can possess a target it touches. The target has to roll [*Resolute*←*Resolute*]; if it fails, the target becomes a slave to the creature's will and can be made to perform any action, except taking its own life. How long the haunting lasts depends on subsequent resistance rolls, according to page 168 in the *Symbaroum Monster Codex*.
- II **Reaction.** When the creature or its host reaches 0 in *Toughness*, the spirit tries to possess the enemy who struck the killing blow. The attempt is made like on Level I and if the attack affected an already possessed host, its body falls to the ground, unconscious and balancing on the brink of death for the rest of the scene.
- III **Reaction.** The creature can possess as on level I or II, but the duration is automatically permanent.

INFECTIOUS

- I **Reaction.** All enemies suffering damage from the creature's natural weapons must pass a *Strong* test or be infected by a weak disease.
- II **Reaction.** As I, but the disease is moderate.
- III **Reaction.** As I, but the disease is strong.

INFESTATION

- I **Reaction.** The infestation requires the creature to deal damage; after this, it needs a whole turn to penetrate the body of the host, during which the victim or an ally can use a Combat Action to remove the parasite. Removal inflicts 1D8 damage on the host, or 1D4 with a successful *Cunning* test. To remove a parasite after it has penetrated the body requires a passed *Cunning* test with the *Medicus* ability; each attempt deals 1D10 damage, ignoring *Armor*.
- II **Reaction.** The parasite invades the host directly after an attack that deals damage. Removing it requires a passed *Cunning* test with the *Medicus* ability; each attempt deals 1D12 damage, ignoring *Armor*.
- III **Reaction.** As II, but each attempt to remove the parasite deals 1D20 damage, ignoring *Armor*.

INVISIBILITY

- I **Active.** The creature can become invisible and hence impossible to hit with direct attacks. In order to attack with area effects, the attacker must pass a test against *[Vigilant←Discreet]*; the same applies when trying to hit the creature with improvised weapons aimed at making the creature partially visible for the rest of the scene. Attacking a partially visible creature first requires a *[Vigilant←Discreet]* test.
- II **Active.** As I, but if the creature is made partially visible, this effect only lasts for one turn.
- III **Free.** The creature does not have to spend an active action to become invisible. Also, this means that it only becomes partially visible for one turn, if revealed as on level I; after this turn, it becomes invisible again without having to spend any actions.

LIFE SENSE

- I **Passive.** The creature picks up on tiny vibrations in the ground and air, and can perceive creatures from behind robust walls and closed doors, or through meter thick layers of soil. Anyone trying to avoid being detected must pass a test against [*Discreet*←*Vigilant*].
- II **Passive.** As I, but the perception is so precise that the creature can attack those it detects through the barrier. If the wall, door, layer of soil or similar is thick, the creature has to have a monstrous trait which lets it pass through the barrier, such as *Spirit Form*, *Wrecker* or *Tunneler*.
- III **Passive.** At this level, the creature with the *Life Sense* can even use mystical powers against detected enemies in the vicinity, as if they were in its line of sight.

MANIFESTATION

- I **Free.** The spirit can manifest itself physically for one turn, and thereby act as if it had a physical body. During that turn the creature can cross water and use its natural weapons, and it suffers damage from anything that harms physical creatures.
- II **Free.** The spirit can manifest itself with any weapons and armor it had when it died, and use them in battle. The spirit remains physical for as long as it pleases, but cannot change form in the middle of a turn. If it so chooses, the spirit can walk around in physical form for an entire scene, in order to cross water, for example.
- III **Special.** The spirit can act physically with any Actions it chooses, while remaining immaterial in regards to everything else. It can attack physically, yet defends itself like a spirit.

MANY-HEADED

- I **Passive.** The creature has two limbs or heads and may act with them separately; the creature has two Combat Actions per turn.
- II **Passive.** The creature has four limbs or heads and may act with them separately; the creature has four Combat Actions per turn. The traits *Armored* and *Robust* count as one level lower for the creature.
- III **Passive.** The creature has eight limbs or heads and may act with them separately; the creature has eight Combat Actions per turn. The traits *Armored* and *Robust* count as two levels lower for the creature.

METAMORPHOSIS

- I **Active.** The creature can adopt one of the following traits, corresponding to level I: *Acidic Attack, Amphibian, Armored, Carapace, Deadly Breath, Diminutive, Grappling Tongue, Natural Weapon, Poisonous, Poison Spit, Prehensile Claws, Robust, Tunneler, Web, Wings.*
- II **Active.** The creature can adopt two of the listed traits corresponding to level I, or one corresponding to level II.
- III **Active.** The creature can adopt two of the listed traits corresponding to level II, or one corresponding to level III.

MYSTICAL RESISTANCE

- I **Passive.** All who try to affect or harm the creature with mystical powers must roll the success test twice and pass both times in order for the power to take effect.
- II **Passive.** As I, but if the success test fails, the power is redirected towards a randomly selected target within sight of the creature. Aside from the attacking mystic suffering from any temporary corruption, the reflected power works as if the creature knew it and had used it against the randomly selected target.
- III **Passive.** As II, but the resilient creature has such control that it may choose which target the power is reflected towards.

NATURAL WEAPON

- I **Passive.** The creature is equipped with some kind of natural weapon which deals 3 points of damage, instead of the usual 2 for unarmed attacks.
- II **Passive.** The creature's natural weapon deals 4 points of damage.
- III **Passive.** The creature's natural weapon deals 5 points of damage. The natural weapon now has the quality Long, allowing the creature to perform a free attack at the start of a combat against enemies with shorter weapons.

NIGHT PERCEPTION

The creature has been gifted with the ability to perceive its surroundings using sound waves – it emits sound pulses that bounce off nearby objects and return to the creature, which then forms a mental image of what its surroundings look like. Because of this, the creature can perceive beings and objects made invisible by powers or traits, and in other respects act as usual even in complete darkness.

OBSERVANT

The physical or supernatural senses of the creature give it a perfect view in all directions. This means that the creature cannot be flanked, or rather that those flanking it do not gain Advantage against the creature.

PARALYZING VENOM

- I **Passive.** For each attack that deals damage, the victim makes a *Strong* test. If the test is successful, the victim is dazed and has two chances to fail all success tests and reactive actions for one turn; if the test fails, the victim can only perform reactive actions, with two chances to fail.
- II **Passive.** As I, but if the victim fails the test, it can only perform reactive actions for the next 1D4 turns, with two chances to fail.
- III **Passive.** The target must pass a [Strong -5] test. If the test is successful, the victim can only perform reactive actions for the next 1D4 turns, with two chances to fail; if the test fails, the victim is completely paralyzed for 1D8 turns.

PIERCING ATTACK

- I **Passive.** The attacks of the creature deal no normal damage. Instead, the damage value determines whether the attack manages to pierce the victim's Armor. The attack has a damage value of 4.
- II **Passive.** As I, but the attack has a damage value of 5.
- III **Passive.** As I, but the attack has a damage value of 6.

