



MONSTER NOMICON™



IRON KINGDOMS

FULL METAL FANTASY ROLEPLAYING GAME



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PROFESSOR PENDRAKE AND THE MONSTERNOMICON

Among those in the Iron Kingdoms who make it their life's work to study the creatures of the wilds, Professor Viktor Pendrake of Corvis University in Cygnar has earned a special place. As High Chancellor of the Department of Extraordinary Zoology, Professor Pendrake has spent decades alternating between exploring the wild fringes of Immoren and lecturing at the university, as well as writing a number of definitive tomes on the creatures he has observed in the field. The *Monsternomicon*, a work of several volumes, has served as perhaps his most famous and widely admired project. The professor has done more than simply study beasts from a distance—he has risked his own life and those of his assistants to pursue difficult answers.

Professor Pendrake has even earned some degree of friendship and acceptance among certain wilderness communities. He has become a blood brother among certain trollkin kriels and is welcomed among them as if he were a member of the kriel. His friends and allies among the Circle Orboros have revealed

some of their secrets to him, and he has even met with Tharn through the intervention of the blackclads. He is intimately familiar with the strange tongues and stranger cultures of both the farrow and the gatormen and has negotiated with both groups. Perhaps his most extraordinary accomplishment came after he was captured by the skorne and brought into eastern Immoren, one of the very few humans ever to observe that society from within. For these reasons and others, Professor Pendrake has a breadth of knowledge and experience in the wilderness unequaled even among those who live there. That said, his work has forced him to focus on a broad spectrum of study rather than specialize in examining a single species. Because of this, his lore is not necessarily perfect, and he is the first to admit there is much that he does not know and more work that he must do to fill in the gaps.

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FULL METAL FANTASY MONSTERNOMICON

Countless ways of meeting death exist across the landscape of western Immoren, but some of the most terrifying involve the creatures found beyond the protection of civilization. These denizens of the wilds come in all shapes and sizes and possess a diversity of natural talents and abilities. From the relatively innocuous to the bizarre and terrifying, these creatures present exciting challenges to characters trekking through the forests, mountains, and swamps of western Immoren.

The original *Monsternomicon* (published in two volumes) was the essential source of antagonists for players in the first iteration of the Iron Kingdoms RPG, and now the *Monsternomicon* returns for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. Crawling with dangerous beasts, savage humanoids, and chilling undead, these pages provide all the information Game Masters need to use these deadly creatures in their games of *Iron Kingdoms Full Metal Fantasy* and *Iron Kingdoms Unleashed*.

Anatomy of a Creature

Creatures are pregenerated non-player character (NPC) threats for player characters. They include wild beasts such as the vicious burrow-mawg and the mighty dracodile as well as sentient creatures such as the terrifying cephalyx and the wretched dregg. Each creature's entry includes a detailed description of its race or species.

Although creature entries resemble the stat profiles of player characters, there are some key differences. The various parts of a creature entry are detailed below.

Creature Name: This is the name of the creature.

Description: This section provides a brief description of the creature.

Combat: This section describes how the creature generally approaches combat. In the case of intelligent creatures, it also provides a list of the common weapons and armor the creature uses in battle.

Lore: A character can make an INT + Lore skill roll to determine what he knows about the creature; the higher he rolls, the more he learns. A creature's lore section also lists any resources a character can gain from the creature, in the form of items it carries or harvestable resources it possesses.

Stat Profile: Each creature entry has a stat profile made up of the following primary and secondary stats:

Physique (PHY): This stat represents the creature's toughness, health, and physical durability. A creature's PHY functions the same as that of a player character.

- **Speed (SPD):** This stat represents how quickly the creature can move. A creature's SPD functions the same as that of a player character.

- **Strength (STR):** This measures the creature's physical strength. A creature's STR functions the same as that of a player character.

Agility (AGL): This measures the creature's reflexes and nimbleness and is used to determine its Defense stat. (See "Derived Stats" below.) A creature's AGL functions the same as that of a player character.

- **Poise (POI):** Poise is a measure of the creature's nimbleness and ability to focus physically. It is used to calculate the creature's RAT. A creature's POI functions the same as that of a player character.

- **Prowess (PRW):** Prowess is a measure of the creature's grace, balance, and control over its body. It is used to calculate the creature's MAT and Initiative. A creature's PRW functions the same as that of a player character.

Intellect (INT): This stat reflects the creature's wits, deductive ability, and speed of thought. It also helps determine the creature's Willpower stat. A sentient creature's INT functions the same as that of a player character, and a wild creature's INT represents its animal intelligence. A wild creature with a high INT is intelligent compared to other animals; its intellect is not comparable to that of the intelligent races.

- **Arcane (ARC):** This stat reflects the creature's arcane power. A creature's ARC functions the same as that of a player character.

- **Perception (PER):** This illustrates how astute and aware the creature is. A creature's PER functions the same as that of a player character.

DERIVED STATS

Derived stats are values computed using an antagonist's primary and secondary stats along with other factors. Derived stats are calculated the same for creatures as they are for player characters and function the same as they do for player characters.

Defense (DEF): This stat determines how difficult it is to hit the creature in combat, taking into account any modifiers imposed by its natural armor. A creature's base Defense is the sum of its Speed, Agility, and Perception. Defense can further be modified by a creature's size and abilities.

Initiative (INIT): This stat is used in the creature's initiative rolls and helps determine when it can act in combat. A creature's basic Initiative is the sum of its Speed, Prowess, and Perception. Initiative can be modified by a creature's abilities.

Armor (ARM): Some beasts have naturally thick hides that give them an armor bonus. This bonus is reflected in the creature's ARM stat and appears on a separate line. For instance, an argus has an ARM stat of 10, which is equal to the sum of its Physique stat of 7 plus 3 from its natural armor.

HUGE-BASED CREATURES

All huge-based creatures share the following rules:

- Unless it has an ability stating otherwise, a huge-based creature never gains a DEF bonus from cover, concealment, or elevation.
- Cloud effects and forests do not block line of sight to a huge-based creature.
- A ranged or magic attack targeting a huge-based creature does not suffer the target in melee penalty. If a ranged or magic attack misses a huge-based creature in melee, that miss is not rerolled against another character; instead, it misses completely.
- A huge-based creature's front arc is divided into two 90° fields of fire. These fields of fire determine which characters a huge-based creature can target with its weapons, depending on their location. Weapons located on the huge-based creature's left side (L) can target only characters in its left field of fire; weapons on its right side (R) can target only characters in its right field of fire. Weapons with a location of "H" or "—" can target characters in either field of fire. If any part of a character's base is on the line separating the left and right fields of fire, the character is considered to be in both fields of fire.
- **Massive** – A huge-based creature cannot be slammed, pushed, thrown, knocked down, or made stationary.
- **Pathfinder** – Although the ability does not appear in their profiles, all huge-based creatures have the Pathfinder ability (*Core Rules*, p. 165).
- **Great Beast** – A huge-based creature can never become incorporeal or benefit from stealth.
- A huge-based creature can make ranged attacks while in melee. A huge-based creature never suffers the firing-while-engaged penalty when targeting a character it is in melee with. A huge-based creature cannot gain the aiming bonus while engaged.
- A huge-based creature's melee weapons and melee attacks have a 2" melee range unless otherwise noted. This includes all power attacks made by a huge-based creature.
- **Slam Power Attacks** – Smaller-based characters hit by a slam power attack made by a huge-based creature are moved an additional 2".

Willpower (WIL): The creature's ability to resist the effects of fear and mind-controlling magic. A creature's Willpower is the sum of its Physique and Intellect.

OTHER IMPORTANT INFORMATION

Vitality: Most creatures simply have an amount of damage points they can suffer before they are disabled. More powerful or important creatures have full life spirals. A creature's primary stats do not directly influence its life spiral the same way a player character's primary stats affect his. A creature's size and natural durability can cause it to have more vitality points than expected.

WEAPON LOCATIONS

Some weapon entries indicate where the weapon is located: left arm (L), right arm (R), or head (H). These locations are used when resolving headlocks and weapon locks (*Core Rules*, p. 312). Only weapons with these indicators are viable targets for headlock and weapon lock power attacks.

Creature Templates: This section lists suggested templates appropriate for the creature. When a template is applied to a creature, the creature gains any equipment, skills, abilities, and modifiers granted by the template. For more on templates, see p. 92.

Command Range: This is the creature's command range in inches.

Base Size: This is the base size the creature should have when using models to resolve encounters. Small bases are 30 mm in diameter, medium bases are 40 mm, large bases are 50 mm, and huge bases are 120 mm.

Encounter Points: This section gives the creature's Encounter Point value. See "Combat Encounter Building" (*Core Rules*, p. 333) to determine how many Encounter Points you should spend on a particular combat encounter.

Weapons: This section lists the creature's weapons, if any. A creature can attack with either all its ranged weapons or all its melee weapons on each of its turns. Some weapons have a particular location. Each weapon entry lists the MAT or RAT of attacks made with that weapon, representing the creature's innate martial ability with the weapon. If a weapon has any special abilities, those are listed beneath the weapon entry.

Abilities: This section lists the special abilities the creatures can use in play.

Skills: This section reflects the knowledge, talents, and proficiencies a creature develops over time.

ARGUS, COMMON



During a Gnarl's expedition, an argus pack fell upon our camp. Some men climbed into trees, thinking the dogs couldn't follow. The alpha paralyzed them with a bark, dropping their nerveless bodies to the ground so the pack could feed. Poor Sanbeg hit almost every branch on the way down.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	7
SPEED	SPD	7
STRENGTH	STR	7
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4



DOPPLER BARK			
RAT	RNG	AOE	POW
4	SP 6	—	—

Paralysis – A living character hit by this weapon has a base DEF of 7 and cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.



BITE		
MAT	POW	P+S
5	4	11



BITE		
MAT	POW	P+S
5	4	11

Combo Strike – Instead of making an attack with each weapon separately, this creature can attack with both its weapons simultaneously. Make one attack roll for both weapons. If the attack hits, the POW of the damage roll is equal to this creature's STR plus twice the POW of this weapon.

INITIATIVE	INIT	14
DEFENSE	DEF	16
ARMOR	ARM	10
	(NATURAL ARMOR +3)	
WILLPOWER	WIL	10



COMMAND RANGE: 3
BASE SIZE: MEDIUM
ENCOUNTER POINTS: 6

DESCRIPTION

An enormous two-headed dog built of thick bone and dense muscle, the argus is a predatory pack animal that exists in a variety of breeds found throughout the wilds of western Immoren. A short, thick pelt of fur regulates the beast's temperature, allowing it to live comfortably in a wide territorial range as well as to blend into its surroundings better. Argus possess remarkable stamina and can stalk or harry prey across long stretches before attacking. They are opportunistic feeders that assault anything they do not consider a threat. The bite of an argus is powerful enough to shatter a bone as thick as an ox's thighbone; the bones of men provide little resistance.

A powerful neck supports each head, and pulling them in opposition allows an argus to strip the flesh off creatures as resilient as trolls. The twin heads of an argus can also combine their individual barks to produce an unsettling blast that addles the mind and stills the flesh. Victims are slowed—even paralyzed—by this terrible sound, providing a pack of argus with the opportunity to pounce and tear a victim to shreds.

The eyes of an argus are always in motion, scanning its surroundings

for sources of danger or potential quarry. This behavior, coupled with the ability literally to look in two directions at once, makes them virtually impossible to approach unnoticed. Smaller breeds are tamed in northern Khador to serve as guard dogs and war hounds. Trained from the time they are pups, these tame argus are fiercely loyal to their masters.

Encountered in the wild, argus usually live in packs of four to six animals led by a dominant breeding pair. Dominance is determined between males in savage bouts of combat, with the loser driven out of a pack's territory. These lone dogs frequently become desperate wanderers shadowing the fringes of the pack's territory, and they will be driven away by their former pack mates if encountered.

Short vocalizations allow the animals to coordinate during a hunt, letting the pack overwhelm a target from many sides with precise timing. When a pack attacks larger prey, a lead dog typically grabs hold of the target's limbs, thereby granting the rest of the pack access to its unprotected underbelly.

Argus are most commonly found in dense forests like the Gnarl's, the Thornwood Forest, and the Blackroot Wood, all of which contain ample game for a pack to hunt. Some tough mountain breeds are found in places like the Dragonspine Peaks and the Wyrnwall Mountains, where they hunt game such as large mountain goats. Packs range across territories between one hundred and three hundred square miles, and they fiercely protect this area against incursion. The territory doubles in size shortly after mating season, so the hunting pack can bring in extra food for weaned pups still too young to hunt. As young dogs grow, they are brought along on the pack's hunts. Injured prey are left for juvenile argus to finish off, which teaches the young animals how to kill.

Most argus packs select or create a den in the early months of spring, before the first pups are born. These dens range from natural caverns in more mountainous regions to burrows dug into the side of a hill. The den is fiercely defended by mother argus until the pups are able to fend for themselves, making it a dangerous hotspot in the wilderness.

COMBAT

One of the lead dogs of an argus pack initiates combat by unleashing its doppler bark to paralyze prey before its pack mates attack. Groups of argus attack the target, trying to overwhelm it with numbers and constantly circling in the hopes of attacking a target's unprotected back. Against a larger target, an argus attacks with both heads at once to do greater damage. Argus frequently attempt to use terrain to sneak up on a target, hoping to catch it by surprise. If a pack is traveling with one or more juvenile argus, the adults attempt to cripple

creatures they encounter and leave the wounded for the young to finish off. If young argus are participating in a hunt, one or more adults likely act as protectors, defending the young from attack and teaching them how to kill a target.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: The argus is a two-headed dog found in packs throughout the wilderness. The bite of an argus is extremely powerful, and the dog can use its two heads in tandem to rip a creature apart.

If a solitary male is encountered, the dog was likely driven away from his pack by the pack alpha. These solitary males are extremely dangerous and likely to attack anything they encounter. Unable to rely on a pack to help acquire food, these lone dogs are usually on the brink of starvation.

10: At close range, the bark of an argus can paralyze targets long enough for a pack to attack. While hunting, the dominant breeding pair will use this ability to paralyze prey for the remaining pack members to attack.

12: Argus are talented trackers. An argus can track prey in even the harshest conditions by following its scent. A pack of argus that catches a creature's scent can stalk it for miles before attacking.

ABILITIES:

Circular Vision – This creature's front arc extends to 360°.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

CREATURE TEMPLATES:

Adapted [Forest], Alpha, Juvenile, Large Specimen, Pack Hunter, Trained

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	6
Sneak	AGL	2	7
Tracking	PER	2	6

14: Sneaking up on or surprising an argus is all but impossible. Its two heads constantly scan its surroundings for potential threats, and its hyper-attuned sense of smell allows it to detect other creatures easily.

15: The blackclads are believed to keep large and particularly vicious packs of argus for use as warbeasts.



BURROW-MAWG



I always tread lightly when moving through territory inhabited by burrow-mawgs and test the ground frequently with a walking stick. The little beasts can undermine an entire region with a crisscrossing network of tunnels just inches beneath the surface. Any unfortunate creature whose foot or hoof breaks through into the burrow-mawgs' warrens must act quickly before the ferocious and ravenous creatures strip the flesh completely away. In my experience, this can take anywhere between fifteen and sixty seconds.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	3
PROWESS	PRW	2
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

	BITE		
	MAT	POW	P+S
	4	4	8

INITIATIVE	INIT	12
DEFENSE	DEF	13
ARMOR	ARM	10
	(NATURAL ARMOR +4)	
WILLPOWER	WIL	8
VITALITY: 4		
COMMAND RANGE: 2		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 2		

DESCRIPTION

Burrow-mawgs are vicious, badger-sized creatures with a ravenous hunger for flesh. They have very acute hearing and a powerful sense of smell, and their blood-red eyes are very sensitive to light, allowing them to see well in dim conditions. This sensitivity to light causes burrow-mawgs to favor dimly lit caverns or the extensive tunnel networks they dig, though they venture out at twilight in search of food. If forced into direct daylight, a burrow-mawg must rely on its other senses. Though this somewhat reduces the creature's ability to detect threats and prey, a

burrow-mawg is still dangerous in even the brightest light.

Burrow-mawgs are covered by a thick pelt of reddish-brown fur that keeps them warm in even harsh northern climates. Though found in great numbers within the Blackroot Wood of southwest Khador, burrow-mawgs are both adaptable and invasive. Driven to seek out new territory when local food resources run scarce, packs of the creatures have spread south to the plains of the Midlunds and east into the forests of Ios.

The four long claws at the end of each limb are used primarily to dig nests and tunnels, and they are sharp enough to claw up even densely packed soil. A common burrow-mawg warren can have upward of twenty animals dwelling in numerous sleeping chambers, their tunnels extending for hundreds of feet in every direction. The pack's young spend most of their time within this tunnel network, but they are sometimes encountered in combat among larger packs of burrow-mawgs that are initiating their young into the hunt. In lieu of digging their own dens, burrow-mawgs will occasionally move into sufficiently dark

chambers, such as subterranean ruins or the basements of old buildings. Such burrow-mawg infestations become extremely problematic in larger cities, where the creatures are presented with innumerable opportunities to feed.

Skilled pack hunters, burrow-mawgs can smell potential prey from half a league away and will attack at the first sign of food. When a member of a pack scents a potential meal, it communicates to its fellows with constant chittering and a piercing squeal. A few burrow-mawgs can easily dispatch a sheep or wild dog, but a large enough (or hungry enough) pack can slaughter deer, bulls, or even armed men. A burrow-mawg's mouth is filled with multiple rows of curved teeth ideally suited to ripping through meat and bone, and it can quickly gnaw through a grown man's limbs.

Each pack typically has a single alpha, but multiple packs come together to hunt during particularly lean seasons. With multiple alphas leading the charge, a pack becomes truly fearsome and forces nearby towns to deal with its savagery. Left unchecked, these massive packs will readily slaughter a village's entire supply of livestock, stripping the carcasses bare in a matter of hours. Worse yet, once they have depopulated a village of its animals, these massive packs will turn against its inhabitants, tunneling under houses and gnawing up through the floorboards to get at the people within.

The adrenal glands of burrow-mawgs have long been a prized resource. Some primitive tribes chew glands harvested from large specimens in preparation for significant battles, but since the advent of alchemy the glands have been a critical component in items such as fortomorphic elixir. For this reason, there will always be hunters looking for clever ways to capture burrow-mawgs and harvest their precious glands to sell in the markets of the Iron Kingdoms. The capture and storage of live burrow-mawgs, intended as a means of farming their adrenal glands for alchemical production, has led to an infestation of burrow-mawgs in the sewer networks of several major cities.

COMBAT

When a pack of burrow-mawgs catches scent of prey, it immediately attacks if it has sufficient numbers to bring down the target. Burrow-mawgs swarm their targets in groups and try to bite at unprotected flanks. A burrow-mawg will move fearlessly toward a source of food and can be trapped easily.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Burrow-mawgs are ferocious predatory pack hunters with extremely sensitive senses of hearing and smell. When a burrow-mawg scents potential prey, it uses a series of chitters and shrill squeals to signal to the other members of its pack.

10: Burrow-mawgs devour prey indiscriminately, and small coins and jewelry occasionally become lodged in their digestive tracts. A sufficiently large pack of burrow-mawgs will attack a large creature, swarming over it and taking vicious chunks out of its flesh.