POISONOUS

- I **Passive.** The poison is weak and deals 2 points of damage for 2 turns. The creature's unarmed attack or *Natural Weapon* is poisonous and each hit that wounds an enemy will also poison it, unless the victim succeeds with a [Strong←Cunning] test. The poison's effect can be cancelled if someone applies an antidote to the wound and succeeds with a *Cunning* test.
- II **Passive.** As I, but the poison is moderately strong and deals 3 points of damage for 3 turns.
- III **Passive.** As I, but the poison is strong and deals 4 points of damage for 4 turns.

POISON SPIT

- I **Active.** The poison is weak and deals 2 points of damage from 2 turns. The poison attack is performed just like an ordinary ranged attack; if hit, the victim must pass a [Strong←Cunning] test to avoid being posioned. *Poison Spit* requires that the creature has the *Poisonous* trait at the same level or higher.
- II **Active.** As I, but the poison is moderately strong and deals 3 points of damage for 3 turns.
- III **Active.** As I, but the poison is strong and deals 4 points of damage for 4 turns.

PREHENSILE CLAWS

- I **Active.** The creature may perform two attacks against the same enemy, one with each claw. If both attacks hit, the creature may grip the target, which succeeds if the target fails a [Strong←Strong] test. A gripped target can act as usual other than being unable to move. The target is held during the turn it is gripped and then, if the target fails a [Strong←Strong] test, pulled towards the creature during the following turn. If the test is successful the target gets free.
- II **Active.** As I, but only one of the claw attacks needs to hit for the target to be gripped.
- III **Active.** As II, but if the target fails a [Strong←Strong] test, it is immediately pulled towards the creature. If successful, the target is still gripped and a new attempt may be made the following turn; the target cannot get free until the creature dies or chooses to let go.

RAMPAGE

- I **Movement.** Everyone in the creature's path during the movement must pass a *[Strong←Strong]* test or take 2 damage (armor protects as usual) and be knocked down. The *Robust* trait adds +2 damage per level (+2, +4, +6), and the same bonus to *Strong*, both when using and trying to defend against *Rampage*. As soon as a victim passes its test, the crushing rampage stops. Enemies with the *Acrobatics* ability can choose to defend with *[Quick←Strong]* and thereby dodge, but if so, a successful test will not stop the *Rampage*.
- II **Movement.** As I, but deals 3 damage.
- III **Movement.** As I, but deals 4 damage.

REGENERATION

- I **Passive.** Regenerates 2 *Toughness* per turn. The creature must choose a weakness related to some kind of damage it cannot heal automatically. Choose between magical weapons, elemental energies (fire or acid) and damage from either holy or unholy attacks.
- II **Passive.** As I, but the creature regenerates 3 *Toughness* per turn.
- III **Passive.** As I, but the creature regenerates 4 *Toughness* per turn.

ROBUST

- I **Passive.** The creature can only wear light armor, but ignores 2 points of damage from each hit, in addition to any *Armor* it may wear. Once per turn, the creature deals +2 damage with a melee attack. The creature's *Defense* is based on [Quick -2].
- II **Passive.** As I, but the creature ignores 3 points of damage from each hit, in addition to any *Armor* it may wear. Once per turn, the creature deals +3 damage with a melee attack. The creature's *Defense* is based on [Quick -3].
- III **Passive.** As I, but the creature ignores 4 points of damage from each hit, in addition to any *Armor* it may wear. Once per turn, the creature deals +4 damage with a melee attack. The creature's *Defense* is based on [Quick -4].

ROOT WALL

- I **Active.** The creature raises its roots like a wall, wide enough for it to take two movement actions to get around it, or to block a cave or similar opening. The wall has *Toughness* 10, *Breakpoint* 5 and *Fortification value* 5 (see the *Advanced Player's Guide*, page 106). The root wall remains for an entire scene, unless it is destroyed or moved.
- II **Active.** As I, but enemies that come close must pass a [Quick←Accurate] test or be hit by flaying branches, dealing 3 damage (ignoring *Armor*); can be avoided by spending another movement action.
- III **Free.** As II, but dealing 5 damage. If a hit target fails a [Strong←Strong] test, it is gripped until it passes the test, or the wall is destroyed or moved. A gripped target is not attacked again until it gets free.

SPIRIT FORM

- I **Passive.** The creature can pass through barriers without problem, but cannot cross water even by bridges, boat or air. The spirit suffers half damage from weapon attacks. Alchemical effects on weapons and mystical powers deal full damage. Magical weapons deal full damage, as well.
- II **Passive.** As I, but the spirit suffers half damage from weapon attacks, alchemical/mystical attacks as well as from magical weapons.
- III **Passive.** As I, but only mystical powers and magical weapons can harm the spirit, and then only with half damage.

STURDY

- I **Passive.** The creature's *Toughness* is based on its *Strong* \times 1.5 (rounded up).
- II **Passive.** The creature's *Toughness* is based on its *Strong* \times 2.
- III **Passive.** The creature's *Toughness* is based on its *Strong* \times 3.

SUMMONER

- I **Active.** Once per scene, the creature can make a successful test against *Resolute* to summon a daemonic Intruder (see page 173 in the *Symbaroum Monster Codex*).
- II **Reaction.** As I, but additionally, once per turn when the creature is hit by a hostile attack, it may make a test against *Resolute* – if successful, a daemonic Intruder is immediately summoned to the location.
- III **Free.** Once per turn, the creature can roll a test against *Resolute* to summon a daemonic Intruder to the location. If successful, this replaces the reactive summoning of the adept level and the active summoning of the novice level. Should the free summoning of the master level fail, the creature can opt to activate the novice level effect, though only once per scene.

SWARM

- I **Special.** The swarm suffers half damage from all attacks. If the swarm is brought down to below half its *Toughness*, it flees.
- II **Special.** The swarm suffers half damage from all attacks. If it in a single attack suffers damage that exceeds its *Pain Threshold*, it flees. Also, the swarm may make two attempts to resist mental attacks (where the swarm uses its *Resolute* to defend itself).
- III **Special.** The collective mind of the swarm controls it so that it only suffers a quarter of any damage taken from attacks. The swarm's cohesion is complete, and the swarm does not have to flee unless the overall intellect chooses to do so. The swarm may make two attempts to resist mental attacks (where the swarm uses its *Resolute* to defend itself).

SWIFT

- I **Reaction.** When the creature hits with a combat action, it may immediately perform a free attack against an enemy within melee range, whether or not the first attack dealt any damage.
- II **Reaction.** As I, but if the initial attack deals damage, the creature may immediately perform two free attacks against enemies within melee range.
- III **Reaction.** When the creature performs an attack, it may also perform two free attacks against enemies within melee range, whether or not the first attack hits.

TERRIFY

- I **Active.** The creature's gaze forces a single victim to make a [Resolute←Resolute] test, or spend both of its actions backing away. If the victim cannot back away, it will defend itself in desperation, but cannot compel itself to attack. The victim may make a test each turn, trying to shrug off the fear.
- II **Active.** As I, but the creature's horrific shriek forces everyone hearing it to make a [Resolute←Resolute] test, or spend both of their actions backing away.
- III **Free.** As II, but the victims do not defend themselves against attacks, fleeing if possible, cowering in place if not.

TUNNELER

- I **Passive.** The creature can move with halved speed below ground, and avoid free attacks from passing or closing in on an enemy.
- II **Passive.** The creature moves below ground at normal speed; it can make part of its movement before and the rest after an attack. The only way to avoid the attacks of the tunneler is to sneak, [*Discreet*←*Vigilant*], or move up on solid rock, a building or a tree.
- III **Active.** The creature can undermine a small area in order to create a sinkhole under up to five enemies; those who fail a test against *Quick* fall into the pit where the tunneler gets a free attack against each and every one of them.

UNDEAD

- I **Passive.** The undead creature is not affected by poison or diseases, but takes the usual damage from physical effects except that the *Pain Threshold* is not used. The walking corpse does not heal naturally and is not affected by alchemical healing elixirs, but must instead eat raw meat (living or recently killed) or drink blood to heal; each point of *Toughness* consumed heals it by 2 points of *Toughness*.
- II **Passive.** As I, but the undead suffers only half damage from ordinary physical effects, such as weapons or elemental damage. Mystical powers that ignore *Armor* deal damage as usual.
- III **Passive.** As II, but the undead also suffers only half damage from alchemical and mystical effects (but full damage from mystical weapons and holy effects).

WEB

- I **Passive.** The web forces all who pass through it to make a [*Quick*←*Cunning*] test or get stuck. Getting free requires a successful [*Strong*←*Cunning*] test, made each turn. A captured creature cannot move and has two chances to fail at all Actions.
- II **Active.** The creature can throw a net at an enemy as an Action; the target avoids the attack with a successful [*Quick*←*Accurate*] test. If hit, getting free requires a successful [*Strong*←*Cunning*] test, made each turn. A captured creature cannot move and has two chances to fail at all Actions.
- III **Active.** The net is almost alive and obeys its creator; it has the passive ability to capture creatures (as Level I) but the net can also strike out with up to three (3) threads per turn, with the same effect as Level II.

WINGS

- I **Passive.** The creature can fly during its Movement Action, and therefore avoid Free Attacks when passing over an enemy.
- II **Passive.** The creature can hover, meaning it can stand still in midair, out of reach from any melee attacks. To hover does not count as an Action.
- III **Passive.** The creature can make sweeping attacks; it can use a part of its movement before an attack, and the rest afterwards. This way, it does not become bogged down in melee combat, while still being able to perform melee attacks itself.

WRECKER

- I **Reaction.** The creature's attacks can knock enemies that take damage prone. The target avoids the fall if it passes a *[Strong←Strong]* test, where each level in the *Robust* trait gives +2 on *Strong* for both attacker and defender.
- II **Reaction.** As I, but enemies that take damage are at risk of being thrown. If the target fails its test against *[Strong←Strong]*, he or she is thrown 1D6 meters back and suffers damage as if from a fall from the corresponding height. A thrown enemy lands flat on its back.
- III **Passive.** The brutal attacks of the creature gain the quality Wrecking (see the *Advanced Player's guide*, page 118).

BAIAGORN

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	0	+1	+5	+3	-3	-5	-1
Defense		Armor		Toughness		Pain Threshold	
+7		4		15		8	

Traits	<i>Natural weapon (I), Robust (I)</i>
Abilities	<i>Berserker (adept)</i>
Weapons Accurate	<i>Claws 8 (short)</i>
Shadow	<i>Pale green, like last year's pine needles (corruption: 0)</i>

Tactics: A calm baiagorn is a careful creature, but if agitated or wounded it transforms into a roaring, foaming storm of claws that attacks its closest enemy or prey.

BEAMON

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	-3	+3	+5	0	+1	-5	-1
Defense		Armor		Toughness		Pain Threshold	
+3		6		15		8	

Traits *Armored (II), Natural Weapon (II), Robust (II)*

Abilities *Iron Fist (master), Natural Warrior (adept)*

Weapons Paws 12/7, two attacks at the same target
Strong

Shadow Brown bordering on black, like newly oiled hides (corruption: 0)

Tactics: The Beamon relies on its strength and toughness, but is not stupid. If hopelessly outnumbered or facing stronger than expected resistance it will flee.

BLAZE BUG

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+3	+1	+5	-5	-1	0	0
Defense		Armor		Toughness		Pain Threshold	
-5		2		10		5	

Traits

Armored (I), Deadly Breath (II, lightning), Swarm (II)

Abilities

None

Weapons
Accurate

Bite 2 (short), and *Deadly Breath*

Shadow

Grainy gray-brown, like dried clay
(corruption: 0)

Tactics: Blaze bugs rarely attack if their enemies number more than two, but they will defend their turf against larger groups – always blazing with wrath.

EARLY SUMMER ELF

Cultural Being, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	0	-1	+5	-3	+1	+3	-5
Defense		Armor		Toughness		Pain Threshold	
-3		2		10		4	

Traits	<i>Long-lived</i>
Abilities	<i>Acrobatics (novice), Marksman (adept), Sixth Sense (novice)</i>
Weapons	Bow 5, Spear 4 (long)
Vigilant/ Accurate	
Shadow	Luscious green (corruption: 0)

Tactics: The elves of early summer trust in their bows and only use the spears when absolutely necessary. In close combat they use *Acrobatics* to withdraw from melee, in order to take advantage of the spear's length again and again.

ETTERHERD

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-5	0	-1	+3	-3	+1	+5	0
Defense		Armor		Toughness		Pain Threshold	
-3		-		10		3	

Traits *Natural Weapon (I), Poisonous (I), Swarm (II)*

Abilities None

Weapons Bite 3, poison 2 for 2 turns
Accurate

Shadow Greenish purple (corruption: 1)

Tactics: The spider swarm gathers around its prey, biting and biting until it is dead. Then the swarm is off to the next target to repeat the procedure.

FERBER

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+3	+5	0	+1	-1	-3	-5	0
Defense		Armor		Toughness		Pain Threshold	
-1		-		15		8	

Traits *Infectious (II), Natural Weapon (II), Swift (I)*

Abilities *Iron Fist (adept), Natural Warrior (adept), Steadfast (adept)*

Weapons Claws 7, two attacks at the same target
Strong

Shadow Light brown shifting towards darkish yellow (corruption: 0)

Tactics: Ferbers do not back down, no matter the size or strength of the opposition. They prefer to overwhelm targets with superior numbers, dividing themselves so that there are two ferbers facing each opponent.