13: Burrow-mawg adrenal glands are used in the creation of some alchemical compounds.

ABILITIES:

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this creature gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly creature or character who also has this ability, these bonuses increase to +2.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

CREATURE TEMPLATES:

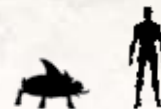
Alpha, Juvenile, Large Specimen, Man-eater, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	5
Sneak	AGL	1	4
Tracking	PER	1	5



CATAPHRACT BEETLE



The hunting behavior of the cataphract beetle is a fascinating adaptation. Hailing predominantly from the Bloodstone, the beetle developed a method of passive hunting, allowing it to secure prey while at rest. Thanks to the ingenious design of the traps it digs, clumsy beasts are drawn directly into its waiting mandibles.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	3
PROWESS	PRW	2
POISE	POI	2
INTELLECT	INT	1
PERCEPTION	PER	2
ARCANE	ARC	—



ACID SPIT
RAT RNG AOE POW
4 SP 6 — 10

Abilities: This weapon causes corrosion damage.



BITE
MAT POW P+S
4 3 8

INITIATIVE	INIT	9
DEFENSE	DEF	10
ARMOR	ARM	13
(NATURAL ARMOR +6)		
WILLPOWER	WIL	8

VITALITY: 5

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 2

DESCRIPTION

Cataphract beetles are large, carnivorous insects that dwell in dry, sandy environments, although they have been known to range into temperate areas, especially where the soil is loose enough to accommodate their burrows and pit traps. In areas where they are common, cataphract beetles are considered a dangerous threat. A hive of cataphract beetles can stretch for miles in all directions, and the lands near the edge of the Bloodstone Marches are pockmarked with fields of cataphract pits.

The two most common castes of cataphract beetles, drones and soldiers, are similar in appearance—squat, six-legged insects about three feet long and standing two to three feet from the

ground. Both are armored with a thick, spiky carapace stout enough to repel small-arms fire. Soldiers are slightly larger than drones and have more pronounced mandibles, but this is the only obvious difference between the two. Communal insects, cataphract beetles dig extensive underground burrows that can hold as many as two hundred individuals. The majority of cataphract beetles in a burrow are drones tasked with gathering food and caring for their large, immobile queen. The rest are soldiers, which protect the burrow from intruders and dig the deadly pit traps for which the beetles are infamous.

Cataphract beetles are predatory, and foraging drones will attack any creature they encounter, dismember it, and drag it piecemeal back to their burrow. Closer to their burrows, cataphract beetles employ a very different method of capturing prey. The soldiers burrow ever-widening circles in loose earth or sand, creating an unstable pit that collapses inward when anything but a cataphract beetle enters the area. The shifting

earth in these pits makes them exceedingly difficult to climb out of, drawing prey toward the center, where the cataphract beetle soldiers await.

COMBAT

Cataphract beetles use their powerful mandibles to tear their victims to pieces. The beetles are typically encountered around their burrows, where two to three soldiers hide in pit traps with only their heads exposed as up to half a dozen drones mill about. When prey approaches or stumbles into a pit, the beetles swarm to attack it.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Cataphract beetles are large, predatory, burrowing insects that inhabit dry, sandy areas.

10: Cataphract beetles are armored in a thick, spiky carapace and have pronounced mandibles powerful enough to rend steel.

12: Cataphract beetles dig treacherous pit traps to capture prey. These steep-walled pits are difficult to climb out of and leave victims at the beetles' mercy.

15: There are three castes of cataphract beetles: drone, soldier, and queen. Both drones and soldiers are armed with powerful mandibles, and the creatures can spray streams of caustic digestive fluid at foes. The queen is a defenseless, immobile egg-layer found at the heart of a cataphract beetle burrow.

CATAPHRACT BEETLE SAND TRAP

Size: 3"-, 4"-, or 5"-diameter pit

Encounter Points: 2 (3" or 4") or 3 (5")

Cataphract beetle sand traps are hazards that can be added to any encounter featuring cataphract beetles. Each eighteen-foot-diameter (3") or twenty-four-foot-diameter (4") trap is worth 2 encounter points, and each thirty-foot-diameter (5") trap is worth 3 encounter points. Cataphract beetles construct sand traps near their burrows to disable prey. A sand trap is a large pit of loose earth or sand that is treated as rough terrain. A character entering or ending his movement within a sand trap must make an AGL roll against a target number of 10. If the roll succeeds, the character remains standing and is not moved by the sand trap. If the roll fails, the character is knocked down and is pushed to the center of the pit. A knocked down character can stand up normally by forfeiting his movement or action but must make another AGL roll against a target number of 10. If the roll succeeds, the character can move out of the pit. If the roll fails, the character is knocked down again. Cataphract beetles are not affected by these sand traps.

ABILITIES:

Burrow – This creature can use a quick action to burrow beneath loose earth or sand, leaving only its head exposed. Until it moves, is placed, or is engaged, it gains concealment and does not block LOS.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pit Beast – This creature gains +1 to attack and damage rolls against a character within a cataphract beetle sand trap.

CREATURE TEMPLATES:

Large Specimen, Protector

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	1	4
Detection	PER	1	3
Sneak	AGL	2	5



CEPHALYX



As a cephalyx comes near, it produces a painful sensation in the mind—an all-consuming mental scream that drives a man to his knees, unable to do anything but beg for relief. It does not abate, but only increases, thereby rendering men helpless and ripe for collection by these inhuman slavers.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

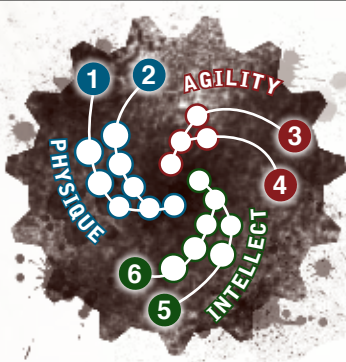
PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	7
ARCANE	ARC	4
PERCEPTION	PER	4



PROSTHETIC BLADES

MAT	POW	P+S
6	5	10

INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	13
	(CUSTOM ARMOR +7)	
WILLPOWER	WIL	13



COMMAND RANGE: 7

BASE SIZE: SMALL

ENCOUNTER POINTS: 6

DESCRIPTION

Dwelling far beneath the surface of Caen, the enigmatic cephalyx are known to few but feared by all who have encountered them. For centuries this race had little contact with mankind, whose awareness of them came relatively recently.

Some of the earliest Rhulic records describe encounters with cephalyx thousands of years ago, well before a thriving human civilization existed in western Immoren. These accounts are horrifying tales of a fearless and alien opponent that crawled up from the darkness to overwhelm all opposition and haul still-living captives back into the darkness. The encounters most frequently transpired in the deepest mines in the mountains near Ulgar, Ghord, and Drotuhn, proving the cephalyx preferred to lair far below the surface. Rhulic attempts to follow the creatures and recover

those taken were rarely successful, leading the miners to bolster their defensive measures and seek as much as possible to prevent the attacks in the first place.

The cephalyx's primary contact with outsiders is by these nocturnal raids conducted to capture prisoners, whom they drag back to their subterranean lairs for medical experimentation and transformation into drudges—mindless, surgically augmented slaves. These mysterious slavers have transformed countless numbers of men and women over the centuries in order to maintain small armies of grotesque servants and soldiers that dwell with them in their underground homes.

For generations, most human contact reported to have occurred with the cephalyx has been in isolated mountain communities, particularly mining camps and other locations where men delve beneath the surface of Caen. The disappearance of entire town populations high in the Wyrmwall and Nyschatha Mountains has been attributed to these creatures; if that assumption is accurate, the cephalyx have been responsible for the abduction of whole villages throughout Cygnar, Khador, and Rhul in particular.

In recent years, the incidence of reported cephalyx sightings beyond these mountainous regions has undergone a dramatic increase. The creatures have been witnessed in the depths of the Thornwood Forest, for example, attended by a cohort of their drudge servants working alongside Cryxian forces. This has prompted reported disappearances from eastern Ord to southern Llael the attribution of these horrific entities. What their purposes might be are still unknown, but wherever they appear, innocents go missing and experience a nightmarish transformation into enslaved minions of the cephalyx.

It is unclear whether all cephalyx are part of the same society or if they maintain distinct regional communities. Some scholars have hypothesized the creatures might be divided into myriad hives, like the insects they superficially resemble, but this is pure conjecture.

What is known is that all cephalyx demonstrate potent psychokinetic powers that seem entirely distinct from the magic employed by other races. Their emaciated and atrophied bodies float above the ground, with the clacking of their metal prosthetics the only sounds that mark their passage. The creatures move with an effortless and alien grace that is unsettling to witness. Their bodies maintain an elegant stillness contrasted by the constant probing motion of their array of metallic limbs. They can move other objects with their minds as well, delicately floating a desired object toward their grasp or violently hurling an opponent back with ease. Their ability to manipulate the world around them through this psychokinetic power manifests in myriad forms, from slowing attacks directed at them to acting as a powerful weapon itself.

Cephalyx do not speak aloud among themselves, instead seeming to communicate telepathically with each other and their near-mindless slaves. On rare occasions when cephalyx speak with outsiders, they communicate with mechanically augmented vocal organs that produce inhuman, harshly artificial speech. Although this speech is difficult to understand, it is clear that the cephalyx have a thorough command of numerous languages, human and otherwise. They can also speak telepathically with other races, but this is a jarring and painful experience that has been known to cause madness in beings of lesser intellect.



Generally the only mental communication a cephalyx engages in with other races is to utterly dominate them and deliver powerful imperatives that are nearly impossible to ignore. When a cephalyx forces its will on ordinary people, the act drives away all thought beyond mental anguish and a desire to obey. Those individuals who endure such a mental link with the cephalyx describe this thought-speech as twisted and difficult to untangle, sometimes using alien syntax as well as unfamiliar terms. If the victim of this mental intrusion is

ABILITIES:

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

Anatomist – This character gains an additional die on Medicine skill rolls.