FEY BEAST

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+1	+3	+5	0	-5	-1	0
Defense		Armor		Toughness		Pain Threshold	
0		4		11		6	

Traits

Natural Weapon (II), Paralyzing Venom (III)

Abilities

Steadfast (adept)

Weapons

Bite 4

Accurate

Shadow

Brownish yellow, like the dry grass of a meadow (corruption: 0)

Tactics: Fey beasts hunt in packs, and would rather not attack unless they outnumber their prey by at least two-to-one. Together they hunt down the victims, and when all victims have been paralyzed, the feast begins.

FORTUNE-HUNTER

Cultural Being, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	0	+1	+5	0	+3	-5	-3
Defense		Armor		Toughness		Pain Threshold	
+1		2		15		8	

Traits

Bushcraft (human), Long-lived (changeling), Short-lived and Pariah (goblin)

Abilities

None

Weapons

Accurate

Spiked club 4, throwing knife 3

Shadow

Green or copper (corruption: 0)

Tactics: The fortune-hunter flings his or her throwing knives from behind the shield, and enters into melee when the knives run out, or if the enemy forces him to do so.

GOBLIN, SHAMAN

Cultural Being, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
0	-3	-1	0	+5	-5	+1	+3	
Defense	Armor		Toughness		Pain Threshold			
+5	-		10		5			

Traits *Pariah, Short-lived*

Abilities *Alchemy (adept), Inherit Wound (novice), Ritualist (novice, Nature's Lullaby)*

Weapons Carved Wooden Staff 3 (blunt)
Accurate

Shadow Emerald green, like moss covered in dew (corruption: 2)

Tactics: The shaman keeps its distance from the fight until someone needs help, with healing or antidotes.

GOBLIN, WARRIOR

Cultural Being, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	+1	-5	+5	-3	0	0	+3
Defense		Armor		Toughness		Pain Threshold	
-1		4		10		5	

Traits *Pariah, Short-lived, Survival Instinct (II)*

Abilities None

Weapons Spear 4 (long), Bow 4
Accurate

Shadow Moss-green and dark brown, like an overgrown tree stump
(corruption: 1)

Tactics: Goblin warriors obey orders. They will try to make use of the extra movement and the extra protection gained by *Survival Instinct*, to make the best possible use of their long weapons.

GWANN

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+1	0	+5	0	+3	-1	-5
Defense	Armor		Toughness		Pain Threshold		
+2	2		15		8		

Traits *Death Struggle (I), Life Sense (II), Robust (I), Tunneler (II)*

Abilities None

Weapons Claws 4
Accurate

Shadow Granulose dark brown, like loose soil
(corruption: 0)

Tactics: The gwann always hunt in packs of between five and ten individuals, and use their tunneling ability to slowly but surely wear down the prey while avoiding attacks themselves.

JAKAAR

Beast, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+3	-1	+5	-5	+1	0	0
Defense		Armor		Toughness		Pain Threshold	
-5		2		10		5	

Traits	Armored (I), Natural weapon (I)
Abilities	None
Weapons Accurate	Bite 3 (short)
Shadow	Green like spring grass (corruption: 0)

Tactics: The jakaars try to gain Advantage by flanking their prey.

KANARAN

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	-6	-1	+3	-4	+1	0	0
Defense	Armor		Toughness		Pain Threshold		
-4	4		10		5		

Traits	Armored (III)
Abilities	Acrobatics (master), Exceptionally Cunning (novice), Exceptionally Quick (novice), Strangler (novice)
Weapons	None
Shadow	Bright green, like a swaying tree crown during high summer (corruption: 0)

Tactics: The kanaran sneaks up on solitary victims and strangles them. Desperate snakes can attack an individual traveling with a group and then use the target as a shield during the attack; in such cases the kanaran usually strangles the whole company before it starts to feed.

KELDER

Flora, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
-3	+1	0	+3	+5	-1	-5	0	
Defense	Armor		Toughness		Pain Threshold		-	
+5	3		15					

Traits Armored (II), *Bloodlust** (II), *Observant*, *Paralyzing Venom* (III), *Piercing Attack* (I), *Slow*

Abilities None

Weapons Mycelial threads 0 (penetrating: 4)
Accurate

Shadow Streaky and shiny dark green, like healthy pine needles (corruption: 0)

Tactics: The kelders inhabit the Davokar forest in groups comprising five to six individuals. They seek out what appear to be suitable resting sites and strike once any visiting prey have fallen asleep, taking them by *Surprise*.

* Retaining [Strong←Strong] instead of entralling

LATE SUMMER ELF

Cultural Being, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-5	0	-1	+1	0	-3	+3	+5
Defense		Armor		Toughness		Pain Threshold	
0		4		10		4	

Traits Long-lived

Abilities Marksman (master), Man-at-arms (adept), Polearm Mastery (master)

Weapons Bow 5, Spear 5 (long)
Accurate

Shadow Deep green (corruption: 0)

Tactics: The elves of late summer prefer to use their bows, but if it comes to close combat they do not mind standing in the front line, keeping the enemies in check with their spears while other elves fill them full of arrows.

LIVING THORNS

Flora, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	+3	0	+5	-3	-1	-5	+1
Defense -3	Armor -	Toughness 15	Pain Threshold -				

Traits *Crushing Embrace (III), Many-headed (II), Natural Weapon (II)*

Abilities Root Trap* (adept)

Weapons Sturdy Branches 4
Accurate

Shadow Shifting bright green, as a swaying bush (corruption: 0)

Tactics: The thorns use their roots to capture the prey, in order to crush it to death in its embrace.

* Like *Entangling Vines*, but with *Strong* as basis for success tests.

LOSTLING

Undead, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
-5	+5	0	+1	+3	-3	-1	0	
Defense	Armor		Toughness		Pain Threshold			
+3	-		11		-			

Traits *Alternative Damage (I), Haunting (I), Spirit Form (I), Wings (III)*

Abilities *None*

Weapons *Sweeping attack 3, damages Strong, Accurate ignores Armor*

Shadow *Liquid red with black dots, like a crushed jealous heart (thoroughly corrupt)*

Tactics: A Lostling makes sweeping attacks that, when successful, allow it to pass through the target. It always chooses the biggest, strongest victim and tries to possess it as soon as an attack deals damage.

MARE CAT

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	+1	-5	+5	-3	0	+3	0
Defense		Armor		Toughness		Pain Threshold	
-3		-		10		4	

Traits	<i>Natural Weapon (II), Poisonous (I)</i>
Abilities	<i>Acrobatics (novice)</i>
Weapons Accurate	<i>Bite 4 (short), poison 2 for 2 turns</i>
Shadow	<i>Darkish green (corruption: 4)</i>

Tactics: The mare cats sneak up on their targets to surprise them, then move during the combat to keep the *Advantage* by flanking its victims.