Fearless – This character never suffers the effects of fear.

Feat Points – This character starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can have up to 1 feat point at a time.

Floating – This character can advance through rough terrain without penalty, can charge across obstacles, and cannot be knocked down.

Iron Will – This character can reroll failed Willpower rolls. Each roll can be rerolled once as a result of Iron Will.

Leader – Drudges gain +1 on attack and damage rolls while within 5" of one or more cephalyx.

Read Surface Thoughts – This character can read the surface thoughts of any character in its presence. As a result, this character gains an additional die on Social and Tracking skill rolls.

Sacrificial Pawn – When this character is directly hit by an enemy ranged attack, it can select one friendly, non-incorporeal drudge within eighteen feet (3") of it to be directly hit instead. The selected drudge is automatically hit and suffers all damage and effects.

Telepathy – This character can effectively speak the language of any character in its presence. In addition to its ability to speak aloud, this character can speak into the minds of any character it can perceive in its presence. This process is much more difficult for this character if the target's mind is shielded in metal. If a target other than a drudge is wearing an enclosed helmet or has some other means of shielding its mind, this character must spend a full action to speak into the target's mind.

Will Weaver – This character is a will weaver. The Game Master should choose two to four spells from the following spell list for this character. At the Game Master's discretion, this character may have an ARC stat of 5 or more.

CREATURE TEMPLATES:

Cephalyx Exulon

SKILLS:

NAME	STAT	RANK	STAT + RANK
Alchemy	INT	2	9
Detection	PER	3	7
Interrogation	INT	3	10
Medicine	INT	3	10
Sneak	AGL	3	7
Tracking	PER	1	5

unable or unwilling to follow the implanted directives, the cephalyx can simply overpower the lesser mind in order to use that individual as a puppet to achieve what it desires.

The pervasiveness of surgical knowledge and expertise among the cephalyx suggests that the practice of altering flesh is deeply intrinsic to their culture. This combination of art, science, and surgical technology is known to them as cephalomek, a practice exalted to almost religious significance among them. Central to this part of their culture is the grafting of a suite of surgical tools onto their flesh. These instruments rise over their backs on long, multi-jointed appendages made of iron and brass.

Each limb is tipped with a device designed to aid a cephalyx in its work. These devices run the gamut from precision scalpels, grasping appendages, many-toothed bone saws, and flensing knives to injector arrays filled with medical concoctions known only to the cephalyx. There is a great deal of variety among the cephalyx in the configuration of these

SPELLS

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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Battering Ram	2	6	—	12	No	Yes
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A target hit by Battering Ram can be pushed 3" directly away from the spell's point of origin.

Cloak of Fear	2	SELF	—	—	No	Yes
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The spellcaster gains Terror [Willpower + 2].

Deceleration	3	SELF CTRL	—	—	No	No
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While within the spellcaster's control area, friendly characters gain +2 DEF and ARM against ranged attacks. Deceleration lasts for one round.

Hex Blast	3	10	3	13	No	Yes
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Upkeep spells and animi on a character directly hit by Hex Blast immediately expire.

Hyper Awareness	2	SELF CTRL	—	—	Yes	No
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While within this character's command range, friendly creatures and characters gain Circular Vision. (The front arc of a character with Circular Vision extends to 360°.)

Influence	1	10	—	—	No	Yes
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The spellcaster makes a contested Willpower roll against a living enemy target hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, it takes control of the target. The target makes one normal melee attack, then Influence expires.

Instigate	2	SELF	—	—	No	No
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While within 5" of the spellcaster, friendly drudges and monstrosities gain +2 on attack and damage rolls. Instigate lasts for one round.

Inviolable Resolve	2	6	—	—	Yes	No
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Target friendly character gains +2 ARM and automatically passes Willpower rolls to resist Terror.

Mindblow	2	8	—	11	No	Yes
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This spell can target only living characters. On a critical hit, the target must make a Willpower roll against a target number equal to the spellcaster's ARC + 12. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out. A character damaged by this spell must forfeit one quick action during his next turn.

Mindlock	4	8	—	—	Yes	Yes
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Each time a character affected by this spell attempts to cast a spell, he must make a contested Willpower roll against the spellcaster. If the affected character wins, he can cast his spell normally. If the spellcaster wins, the affected character cannot cast the spell and loses the quick action he would have used to cast the spell.

Occultation	2	6	—	—	Yes	No
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Target character gains stealth and +3 on Sneak skill rolls.

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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Overmind	4	SELF CTRL	—	—	No	No
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The spellcaster immediately makes a contested Willpower roll against all living enemy characters within his control area. Roll once for the spellcaster. If that roll is higher than an enemy's Willpower roll, the spellcaster can cause that enemy to advance up to 3" and perform one non-spell, non-feat quick action. If the enemy's roll is equal to or higher than the spellcaster's roll, the enemy is not affected. This spell can be cast only once per round.

Psi Blast	2	SP 8	—	12	No	Yes
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The attack ignores LOS.

Psychophage	3	8	—	—	Yes	Yes
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A living character hit by this spell suffers Paralysis. (A character suffering Paralysis has his DEF reduced to 7 and cannot run, charge, or make slam or trample power attacks.)

Shock Wave	4	SELF	*	13	No	No
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Characters within 5" of the spellcaster suffer a POW 13 damage roll. Each enemy damaged by Shock Wave is pushed d6" directly away from the spellcaster in the order he chooses.

Telekinesis	2	8	—	—	No	*
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Place target character completely within 2" of its current location. When this spell targets an enemy, it is an offensive spell and requires a magic attack roll. A character can be affected by Telekinesis only once per round.

Total Domination	4	8	—	—	Yes	Yes
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The spellcaster can use a quick action to make a contested Willpower roll against a living enemy hit by this spell. If the spellcaster loses, this spell expires. If the spellcaster wins, he can cause the target to advance up to 3", perform a quick action, or make a normal attack. An affected character who advances as a result of this spell cannot be targeted by free strikes during this movement.

Triage	2	B2B	—	—	No	No
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To cast this spell, the spellcaster must be B2B with an incapacitated character who needs to be stabilized. When this spell is cast, the incapacitated character is immediately stabilized.

True Sight	2	SELF	—	—	Yes	No
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This character ignores concealment, Camouflage, and stealth and can see in complete darkness.

Will Breaker	3	SELF Ctrl	—	—	Yes	No
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While within the spellcaster's control area, living enemy characters suffer -2 Willpower.

tools, though certain combinations suggest differing roles the cephalyx fill requiring particular sets of limbs.

A cephalyx can control these prosthetic limbs with even greater ease than its living limbs and can orchestrate complex movements of multiple limbs concurrently. The ease with which they apply this freakish dexterity in the execution of complex surgeries while concurrently paying attention to other matters serves as just one of many examples of their tremendous, if alien, intellect.

Other than their lean, humanoid bodies and sometimes grotesquely oversized craniums, very little is known about the natural aspects of cephalyx anatomy. When encountered, their bodies are invariably obscured by long, leathery garments, which are functionally similar to laboratory coats or butchers' aprons. Blood and viscera run off these garments cleanly, and they do not appear to fray or show wear. Further, cephalyx always wear thick leather surgical gloves, obscuring the long-fingered and dexterous hands within. Smooth shells of brass or leather studded with luminescent glass lenses hide their bulbous and distended heads.

The size of an individual cephalyx's head and the atrophy of its body seem to relate to its caste within the greater cephalyx society, as does an individual's raw psychokinetic power. It seems logical to deduce that the higher-caste cephalyx may have modified their own brains, expanding them by some unknown methodology. Above all else the cephalyx are creatures that prize intellect, and to them flesh is simply a clay in which to work their craft. Their own bodies are considered of little importance to them, maintained only as much as necessary to stay alive and to support their ever-expanding and powerful minds.

In rare instances, withered cephalyx with oversized heads are encountered and have been seen wordlessly orchestrating the activity of their brethren and devastating foes with their indomitable mental powers. All claims about other details of these creatures' anatomy remain unsubstantiated, for whenever the body of a cephalyx is captured by outsiders, it does not long endure after death. The rapidity with which a cephalyx corpse decomposes is likely no accident but instead is an intentionally

engineered aspect of their existence. For this reason, no human has ever managed to effectively inspect and document the anatomy of a cephalyx. Given the organized speed with which they respond to perceived threats, it is no surprise that no records of such investigations exist.

COMBAT

Cephalyx prefer to avoid direct confrontation, relying on their armies of drudges to deal with any threats. If a cephalyx is forced to fight, it first wields its psychokinetic powers against a target, either subverting the enemy's will and having it attack its allies or overloading its mind with a powerful psi blast. If neither technique works, the cephalyx retreats and attempts to return to the safety of its lair. Only when all else has failed will a cephalyx use its prosthetic blades to fight, lashing out at exposed skin with scalpels, bone saws, and flensing knives.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: Cephalyx are creatures that dwell in deep caverns and underground realms.

13: Cephalyx employ mental abilities that can cripple or bend one's will. Powerful cephalyx are able to take complete control of an intelligent creature, forcing it to act according to the cephalyx's whims.

15: Prisoners captured by cephalyx are subjected to surgical alteration and turned into mindless slaves called drudges. A cephalyx is often accompanied by numerous drudge bodyguards.

17: The acolytes of Cyriss have a standing enmity with the cephalyx. The cause and history of this animosity is a mystery.