MARLIT

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	-5	+3	-1	+1	-3	0
Defense		Armor		Toughness		Pain Threshold	
+1		2		13		7	

Traits Grappling Tongue, Natural Weapon (I), Robust (I)

Abilities Iron Fist (adept)

Weapons Bite 7
Strong

Shadow Multifarious green, like a sunlit oily leaf (corruption: 0)

Tactics: The Marlit cooperates with its companions in order to achieve Surprise attacks or flanking. Then they grab and pull the target in using their tongues, and bite it to death.

MOOSE

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	+3	0	+5	-3	+1	-5	0
Defense		Armor		Toughness		Pain Threshold	
0		3		15		8	

Traits

Natural Weapon (II), Robust (II)

Abilities

Iron Fist (adept), Natural Warrior (novice), Equestrian (adept)

Weapons

Horns 10, +3 if moving prior to the attack

Strong

Shadow Bright green with red spots, as a Rowan crown full of berries (corruption: 0)

Tactics: The Moose maneuvers skillfully to avoid being caught in melee, staying constantly in motion while keeping its horns lowered towards the chest of its enemy.

MOSEY MUNK

Beast, Ordinary resistance

ACC -5	CUN +5	DIS +3	PER +1	QUI 0	RES -1	STR -3	VIG 0
Defense +3	Armor 3		Toughness 13		Pain Threshold 7		

Traits *Harmful Aura (II, acidic), Natural Weapon (II), Robust (II)*

Abilities None

Weapons Bite 7, and *Harmful Aura*
Accurate

Shadow A bone-white crawling swarm, like a cluster of wriggling maggots (corruption: 0)

Tactics: The Mosey Munk runs straight into melee where it, with its awful stench and powerful bite, takes on the most threatening enemy.

PLUNDERER

Cultural Being, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	+1	0	-3	-1	-5	+3
Defense		Armor		Toughness		Pain Threshold	
+1		4		15		8	

Traits *Long-lived, Robust (I)*

Abilities *Iron Fist (novice), Two-handed force (adept)*

Weapons Two-handed hammer 8
Strong

Shadow Crimson red (corruption: 0)

Tactics: The plunderer marches straight into battle, hungry for loot and coin.

RAGE TROLL, FAMISHED

Cultural Being, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	0	+5	+3	-1	0	-5	+1
Defense		Armor		Toughness		Pain Threshold	
+7		4		15		8	

Traits Long-Lived, Natural Weapon (I), Robust (I)

Abilities Berserker (adept)

Weapons Claws 8 (short)
Accurate

Shadow Bright red, like arterial blood full of life (corruption: 0)

Tactics: The famished Rage Troll attacks one target at a time, until all of them are dead.

RAGE TROLL, GROUP-LIVING

Cultural Being, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	0	+5	+3	0	-1	-5	+1
Defense		Armor		Toughness		Pain Threshold	
+7		4		15		8	

Traits *Long-Lived, Natural Weapon (I), Regeneration (III), Robust (I)*

Abilities *Berserker (adept), Natural Warrior (novice)*

Weapons Claws 9 (short)
Accurate

Shadow Blood red (corruption: 0)

Tactics: The group-living Rage Trolls attack in packs, trying to encircle the target. Then the berserker rage usually does the trick.

SPRING ELF

Cultural Being, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	0	-5	+1	-3	+3	+5	-1
Defense	Armor		Toughness		Pain Threshold		
-3	-		10		3		

Traits *Long-lived*

Abilities None

Weapons Dagger 3 (short), Bow 4
Accurate

Shadow Bright green, like the leaves on a
baby birch (corruption: 0)

Tactics: The spring elves keep their distance
and attack the enemy with their bows, or else
try to lure victim into varying kinds of traps or
ambushes.

TRICKLESTING

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
-3	0	-1	+5	-5	+3	+1	0	
Defense	Armor		Toughness		Pain Threshold			
-5	-		10		5			

Traits *Natural Weapon (I), Poisonous (I), Web (I)*

Abilities *Acrobatics (novice)*

Weapons Bite 3, poison 2 for 2 turns
Accurate

Shadow Greenish gray, like the beard lichens of the forest (corruption: 2)

Tactics: The tricklesting uses its webs to capture prey animals, then dances around the target to flank it and kill it with bites. As the first one goes down, it continues to the next, and the next...

VIOLING

Beast, Ordinary resistance

ACC -3	CUN 0	DIS +5	PER +3	QUI -5	RES 0	STR +1	VIG -1
Defense -5	Armor -	Toughness 10	Pain Threshold 5				

Traits *Swarm (I), Wings (I)*

Abilities *Natural Warrior (adept)*

Weapons Beak 3, two attacks at the same target
Accurate

Shadow Blackish green, like tar bobbing on the surface of a pond (corruption: 6)

Tactics: The violings swarm around their target, hacking at it with their beaks until it falls or retreating if the swarm thins out. When multiple swarms gather, they usually team up to attack the same victim.

ABOAR

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	0	+3	+5	-3	-1	-5	+1
Defense		Armor		Toughness		Pain Threshold	
+1		7		15		8	

Traits *Armored (II), Natural weapon (II), Robust (III)*

Abilities *Iron Fist (adept)*

Weapons *Tusks 10 (short)*
Strong

Shadow *Deep red, with faint streaks of rust in the red (corruption: 3)*

Tactics: The Aboar uses diversion attacks to try to scare the enemy away from its territory; if that fails the giant boar trusts that its tusks, reflexes and thick hide are enough to plow down any aggressor.

ARACH, POISONER

Cultural Being, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+3	0	-5	+5	-3	+1	-1	0

Defense	Armor	Toughness	Pain Threshold
-3	2	11	5

Traits *Armored (I), Natural Weapon (I), Poisonous (I)*

Abilities *Backstab (adept)*

Weapons *Bite 3 (short), +4 with Advantage*
Discreet/ *and poison 2 for 2 turns.*
Accurate

Shadow *Spotted gray brown, like a chunk of bog iron (corruption: 0)*

Tactics: Tries to encircle and flank the enemy to gain *Advantage*, after which they rely on their venomous bites.

ARACH, EXALTED

Cultural Being, Strong resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	+1	-5	-1	-3	0	+3
Defense	Armor		Toughness		Pain Threshold		
-1	-		10		5		

Traits	Armored (I), Companions (III; one Poisoner, a Tricklesting and an Ett-herd), Harmful Aura (II), Natural Weapon (II), Poisonous (III), Web (III)
Abilities	Backstab (adept), Dominate (master), Loremaster (adept)
Weapons Persuasive	Bite 4, +4 with Advantage and poison 4 for 4 turns
Shadow	Rusty brown with golden stripes, like unpolished amber (corruption: 0)

Tactics: Urges its companions to attack first and focuses on one target at a time, capturing and poisoning it while all who come within melee range suffer from its harmful aura of poisonous hairs.

BLOOD CAT

Beast, Strong resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	-3	+1	-1	-5	0	+3
Defense		Armor		Toughness		Pain Threshold	
-1		2		10		5	

Traits *Bloodlust (I), Companions (III, three Mare Cats), Natural Weapon (II), Night Perception, Robust (I)*

Abilities *Acrobatics (master), Faint (master), Natural Warrior (master)*

Weapons Claws 10/8, two attacks at the same target
Discreet

Shadow Pulsating blood red (corruption: 0)

Tactics: The Blood Cat uses its acrobatic ability and its unpredictable movements in close combat, but has difficulty controlling its thirst: as soon as it encounters a single enemy in melee, it tries to enthrall it and bite its neck.

DARKLING

Cultural Being, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	+3	-1	+5	-5	+1	0	-3
Defense -5		Armor -		Toughness 10		Pain Threshold 5	

Traits *Bushcraft, Mystical Resistance (II), Regeneration (I)*

Abilities *Acrobatics (novice), Marksman (adept), Sixth Sense (master), Polearm Mastery (novice)*

Weapons Bow 4 (blunt)
Vigilant/Accurate Spear 4 (blunt, long)

Shadow Shimmering dark green, like damp moss on a stump in the moonlight (corruption: 0)

Tactics: The darklings fight unhindered by darkness and hunt in groups. If the opposition seems tough they may run, but they will not be taken alive and if someone in their group cannot get away they all stay and fight to the death.

DRAGOUL

Undead, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+1	+3	0	+5	0	-3	-5	-1
Defense		Armor		Toughness		Pain Threshold	
0		2		15		-	

Traits

Undead (I)

Abilities

*Iron Fist (adept),
Shield Fighter (novice)*

Weapons

Rusty sword 7

Strong

Shadow

Yellowish gray like dead skin, with dark spots that grow as the undead body slowly rots (thoroughly corrupt)

Tactics: The undead ventures forth according to the will of its creator or on its own, always hunting for warm flesh and fresh blood.

FRAY SPIDER

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-5	+3	+1	+5	-3	0	-1	0
Defense		Armor		Toughness		Pain Threshold	
-3		4		11		6	

Traits *Armored (III), Fleet-footed, Natural Weapon (II), Poisonous (II)*

Abilities *Acrobatics (novice), Natural Warrior (master)*

Weapons *Bite 8, two attacks at the same target, and poison 3 for 3 turns*

Shadow *Dark brown with streaks of gray, like a speckled mountain wall (corruption: 1)*

Tactics: Against stronger prey well-suited for melee combat, the fray spider will begin with a quick poison attack and then keep its distance while the poison weakens the victim. Against weaker enemies, and those with ranged weapons, it relies on its powerful bite and thick shell.

HUNGER WOLF

Beast, Strong resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	+5	-3	+1	-5	+3	-1	0
Defense		Armor		Toughness		Pain Threshold	
-3		7		11		6	

Traits *Armored (III), Natural Weapon (III), Robust (I)*

Abilities *Acrobatics (master), Faint (adept), Natural Warrior (master)*

Weapons Bite 10/8, two attacks at the same target
Discreet

Shadow Pale greenish yellow, like last year's grass in a forest clearing
(corruption: 0)

Tactics: The Hunger Wolf trusts in its cleverness and speed, and does not hesitate to attack larger groups of opponents. Should it be badly hurt, it uses its acrobatic ability to flee and lick its wounds. But the Hunger Wolf does not forget, and will definitely seek vengeance.

HUNTING SPIDER

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
-3	0	-1	+5	-5	+3	+1	0	
Defense	Armor		Toughness		Pain Threshold			
-5	-		10		5			

Traits *Fleet-footed, Natural Weapon (I), Poisonous (I), Web (II)*

Abilities *Acrobatics (adept)*

Weapons Bite 3 (short), and poison 2 for 2 turns
Accurate

Shadow Bluish grey, like the beard lichens of the forest (corruption: 2)

Tactics: The hunting spiders use their sticky web to entangle their prey. With that done, they proceed to flank and kill one victim at a time.

KILLER SHRUB

Flora, Challenging resistance

ACC -3	CUN +3	DIS 0	PER +5	QUI -1	RES 0	STR -5	VIG +1
Defense +2	Armor 3		Toughness 15		Pain Threshold -		

Traits *Crushing Embrace (III), Grappling Tongue, Natural Weapon (II), Robust (II)*

Abilities *Iron Fist (adept)*

Weapons *Thorny Branches 9*
Strong

Shadow *Glossy greenish brown, like leathery bark (corruption: 0)*

Tactics: If some prey-animal passes within melee range, the shrub tries to envelop it in a crushing embrace, otherwise it sends out its grappling vines to pull the mouth-watering target close. Should it be attacked from a distance, it can retaliate as long as the target is within the distance of two movement actions (see *Grappling Tongue*).

NECROMAGE

Undead, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
0	+1	-1	+5	-3	-5	+3	0	
Defense	Armor		Toughness		Pain Threshold			
-3	-		10		-			

Traits

*Alternative damage (III),
Spirit form (III), Terrify (II)*

Abilities

Bend will (adept)

Weapons

Accurate

*Wraith claws 5, damages Resolute,
ignores Armor*

Shadow

*Dark gray, like thunderclouds in a
cold night sky (thoroughly corrupt)*

Tactics: The necromage calls on its victims by bending their will, follows up by making them terrified and finishes them off with its claws when they are helpless.

WRAITH

Undead, Ordinary resistance

ACC -3	CUN +3	DIS -1	PER +5	QUI 0	RES -5	STR +1	VIG 0
Defense 0	Armor -			Toughness 10		Pain Threshold -	

Traits Alternative Damage (II, Strong),
Spirit Form (II)

Abilities None

Weapons Touch of death 4, damages Strong,
Accurate ignores Armor

Shadow Glossy black, like oil (thoroughly
corrupt)

Tactics: The wraiths attack people at random.
There is a 50% chance that an individual wraith
will flee if it suffers damage from a single blow that
exceeds half its Toughness.

ABYSS OX

Abomination, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	0	-5	+5	+1	-3	0	+3
Defense		Armor		Toughness		Pain Threshold	
+1		4		10		5	

Traits Armored (III), Carapace (II), Piercing Attack (I), Poisonous (II), Summoner (II)

Abilities None

Weapons Bite 0 (penetrating: 4), and poison 2 for 2 turns
Accurate

Shadow Fractured but glossy black, like a cracked backplate (thoroughly corrupt)

Tactics: Rushes silently at the prey which looks weakest with the aim to poison it, counting on the Intruder Daemons to come to their aid if the target puts up a fight. As soon as the poison has taken effect, they start moving around to double their *Armor* value.