CEPHALYX DRUDGE



I feel it is my moral obligation to destroy drudges whenever and wherever I encounter them. One must never forget that the servants of the cephalyx were once men, subjected to horrendous medical modification and imprisoned within their contorted and reformed bodies. Killing them is a kindness, for it releases the men they once were from the chains of bondage and allows their souls to pass to, I can only assume, a much better fate.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	8
SPEED	SPD	5
STRENGTH	STR	8
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



WEAPON AUGMENTATION

MAT	POW	P+S
6	5	13

Variable Weapons – Each turn, this creature may select one of the following abilities:

- **Circular Saw** – On a critical hit with this weapon, after the attack is resolved this creature can make an additional attack against the target hit.
- **Extended Blade** – This weapon has Reach.
- **Wrecking Ball** – This weapon gains an additional damage die against constructs and objects.

INITIATIVE	INIT	12
DEFENSE	DEF	11
ARMOR	ARM	14
	(AUGMENTATION + 6)	
WILLPOWER	WIL	9

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 4

DESCRIPTION

Those unfortunate enough to be taken captive by the cephalyx can hope for little, as they will either be used for the purposes of unspeakable experimentation or be converted into mindless drudge slaves. The cephalyx surgically alter their slaves, extensively modifying their bodies to give them tremendous strength, endurance, and heightened senses at the cost of free will. Cephalyx utilize any intelligent species that fall under their influence in the manufacture of drudges, though the final product little resembles its natural form. Drudges will fight to the death for their masters, following any mental order a cephalyx issues. Drudges have no sense of self-preservation or any desire but to fulfill these commands. The agonizing surgeries performed upon their minds preclude any hope

of reversal for the process, leaving death as their only means of escape.

When the cephalyx transform a prisoner into a drudge, the first stage is extensive surgical alteration. A drudge's brain is carefully laid bare and altered to the whims of the cephalyx. Some portions are removed, reducing some of the drudge's mental function while amplifying desired characteristics, such as subservience. The drudge's old sensory organs are carved away and replaced with devices grafted directly into the drudge's nervous system. Once this work is complete, the cephalyx bolt an enclosed metal helmet permanently to the drudge's body. Made of brass and thick glass, this protective shell encloses the work of the cephalyx, shielding the exposed tissue and filtering the air the drudge breathes.

Muscle tissues are grafted into the drudge's body, portions of its limbs are replaced with mechanical prosthetics, and adrenal glands are subtly manipulated to vastly increase their testosterone production. Finally, the cephalyx inject the drudge with a cocktail of alchemical reagents that prevent it from feeling pain, obviate the need for sleep, increase muscle and skeletal density, and keep it from rejecting the devices they install in the flesh. Each drudge is a surgical abomination lashed together with stitches, scar tissue, rivets, and bolts.

Within the underground facilities of the cephalyx, drudges perform menial labor for their masters, serving as little better than drones. Packs of drudges wander each facility's lightless tunnels and caverns, dragging prisoners to the surgical chambers and hauling supplies for the construction of other drudges and larger monstrosities. Anything foreign encountered in the tunnels causes dozens of drudges to converge on the threat and eliminate it.

COMBAT

Drudges act according to the telepathic whims of their cephalyx master, attacking targets he designates and throwing themselves at anything attacking him. Drudges are incapable of fear, lack any sense of self-preservation, and will march dauntlessly toward any enemy. Killing one or more of their number does nothing to slow down those that remain. If their master is destroyed, drudges will act in accordance with their most recent orders until they receive new orders from another nearby cephalyx.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Drudges are the surgically augmented slaves of the cephalyx.

12: Drudges are mindless drones that act only according to the wishes of a nearby cephalyx master.

14: Drudges are still alive and require food and water to survive. They ordinarily subsist on a vile, organic sludge of cephalyx manufacture containing all the nutrients they require.

ABILITIES:

Eyeless Sight – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

Fearless – This creature never suffers the effects of fear.

Respirator – This creature is immune to gas effects.

Tough – When this creature is disabled, roll a d6. On a 5 or 6, it heals 1 vitality point, is no longer disabled, and is knocked down.

CREATURE TEMPLATES:

Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	3



CEPHALYX MONSTROSITY



The misshapen creations of the cephalyx we call monstrosities are no doubt the most terrifying product of their makers' surgical augmentations, victims of alchemically induced gigantism cobbled together from meat and metal. Standing as tall as warjacks, they are physically astounding, their muscles literally straining at the seams of their metal implants. Such unnatural bulk does not come without its price, however. The underlying bones and organs of creatures used in the manufacture of monstrosities cannot sustain such a form for long. Skin ruptures under the shearing stress of the disproportionate musculature moving beneath it, and the cephalyx must permanently affix braces to the monstrosity—like an engineer shoring up a poorly made bridge—to keep its form from buckling beneath the strain of keeping its mass upright. Still, such knowledge is cold comfort when a monstrosity barrels toward you, flailing with prosthetic weapons capable of crushing stone or steel.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	11
SPEED	SPD	5
STRENGTH	STR	10
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3
INITIATIVE	INIT	11
DEFENSE	DEF	10
(AUGMENTATION -2)		
ARMOR	ARM	17
(AUGMENTATION +6)		
WILLPOWER	WIL	13

1	2	3	4	5	6
L	L	M	B	R	R
L	M	M	B	B	R

COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 11

DESCRIPTION

These humongous and little-known creations of the cephalyx are poorly understood by the people of western Immoren, who have taken to calling them simply "monstrosities." Culled from the most physically powerful victims enslaved by the cephalyx, monstrosities are a heavily augmented variety of drudge. Those selected undergo cruel alchemical treatments that force them to rapidly grow to alarming size. Once suitably enhanced, the slaves undergo the extensive surgical and mechanical alterations that turn them into monstrosities. To the cephalyx, each monstrosity is an incredible investment of both time and resources.

Once a subject has been properly prepared, cephalyx surgeons cobble flesh and machinery together to create a form pleasing to them. As the

monstrosity takes shape, its body is reinforced by a hulking lattice of brass and iron and then flooded with numerous alchemical fluids that further increase its muscle mass and stimulate the healing process. When the work is complete, the monstrosity's flesh strains at the seams running throughout its body, puckered and scarred around metallic devices protruding from its flesh. Like an ordinary drudge, a monstrosity acts

only according to the mental commands of a cephalyx master. The surgery performed on a monstrosity's mind causes it to become incredibly aggressive even when outside direct control, tortured by relentless and powerful surges of adrenaline and endorphins. Only truly powerful cephalyx, called exulons, are able to push through this cloud of rage and violence and impose their will upon a monstrosity, forcing it to act in accordance with their whims.

COMBAT

A monstrosity will virtually always be controlled by a cephalyx exulon that dictates how it acts. In the rare event an unaccompanied monstrosity is encountered, the incredible rage caused by its tortured mind will drive it to relentlessly attack. A monstrosity has no sense of self-preservation and is incapable of forming complex strategies; it will simply charge the closest opponent and try to pound it into paste. Only under the control of an exulon will a monstrosity act in any other way, compelled by its controller to act as a heavy weapon in the cephalyx arsenal.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: Monstrosities are the largest and strongest of the cephalyx drudges.

13: A monstrosity can be controlled only by extremely powerful cephalyx called exulons, which can overwhelm the noise of the creature's tortured intellect.

15: Monstrosities are the result of prolonged exposure to growth-inducing alchemical compounds and extensive surgical modifications.

Weapon Augmentation – The creature must select one of the following sets of weapons:



NET LAUNCHER				
RAT	RNG	AOE	POW	
4	6	3	—	

Abilities: If this weapon directly hits an enemy target with an equal or smaller base, immediately after the attack is resolved the target directly hit can be pushed any distance directly toward this creature. After the target directly hit is moved, this creature can make one normal melee attack against it. After resolving this melee attack, this creature can make additional melee attacks during its combat action.

On a direct hit against an enemy target, all models hit are knocked down.

This weapon can be fired only once per round.



IMPALING BLADE			
MAT	POW	P+S	
5	6	16	

Or



MECHA FIST			
MAT	POW	P+S	
5	4	14	

Abilities: Open Fist



MECHA FIST			
MAT	POW	P+S	
5	4	14	

Abilities: Open Fist



HARD HEAD			
MAT	POW	P+S	
5	4	14	

Abilities: This creature adds this weapon's POW to its head-butt and slam power attack damage rolls.

This creature gains +2 ARM against attacks originating in its front arc.

Or



BALL AND CHAIN			
MAT	POW	P+S	
5	7	17	

Abilities: This weapon has Reach.

Attacks with this weapon ignore ARM bonuses from bucklers and shields.



BALL AND CHAIN			
MAT	POW	P+S	
5	7	17	

Abilities: This weapon has Reach.

Attacks with this weapon ignore ARM bonuses from bucklers and shields.

ABILITIES:

Engine of War – Cephalyx exulons (p. 93) can control this creature in a manner similar to how a warcaster controls his warjacks. A cephalyx exulon can allocate focus points to this creature if it is in his battlegroup. This creature can be allocated up to 3 focus points. This creature can spend focus points to boost attack or damage rolls, buy additional attacks, or make power attacks. This creature cannot be allocated focus while its brain system (the B on its damage grid) is crippled. Despite having some similarities with warjacks, this creature is a living character and cannot form bonds.

If the exulon controlling a monstrosity is incapacitated or destroyed, the monstrosities under his command become autonomous. An autonomous monstrosity activates on its exulon's initiative but cannot be allocated focus. An exulon can take control of an autonomous friendly monstrosity. To do this, he must end his movement in base-to-base contact with the autonomous monstrosity and forfeit his action, though he can still cast spells and use quick actions. The monstrosity must forfeit its activation and cannot channel spells on the turn it becomes controlled. Beginning with the next turn, the monstrosity is under the new exulon's control, activates on its new controller's initiative, and can be allocated focus normally.

Eyeless Sight – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

Fearless – This creature never suffers the effects of fear.

Respirator – This creature is immune to gas effects.

CREATURE TEMPLATES:

Cephalyx Monstrosity Subduer, Cephalyx Monstrosity Warden, Cephalyx Monstrosity Wrecker

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4



CROAK



Despite not being native to western Immoren, croaks—or anura, as I prefer to call them—have carved a place for themselves on our half of the continent in a startlingly brief period of time. The anura’s ranine physiology leads some to believe they are a slow-witted race, but observation does not bear this theory out. A race of consummate hunters, anura have managed to find a place for themselves among nearly all wilderness civilizations, trading their talents with the spear for allies and shelter in the land they now find themselves in.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



THROWN SPEAR			
RAT	RNG	AOE	POW
4	8	—	4

Thrown – Add this creature’s STR to the POW of this weapon.

Poison – See below.



CROAK SPEAR		
MAT	POW	P+S
5	5	10

Abilities: This weapon has Reach.

A character gains +2 to charge attack rolls with this weapon when wielding it with two hands.

Poison – See below.

INITIATIVE	INIT	13
DEFENSE	DEF	12
(CUSTOM BATTLE ARMOR –1)		
ARMOR	ARM	12
(CUSTOM BATTLE ARMOR +6)		
WILLPOWER	WIL	9
VITALITY: 7		
COMMAND RANGE: 3		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 3		

DESCRIPTION

Native to the hot and humid jungles of the Shattered Spine Islands, anura—or croaks, as they are more commonly known—are a race of primitive amphibians. On their home islands, croaks live in loose tribes organized around the most powerful and successful hunters. Each tribe has between fifteen and fifty members living communally. Croaks build their huts of woven branches and reeds into the low forks of the giant trees that grow out of the warm and murky water in this region. Adult males are capable of producing an incredibly loud call that can be heard over an astonishing distance, and the croaks use these signals to communicate between tribes and indicate tribal boundaries. Croaks are a tool-using race, though their crafts are simple, utilitarian objects drawn from natural materials found in their surroundings. Croaks are exothermic

creatures who prefer to act during the hottest part of the day. In a cold environment, croaks become sluggish and irritable.

An average croak stands a full foot shorter than a man and has a thick, heavy build. A croak’s skin tone ranges from a deep, muddy, greenish brown to a vibrant yellow-green. Younger croaks and females tend to have a slightly paler complexion, but males and females alike have dark spots along their hide that increase in number as the croak ages. The skin of all croaks secretes a potent toxin that they use to coat the blades

of their weapons. This natural oil is effective only if ingested or introduced directly into the bloodstream.

Naturally talented climbers, croaks possess broad pads at the end of each finger that help them grip any surface. The outermost digits of a croak’s hand are both opposable, further strengthening their grip. Between the opposable digits and the finger pads, a croak can maintain its grip in even the most testing conditions. Despite their broad and clumsy-looking fingers, croaks handle their spears and other tools with a great deal of dexterity.

Some croaks manifest magical talents, though these cases are both extreme and unusual. Most croaks who possess sorcerous ability are the product of conjoined births. One of the twins is invariably stunted and misshapen and lives as a malformed parasite on the body of its stronger sibling, its malformed forelimbs and head protruding from the larger twin’s torso. In croak communities, these twins are venerated as counselors and sages by other croaks, but they are never chosen to serve as the chieftains of a tribe.

Many croaks were enslaved by the skorne as they moved west into the Bloodstone Marches. Those croaks who survived the journey were used as auxiliary skirmishers and hunters in the unfamiliar swampy environments at the northwestern edge of the Marches. Some croaks escaped their masters and established colonies in the marshes and bogs to the north. When these small communities are not competing with the bog trogs and gatormen who claim the same territories, they can be found alongside them in battle.

COMBAT

When croaks attack, they use the environment as much as possible to gain a favorable position before striking. Being both amphibious and skilled climbers, croaks can claim at least a minor positional advantage in all but a few wilderness regions. Most croaks prefer to keep their enemies at a distance, where they can pick them apart with long spears and thrown javelins.

Croaks are most comfortable attacking living creatures who are vulnerable to their poisonous secretions, and they are often caught off guard when confronted with steamjacks. A croak conjoined twin will try to avoid direct encounters whenever possible, preferring to let its allies handle such combat. It will swim or climb to a position where its spells will be the most effective. Once in position, it will target the greatest threat.

Croaks tend to fashion armor from their surroundings that is roughly equivalent to custom battle armor.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this character. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Croaks are a race of intelligent amphibians occasionally found in small numbers along the westernmost edge of the Bloodstone Marches, amid the swamps of the Thornwood, and throughout the islands of the Bloodsmeath Marsh.

12: Croak skin secretes a mild poison they use on their weapons. The glands that produce this poison can be harvested from dead specimens, but they quickly deteriorate after the creature's death. The poison causes immediate, localized tissue damage upon introduction into the bloodstream. Alchemists can use this organic toxin as an ingredient in many formulae.

14: Croaks, also known as anura, are not native to western Immoren. The race came to western Immoren as slaves of the skorne, but many escaped their captors and moved into suitably swampy environments. Their culture and weaponry are relatively primitive, but they are not particularly aggressive.

16: Some croaks are sorcerers, born as twisted, conjoined twins with an additional head and an extra set of arms. Though venerated, these gifted croaks are never given positions of authority. Each of the conjoined croaks maintains its own sentience and personality, but they seem to be linked spiritually.

ABILITIES:

Amphibious – This character treats water as open terrain and gains concealment while within water.

Poison – This character can spend a quick action to coat one of his weapons with poison, which affects the weapon's next attack. A character damaged by a poisoned weapon must immediately make a PHY roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the target suffers an additional d3 damage. This character is immune to the effects of croak poison.

Scrabble – This character gains an additional die on Climbing skill rolls.

CREATURE TEMPLATES:

Chieftain, Croak Conjoined Twin, Hunter, Juvenile, Large Specimen, Runt

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	1	5
Detection	PER	1	4
Great Weapon	PRW	1	5
Sneak	AGL	1	5
Thrown Weapon	POI	1	4



CRYPT SPIDER



Arachnid studies have always fascinated me. Measuring the spurs of a Bloodstone whiptail or the intricate webs of the orb weavers in the Thornwood is an almost transformational experience. No matter where they are found or what their ecological niche, arachnids are perfectly built to execute a specific task. Take, for instance, the crypt spider. Able to secrete an acid that can dissolve casket and bone while preserving the corpse marrow it desires, a crypt spider hunts that which can neither flee from it nor, barring notable exception, fight back: that which is already dead.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
SPEED	SPD	7
STRENGTH	STR	4
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



ACID SPIT			
RAT	RNG	AOE	POW
4	4	—	10

Abilities: This weapon causes corrosion damage, and a character hit by it suffers the Corrosion continuous effect. This weapon can be used only once per hour.



BITE		
MAT	POW	P+S
5	4	8

INITIATIVE	INIT	13
DEFENSE	DEF	15
ARMOR	ARM	9
	(NATURAL ARMOR +4)	
WILLPOWER	WIL	7
VITALITY: 5		
COMMAND RANGE: 2		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 2		

DESCRIPTION

The bane of scholars and grave robbers alike, crypt spiders are a bizarre variety of giant arachnids that dwell within dusty tombs, crumbling ruins, and well-stocked mausoleums—wherever desiccated corpses are plentiful. Their choice of lair is entirely dependent on their peculiar dietary needs. Crypt spiders eat the dead; more specifically, they gain their only sustenance from the bone marrow of long-dead corpses.

One of the largest arachnids in western Immoren, adult crypt spiders are roughly as long as a man is tall and stand nearly half that distance from the ground. They have a bloated, corpulent appearance, and in bright light their partially translucent flesh exposes the pulsing

innards beneath. Crypt spiders have eight legs, each tipped with a serrated barb that allows the beasts to easily cling to stone walls. They have six bulbous eyes and can see in near-complete darkness. Crypt spiders have oversized mandibles, which they use to get at the marrow within the cracked bones of the dead.

Crypt spiders do spin webs, but rather than using them to capture prey they tend to coat the walls and ceilings of their lairs with webbing to make them easier to climb. Additionally, crypt spiders build elaborate nests that serve as shelter for them and their young.

A tomb infested with crypt spiders usually holds a colony of two or three adults and possibly hundreds of spiderlings. Larger crypts may serve as the lair of a dozen or more adults.

Crypt spiders are occasionally found within graveyards, devouring the corpses of the more recent dead.

More pest than dangerous beast, a crypt spider can still pose a threat to adventuring scholars, tomb robbers, and any who seek forgotten lore and treasure in the many ruins that dot western Immoren. Crypt spiders are not typically aggressive, but they will defend their young and their lairs if disturbed.

The most disturbing aspect of the crypt spider is that it seems to retain the memories of the corpses it consumes. Though these memories have no effect on a crypt spider's behavior, alchemists have had some success distilling potions from the brains of these creatures. The resulting elixirs allow the imbiber to briefly experience the memories of the last intelligent creature the spider consumed.

COMBAT

Crypt spiders are not overly aggressive and generally prefer to flee instead of fight, but they will defend their young and their lairs if disturbed. Although they can deliver a powerful bite with their mandibles, crypt spiders prefer to attack intruders with a spurt of highly caustic digestive fluid. The spiders secrete this fluid in small amounts to dissolve bone, and it readily eats flesh and even metal in large quantities. If an intruder survives this initial caustic spray, the crypt spider closes to bite the weakened target to death.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Crypt spiders are giant arachnids that live in tombs and eat the dead.

10: Crypt spiders are not normally aggressive, but they will attack if they or their food source is threatened. Crypt spiders attack by squirting a powerful, caustic fluid at enemies. They can also deliver a powerful bite.

12: Crypt spiders are said to retain the memories of those they consume.

15: A crypt spider's brain can be distilled into a potion that briefly conveys the memories of the last creature the spider consumed.