CHOKING UNDINE

Phenomenon, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-4	-6	+1	+5	-1	0	0	+3
Defense		Armor		Toughness		Pain Threshold	
-1		-		30		5	

Traits	Regeneration (III), Sturdy (III)
Abilities	Drowning Wave*, Exceptionally Accurate (novice), Exceptionally Cunning (novice)
Weapons Accurate	Drowning 3
Shadow	Shifting blue, like the ripples on Lake Volgoma (corruption: 0)

Tactics: The Undine embraces one victim at a time and does not let go until it is dead.

* Works as Strangler (novice) but does not require an Advantage.

GOBBLE GNOME

Phenomenon, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+3	+1	0	+5	-3	-1	-5	0
Defense		Armor		Toughness		Pain Threshold	
0		5		15		8	

Traits *Armored (I), Natural Weapon (II), Robust (II), Tunneler (III)*

Abilities *Iron Fist (novice), Natural Warrior (adept)*

Weapons Fists 8/5, two attacks at the same target
Strong

Shadow Flowing brown, like a landslide (corruption: 0)

Tactics: The gnome moves below the targets and tries to get as many of them as possible to fall into its pit trap, where it attacks them with heavy blows.

HUNGER FURY

Phenomenon, Challenging resistance

ACC +3	CUN +1	DIS 0	PER +5	QUI -3	RES -5	STR -1	VIG 0
Defense -3	Armor -			Toughness 11		Pain Threshold -	

Traits *Harmful Aura (II), Spirit Form (II)*

Abilities *Brimstone Cascade (master), Fire Soul (master)*

Weapons None

Shadow Whirling orange, like a dancing flame (corruption: 0)

Tactics: The Fury attacks with fire from a distance but is not afraid to enter melee since its burning hunger damages all who come close.

IRE SYLPH

Phenomenon, Challenging resistance

ACC +3	CUN 0	DIS -1	PER +5	QUI -3	RES -7	STR 0	VIG +1
Defense -3	Armor -		Toughness 10		Pain Threshold 5		

Traits *Spirit Form (III)*

Abilities *Exceptionally Resolute (adept), Mind-throw (master)*

Weapons None

Shadow Raging white, like a swirling snowstorm (corruption: 0)

Tactics: The Sylph soars around the battlefield throwing its enemies about, against rocks, trees and down precipices if possible.

MANAGAAL

Phenomenon, Strong resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	+3	-5	-3	0	-1	+1
Defense		Armor		Toughness		Pain Threshold	
0		3		11		6	

Traits *Bloodlust (III), Corruption Hoarder (III), Entrall (II), Natural Weapon (III), Robust (II), Wings (I)*

Abilities *Actobatics (novice), Dominate (novice), Leader (novice), Natural Warrior (novice)*

Weapons Bite 9

Persuasive

Shadow Purple, shifting towards deep black the more corruption it has accumulated (thoroughly corrupt)

Tactics: The beast tries to enthrall its enemies in order to drink their (preferably corrupted) blood. The creature starts the scene with 1D4 accumulated corruption.

NIGHT SWARMERS

Abomination, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-1	+5	0	+3	-5	+1	-3	0
Defense		Armor		Toughness		Pain Threshold	
-5		-		13		7	

Traits *Corrupting Attack (II), Fleet-footed, Night Perception, Piercing Attack (II), Regeneration (III), Swarm (II), Wings (II)*

Abilities *Natural Warrior (adept)*

Weapons *Bite 0 (penetrating: 5), two attacks at the same target, and 1D6 temporary corruption.*
Accurate

Shadow *Flickering black, like swirling sot flakes in starlight (thoroughly corrupt)*

Tactics: The swarm has nothing in mind besides gorging until it is full, and it does not quit until the target is blight born or leaves its territory.

SKULLBITER, CRUSHER

Beast, Strong resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	+3	+1	0	-3	-1	-5	0
Defense		Armor		Toughness		Pain Threshold	
+1		8		15		8	

Traits *Armored (II), Carapace (III), Earth Bound, Fleet-footed, Natural Weapon (II), Rampage (III), Robust (III)*

Abilities *Iron Fist (novice), Natural Warrior (adept)*

Weapons *Strong* Bite 9/5, two attacks at the same target

Shadow Silver glittering gray, like slate stone (corruption: 0)

Tactics: The Crusher typically employs the standard tactics of Skullbiters: to forcefully penetrate the enemy's defensive line and slaughter the weakest enemies first.

SKULLBITER, HATCHLING

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	+3	+1	0	-3	-1	-5	0
Defense		Armor		Toughness		Pain Threshold	
-1		4		15		8	

Traits *Armored (I), Carapace (I), Earth Bound, Fleet-footed, Natural Weapon (I), Rampage (I), Robust (I)*

Abilities *Iron Fist (novice)*

Weapons *Bite 5*
Strong

Shadow *Speckled gray, like coarse gravel (corruption: 0)*

Tactics: Newly hatched shield beasts are naturally cautious and hesitant to attack single-handedly, unless the target looks hurt – if so, they do not hesitate for a moment.

BRIMSTONE OAK

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+3	+1	+5	0	-1	-5	0
Defense		Armor		Toughness		Pain Threshold	
+3		3		15		-	

Traits *Deadly Breath (II), Harmful Aura (I), Robust (II), Root Wall (III)*

Abilities None

Weapons Flaying Branches 5
Accurate

Shadow Streaky brown-red, as bark basking
in the glow from flaming embers
(corruption: 0)

Tactics: Uses its root wall to trap targets; then tries to kill them with its smoldering hot cascades.

CRYSTAL FLIES

Beast, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG	
0	-1	-3	+5	-5	+3	0	+1	
Defense	Armor		Toughness		Pain Threshold			
-5	-		10		5			

Traits	<i>Swarm (I), Wings (I)</i>
Abilities	<i>Strangler (novice)</i>
Weapons Accurate	Bite 2, Strangling 3
Shadow	Whirling white, like a biting snowstorm (corruption: 0)

Tactics: Focuses on the closest warm-blooded creature and tries to force its way down its throat, nose and ears.

HAMMER EEL

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+3	0	-1	+5	-5	0	-3	+1
Defense		Armor		Toughness		Pain Threshold	
-2		6		26		7	

Traits *Amphibian, Armored (II), Natural Weapon (II), Prehensile Claws (I), Robust (II), Sturdy (II), Swimmer* (II)*

Abilities *Iron Fist (adept)*

Weapons *Bite 9*
Strong

Shadow *Glittering, rough silver blue, like water colored velvet (corruption: 0)*

Tactics: The eel can choose between trying to grip and pull the victim into the water, or attack directly with its shark-like jaws.

KING TOAD, YOUNG

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	-5	+3	+1	0	-3	-1
Defense		Armor		Toughness		Pain Threshold	
+3		2		20		7	

Traits *Amphibian, Grappling Tongue, Natural Weapon (I), Robust (I), Sturdy (I)*

Abilities *Iron Fist (novice)*

Weapons Bite 5
Strong

Shadow Shifting blue-green, like water lichen on a rock just below the surface (corruption: 0)

Tactics: The young King Toad hides in puddles and streams, trying to catch prey with its tongue and pull it down below the surface.