ABILITIES:

This creature gains boosted Climbing rolls.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

Recluse – This creature gains +2 on Sneak skill rolls.

Webs – This creature can travel across its own webs as fast as it can move across flat ground. It also can descend from above on strands of web.

CREATURE TEMPLATES:

Juvenile, Large Specimen, Protector, Skittish

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	7
Detection	PER	1	4
Sneak	AGL	2	7

CRYPTOSPECTOR

Cost: Due to the nature of this substance, it is not available for sale.

Description: This grey, oily fluid is made from the distilled brain of a crypt spider. Anyone who imbibes the fluid briefly gains the memories and insights of the last intelligent corpse consumed by the spider.

Special Rules: A character who imbibes this alchemical compound gains the memories, languages, and occupational skills of the last intelligent creature consumed by the crypt spider the potion was made from as long as the potion remains in effect. The memories are implanted in the drinker's mind. Though they clearly belong to another, they are not overwhelming and pose little threat of loss of self. Instead, the drinker can sift through them as if he were thinking back through his own natural memories. The potion lasts for 2d3 hours.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one crypt spider's brain, one unit of alchemist's stone, one unit of organic acid, and two units of organic oil.

Total Material Cost: One crypt spider's brain + 6 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of cryptospector. If the roll fails, the character creates one unit of liquid alchemical waste.

DEATHLESS



Even as the scars of the Occupation fade from the lands of western Immoren, it is vital that we, as a people, never forget the horrors visited upon us by the Orgoth. Though those dark centuries seem increasingly distant with each passing year, there remain those twisted relics that are not content to sit in silence with the moldering of years—things that, even in death, dream of conquest and mastery of broken lands.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	13
SPEED	SPD	6
STRENGTH	STR	8
AGILITY	AGL	5
PROWESS	PRW	6
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4



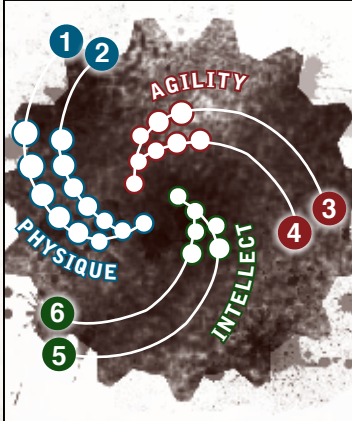
ORGOTH GREAT SWORD

MAT	POW	P+S
9	7	15

Abilities: This weapon has Reach and is a magical weapon. A character must have at least STR 8 to wield this weapon with one hand.

A non-deathless character in possession of this weapon automatically has his Willpower reduced by 1 each day he retains possession of this weapon. If his Willpower is reduced to 0, he becomes possessed by the spirit of the deathless and becomes an NPC under the Game Master's control. If the character is separated from this weapon, he regains 1 Willpower point for every full twenty-four hours he is separated from this weapon.

INITIATIVE	INIT	16
DEFENSE	DEF	13
	(FULL PLATE -2)	
ARMOR	ARM	21
	(FULL PLATE +8)	
WILLPOWER	WIL	16



COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 20

DESCRIPTION

When the Orgoth arrived on the shores of western Immoren, they needed less than two hundred years to bring nearly the entire continent to its knees. Theirs was a mighty empire hewn from flesh and blood. Only after eight hundred years of oppression were the people of western Immoren finally able to cast off the shackles of the Orgoth and drive them back into the sea from whence they mysteriously arrived. Though the Orgoth razed many of the works they had wrought to the ground during their retreat, signs of their centuries-long dominion still dot the modern landscape: once-fertile lands where crops refuse to grow, silent woods where animals fear to tread, and dark places where the ruins of the Occupation still stand, daring the foolhardy to discover secrets best forgotten.

The deathless are perhaps the most terrifying of these remnants: ancient Orgoth lords whose dark powers have sustained them into undeath within their macabre halls, which serve as both tomb and seat of power. Though their bodies have long since turned to dust, leaving little but armor and bone, time has stood

still to the deathless. For these would-be masters of Caen, not even death has stifled their mad ambition. Despite being completely confined within their tombs, they believe their reach is as vast as their innate power, and in their minds they yet remain the masters of a continent-spanning empire and the governors of countless mortal lives.

It is almost impossible for those unlucky enough to confront a deathless to understand the depths of madness and self-delusion these beings possess. To the eyes of the outsider, the deathless is surrounded by undeniable signs of decay and death, including its own withered, desiccated body. To the eyes of the deathless, however, its tomb shines as a throne room resplendent in its glory. Faded frescoes of the time of the Occupation gleam bright, chipped flagstones remain polished to a dull luster, and the decayed treasures that surround its throne glitter with untold wealth.

By the same token, to the mind of the deathless its body remains at the peak of its physical power. It feels the warmth of blood pumping through its veins, the thump of its enduring heart beating within its chest, and the power of thickly corded muscles honed by decades of war. It is at its most virile—at the height of its power and station in life. The passage of decades and even centuries are neither marked nor noticed by a deathless, whose memories are frozen in amber. Such is the power of its delusion that nothing can lift the veil from its eyes, and any who attempt to do so quickly realize their folly. A deathless will go to any lengths to maintain its delusion, and its preferred method of dealing with those who question its beliefs is a quick, yet still excruciatingly painful, death.

The living who encounter a deathless are perceived and treated as its slaves. The deathless imperiously issues commands in one of the ancient tongues of western Immoren and does not hesitate to slaughter those incapable of following its edicts. Inability to understand the deathless is treated as insubordination. Those capable of understanding the deathless are no better off than those who die quickly on its blade. They are forced to serve the whims of the deathless, though such servitude is usually cut short when the servant fails to understand the nuances of the deathless' self-delusion.

The threat posed by the deathless is not limited to their own substantial powers but extends to the servants they still command in death. Deathless surround themselves with the remains of the minions and slaves they commanded in their former lives. Though most deathless lie silent, their chambers are often filled with shades and revenants yet more terrifying, such as dread and excruciators willing to execute their master's will without question or thought.

ABILITIES:

Each deathless character has one Mighty archetype benefit selected by the Game Master.

Arcane Assassin – When making attacks, this character ignores focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.

Cleave – When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, he can make one additional melee attack immediately after the attack is resolved. This character can gain only one additional attack from Cleave each turn.

Deathly Endowments – Choose up to three deathly endowments (see p. 78) for this character. Not all deathly endowments are appropriate for this character, so the Game Master's discretion is encouraged.

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can have up to 1 feat point at a time.

Language – This character speaks Orgoth and one of the following ancient languages: Caspian, Khardic, Rynn, Thurian, or Tordoran.

Load Bearing – This character is well practiced at fighting while wearing heavy armor. Reduce the SPD and DEF penalties from the armor the character wears by 1 each.

Spell Ward – This character cannot be targeted by spells.

Terror – This character has Terror [Willpower + 4].

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Command	•	3	•
Detection	PER	3	7
Great Weapon	PRW	3	9
Intimidation	•	3	•
Jumping	PHY	3	16
Lore (Orgoth)	INT	3	6
Sneak	AGL	2	7



COMBAT

The deathless view any living beings within their tombs as visitors seeking an audience and will not immediately attack them. They can speak the “slave tongue”—ancient Caspian—as well as Orgoth and other extinct languages from the time of the Occupation. A deathless demands obedience and deference from any visitors and grows violently angry at any slight to its rule. This rage only intensifies if the visitors insist things are not as the deathless believes. Its existence is tied to its own complete belief in its self-delusion, and any questioning of its beliefs is seen as a direct threat to the deathless itself. A deathless is extremely intelligent, and despite its delusions it will make use of its abilities in the most effective way possible, seeking to swiftly eliminate those it deems a threat.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this character. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

12: There are powerful undead beings known as deathless dwelling in some of the forgotten tombs and ruins of the Orgoth scattered throughout western Immoren.

14: Deathless often wield powerful Orgoth artifacts and command a retinue of dread and excruciators. Deathless lead their undead companions in battle, directing them as a general directs his forces. Many deathless were accomplished tacticians in life and command their undead servants in coordinated and brutally effective strikes.

16: The deathless are undead Orgoth, the remains of powerful generals and governors who refuse to die. So great are their ego and hubris, the deathless believe that things are still as they were during the Occupation and treat all Immorese they encounter as their servants and slaves. Denying a deathless' beliefs causes it to fly into a murderous rage.

DEVIL RAT



The Undercity of Corvis is home to many massive swarms of devil rats that make their dens in its larger caverns. I advocate caution when moving through the Undercity at all times, but when one encounters even a single devil rat, seek the nearest exit to the surface: you are likely in the swarm's territory and, by its reckoning, fair game for the next meal. A handful of gamy meat thrown into the swarm might buy you a few moments as the swarm fights over it. Hope that a few moments are all you need to escape.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	4
SPEED	SPD	6
STRENGTH	STR	3
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	0
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

	BITE		
	MAT	POW	P+S
	5	1	4

INITIATIVE	INIT	13
DEFENSE	DEF	13
ARMOR	ARM	10
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	6
VITALITY: 3		
COMMAND RANGE: 2		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 1		

DESCRIPTION

Distinguished from normal rats by its size and the long, bony spurs along its spine, the devil rat is a frequent sight in the sewers and abandoned urban centers of the Iron Kingdoms. Far more intelligent than common vermin, a devil rat possesses a clever mind, a malevolent nature, and a seemingly endless appetite. Enormous devil rat swarms are found anywhere there is an overflow of refuse and a damp, dark place for them to nest. Nests are especially common along waterways and in the refuse piles of large cities like Corvis, Five Fingers, and Port Vladovar where

Swarms are fiercely competitive, and devil rats will enthusiastically consume their own kind if no other food source is available. This is particularly true of newly formed splinter swarms, which often battle the established host swarm for control of territory. Devil rats tend to make their nests in dark, wet areas, most commonly tunnels, basements, sewer systems, and urban trash piles. A typical nest is littered with the rats' filth and their victims' inedible remains. These nests are virulent sources of disease.