KOTKA

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	0	+3	+5	-1	+1	-5	0
Defense	Armor		Toughness		Pain Threshold		
+1	4		15		8		

Traits *Armored (I), Natural Weapon (II), Robust (I)*

Abilities *Natural Warrior (adept)*

Weapons Claws 7, two attacks at the same target
Accurate

Shadow Bright green like the leaves of a mountain birch (corruption: 0)

Tactics: Kotkas tend to hunt in pairs or groups of three adults; they usually sneak up on herds of prey and work together to isolate a single target. They do the same when facing a group of enemies – they focus on one target at a time, trying to gain an *Advantage* through flanking maneuvers. Naturally, they will attack the largest, most tough-looking opponent first.

MOUNTAIN TROLL

Cultural Being, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	0	+3	+1	+5	-1	-5	0
Defense	Armor		Toughness		Pain Threshold		
+5	6		15		8		

Traits *Armored (III), Natural Weapon (II), Regeneration (III)*

Abilities *Berserker (adept), Natural Warrior (adept)*

Weapons
Accurate Fists 8, two attacks at the same target

Shadow Blueish white, like the water from a melting glacier (corruption: 0)

Tactics: Rushes into battle and strikes down as many enemies as possible.

NIPPER

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	+3	-5	+5	+1	0	-1	0
Defense		Armor		Toughness		Pain Threshold	
+1		3		11		6	

Traits *Amphibian, Armored (II), Natural Weapon (I), Prehensile Claws (I)*

Abilities None

Weapons Claws 3 (short)
Accurate

Shadow Spotted reddish brown, like a cooked crustacean shell (corruption: 0)

Tactics: The Nippers use their belly-claws to hold onto and move around on deck, land or a bridge. They coordinate their attacks to gain *Advantage*, and then try to grip and slowly gnaw their victims to death.

ROBBER

Cultural Being, Weak resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
0	+5	-3	+1	0	+3	-1	-5
Defense		Armor		Toughness		Pain Threshold	
+4		3		11		6	

Traits *Bushcraft* (human), or *Shortlived* and *Pariah* (goblin)

Abilities None

Weapons One-handed weapon 4, Throwing weapon 3
Accurate

Shadow Various shades of green
(corruption: 0)

Tactics: Robbers have learned to calculate the odds and will not attack if outnumbered – not even a strong leader can force them to attack a superior enemy.

ROBBER CHIEF

Cultural Being, Ordinary resistance

ACC +5	CUN +3	DIS +1	PER -5	QUI -3	RES 0	STR 0	VIG -1
Defense 0	Armor 3		Toughness 10		Pain Threshold 5		

Traits	Contacts (outlaws)
Abilities	Acrobatics (novice), Dominate (adept), Twin Attack (adept)
Weapons Persuasive	Sword and axe 4, two attacks at the same target
Shadow	Green with spots of copper (corruption: 0)

Tactics: The leader of the outfit fights along with his or her fellow raiders; anything else would not be tolerated. However, he or she makes use of the Dominate ability to steer enemies to other targets.

ROCK BUCK

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+3	-1	+1	+5	-3	0	-5	0
Defense		Armor		Toughness		Pain Threshold	
+7		5		15		8	

Traits *Armored (II), Natural Weapon (II), Robust (I), Wrecker (II)*

Abilities *Berserker (novice), Iron Fist (novice)*

Weapons Horns 9
Strong

Shadow Whirling gray-white, like snow in squalls (corruption: 0)

Tactics: Challenges the largest of its opponents and tries to knock it to the ground.

SKULLAN

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
+5	0	-5	+3	+1	0	-3	-1
Defense		Armor		Toughness		Pain Threshold	
+3		2		13		7	

Traits

Amphibian, Grappling Tongue, Natural Weapon (II), Paralyzing Venom (III), Robust (I)

Abilities

None

Weapons

Accurate

Bite 6, and paralyzing venom

Shadow

Tumbling blue and white, like the currents in a rocky rapid (corruption: 0)

Tactics: The Skullan uses its tongue to pull targets from passing vessels; once the victim is paralyzed, the feast can commence!

SNOW WRAITH

Undead, Ordinary resistance

ACC -3	CUN 0	DIS 0	PER +5	QUI +3	RES -5	STR -1	VIG +1
Defense +3	Armor 2	Toughness 11	Pain Threshold -				

Traits *Armored (I), Deadly Breath (I), Gravely Cold (II), Undead (I)*

Abilities None

Weapons Ice Nails 2, and *Gravely Cold*
Accurate

Shadow Fractured blue ice bobbing on
a pitch-black lake (thoroughly
corrupt)

Tactics: Attacks in packs and lets their icy breath
sweep over the paralyzed victims.

VAPAYA

Beast, Ordinary resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-3	0	+1	+5	-1	0	-5	+3
Defense	Armor		Toughness		Pain Threshold		
+5	-		15		8		

Traits *Amphibian, Natural Weapon (II), Swift (II), Swarm (III)*

Abilities *Berserker (novice), Natural Warrior (novice)*

Weapons
Accurate

Shadow Striped and glossy red-green-yellow, like patterned fish scales (corruption: 0)

Tactics: The Vapaya swarm around one victim at a time, biting and biting until it is dead.

WRAITH OWL

Beast, Challenging resistance

ACC	CUN	DIS	PER	QUI	RES	STR	VIG
-5	0	-1	+5	-3	+1	+3	0
Defense		Armor		Toughness		Pain Threshold	
-1		2		10		4	

Traits *Fleet-footed, Natural Weapon (III), Robust (I), Wings (III)*

Abilities *Natural Warrior (adept)*

Weapons Talons (long), two attacks at the same target, 8/6 damage (free attack: one attack, 5 damage)
Accurate

Shadow As bright white as its plumage (corruption: 0)

Tactics: Watches its surroundings from elevated positions. Having spotted its prey, it relies on its exceptional flying skills to launch sweeping attacks without putting itself at risk. If the victim does not have a long weapon, the wraith owl gets a free attack each turn. If there is a danger of being caught in melee combat, the owl will choose another target or simply not attack until the situation has improved.

HOW TO USE

Intention & Guidelines

How you and your group choose to use this box of cards is, of course, entirely up to you, but it has been created with two main applications in mind:

1. Before the session, the GM prepares by picking out the warranted cards, to avoid having to browse through the books.
2. The Game Master lets the players draw cards to create random encounters, possibly limited to a certain environment (Bright Davokar, Dark Davokar, Corrupt Davokar or Other Wilderness).

In this case, it is important to customize the number of creatures to the characters' combat proficiency, as shown by the guidelines presented on page 178-181 in the *Symbaroum Monster Codex*.