At the heart of each devil rat swarm is a devil rat matron. Late in a female devil rat's life, she undergoes a series of transformations, shedding her matted fur and gorging on food until she is a corpulent mass of pallid flesh. After nearly tripling in size, the matron breaks off from her swarm, settles a new territory, and fosters a brood of her own. A devil rat matron is the hub of her brood, with dozens of mates and subordinate females tending to her every need so she can devote herself entirely to breeding. A devil rat matron's legions of spawn furiously attack any who threaten her.

COMBAT

Though they possess a wicked sort of cunning, devil rats are driven in combat by their unnatural hunger. While on the hunt, devil rats organize into massive swarms. Swarms attempt to overwhelm the closest target and are drawn away only by repeated attacks from another nearby foe. In the presence of a devil rat matron, a devil rat swarm's only concern is her protection. The swarm will place itself between the matron and attackers while the matron tries to move away from danger.

the rats have an ample supply of food and extensive sewer networks to call home.

Devil rats are known to carry a debilitating disease called devil fever. The fever is spread by the rat's bite and causes even those of hardy constitution to wither and die over the course of long and torturous hours. The disease is most often transmitted via rat bites, but it can also be a by-product of the ill-advised consumption of the rat's flesh. Only the truly desperate or ignorant ever resort to such practice.

By stowing away on merchant vessels and traveling down the many rivers of the Iron Kingdoms, devil rats have spread to most major cities. Corvis in particular suffers from an infestation, and the rats make good use of the derelict tunnels and catacombs beneath the city. Devil rats are prolific breeders, resulting in massive swarms that can number in the thousands. These ravenous packs plague the sewers and the refuse pits of the cities they infest, feeding on rotting garbage, other subterranean animals, and even each other. A devil rat swarm drives out any competitors in its territory, and those experienced with their activity can identify an increase in a city's devil rat population by the sudden mass migration of wharf rats.



LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Devil rats are dangerous pests that infest many large cities, and they hunt for food in large swarms.

10: Devil rats carry a disease known as devil fever that can be contracted through a bite. Devil fever can be treated with a tea made from ratwort, a tuber common in many forested areas.

12: Devil rats live in a hive-like structure built around a matron. They are fiercely protective of the matron.

14: Devil rats drive other vermin out of their territory as the swarm increases in size. A sudden movement of wharf rats from a region is a clear sign of increased devil rat infestation.

ABILITIES:

Devil Fever – A character damaged by a melee attack made by this creature has a chance of being infected with devil fever. Immediately after the attack has been resolved, the damaged character must make a PHY roll against a target number of 12. If the roll succeeds, the character resists the disease. If the roll fails, the character contracts devil fever. The first symptoms manifest after d3 days, at which time the character suffers a high fever. Every six hours thereafter, the character must make an additional PHY roll against a target number of 15. (Reduce this number to 12 if the character remained in bed for the previous six hours.) If the character passes three of these rolls, he fights off the disease. If the character fails three of these rolls, the disease moves on to the advanced stage.

During the fever's advanced stage, the character cannot regain vitality by any means. Every three hours thereafter, the character must make a PHY roll against a target number of 15. (Reduce this number to 12 if the character remained in bed for the previous six hours.) For each roll that fails, the character suffers d3 damage points. If the character becomes incapacitated as a result, he dies. If the character passes three of these rolls, he fights off the disease.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

CREATURE TEMPLATES:

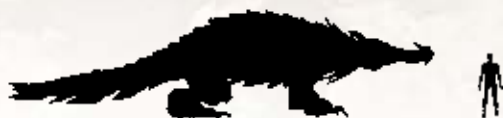
Blighted, Devil Rat Matron, Swarm

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	5
Sneak	AGL	3	6
Swimming	STR	2	5



DRACODILE



A dracodile is certain to be the greatest predator of whatever swamp, marsh, or bog it calls home. An enormous amphibious reptile, it is as agile in water as it is ponderous on land. Even on land, however, they should not be underestimated. They are fast for their size, and their jaws can splinter a boat or wagon into kindling. The best defense I can offer is to stay as far away from it as humanly possible—failing that, may Morrow help you.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	15
SPEED	SPD	4
STRENGTH	STR	14
AGILITY	AGL	3
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



BILIOUS SPRAY			
RAT	RNG	AOE	POW
6	SP	10	— 15

Abilities: This weapon causes corrosion damage, and a character hit by it suffers the Corrosion continuous effect.



BITE			
MAT	POW	P+S	
7	5	19	

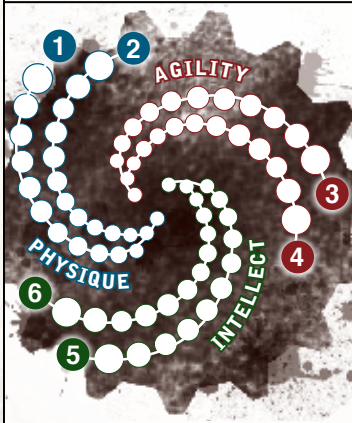


CLAW			
MAT	POW	P+S	
7	3	17	



CLAW			
MAT	POW	P+S	
7	3	17	

INITIATIVE	INIT	12
DEFENSE	DEF	8
(-2 FROM IMMENSE SIZE)		
ARMOR	ARM	20
(NATURAL ARMOR +5)		
WILLPOWER	WIL	17



COMMAND RANGE: 2
BASE SIZE: HUGE
ENCOUNTER POINTS: 47

DESCRIPTION

The dracodile is an unfathomably large amphibious predator of western Immoren's swamps and major waterways, particularly in the Lothpool River, on the Black River near the Bloodsmeath Marsh, and where the Dragon's Tongue feeds the Thornmere. Fully grown, a dracodile extends over thirty feet in length. In its territory, a dracodile sits unshakably at the top of the food chain. Fortunately for travelers, dracodiles are among the rarest species in the wilds of Immoren and do not normally stray from their natural habitat. Unfortunately, however, dracodiles are easily angered, and the territory of even a single dracodile can extend throughout many miles of swampy terrain and along the course of major rivers, the very arteries of trade in the Iron Kingdoms. Dracodiles often ignore incursions by beasts smaller than men, considering them too small to be either a meal or a threat, but they will hunt down and consume any larger trespassers. A dracodile's broad diet often includes other large swamp predators.

Dracodiles are solitary animals and quite protective of their hunting ground. The size of a dracodile's territory allows

it to hunt without depleting its source of potential game. Strong dracodiles will drive weaker specimens out of their territory. When a clutch of dracodile young hatches, the mother dracodile must go beyond the borders of her territory for sufficient food and will drag kills back to the nest until her hatchlings are old enough to hunt for themselves. The young are eventually driven out of their mother's territory to establish their own hunting grounds, but until that time the mother dracodile will ferociously protect them from harm.

Dracodiles are particularly aggressive to river traffic and view the steamships of the Iron Kingdoms as invasive threats to their territory. Dracodiles use rivers as a means of regulating their body temperature. They bask in slow watercourses for several hours a day and do not stand for intrusions into their domain. Dracodile attacks have increased dramatically as the industrialization of the Iron Kingdoms has similarly increased. The rumbling of a large steam engine from a boat, winch, or steamjack will draw a dracodile's attention. Such unnatural noise is reminiscent of a dracodile's growl and perceived as a threat to its territory. Boats with their engines left on are magnets for males seeking to drive away competitors, and such confrontations usually end in an enraged dracodile exploding from the water and capsizing the ship in the attack.

The ever-present danger of the dracodile to river traffic has led shipping companies to hire armed escorts to kill or drive off the beasts when they attack. The swampies of Cygnar sometimes hire themselves out as expert guides to companies that must navigate the swampy rivers of the north. The swamp dwellers know how to spot the telltale signs of a dracodile's territory: long drag marks on the shoreline, flattened mangrove trees, and the crushed bones of massive beasts washed up at the river's edge. When cornered, dracodiles not only rely on tooth and claw but also spew a deadly, acidic miasma. These vile fumes corrode armor and flesh, cause severe acid burns to exposed skin, and sear the lungs if inhaled.

No matter the initial cause of conflict with a disturbed dracodile, it almost invariably ends with the dracodile's enjoying a fresh meal. Rifle fire has virtually no effect against the monster, for its countless scales are akin to the sharpened steel of great shields. Even weapons powerful enough to penetrate a dracodile's daunting hide sink harmlessly into layers of fat and muscle rather than vital organs.

COMBAT

A dracodile will attack if it perceives a threat to its territory or its young or if it is on the hunt. Larger animals will be attacked and eaten first, but a dracodile rarely turns down

the opportunity for a meal. Dracodiles are quick to anger and slow to calm, and attacks against them often result in the relentless pursuit of the dracodile's attacker, even beyond the boundaries of its territory. A dracodile uses its breath attack when it feels threatened or is injured, often spraying the largest targets first.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Dracodiles are the largest and deadliest predators of the swamp regions they inhabit. One should avoid or outrun a dracodile rather than face it head-on.

10: Flattened mangrove trees, the washed-up bones of large animals on riverbanks, and the long drag marks of a dracodile's broad tail can help identify the creature's territory.

12: A dracodile can spew forth a highly corrosive acid capable of eating through tempered steel.

14: Dracodiles perceive riverboats as invaders threatening their territory and will not hesitate to attack them.

ABILITIES:

Amphibious – This creature treats water as open terrain. While within water, this creature gains concealment.

Fearless – This creature never suffers the effects of fear.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Terror – This creature has Terror [15].

Waterborne – This creature gains +2 SPD and DEF while within deep water.

CREATURE TEMPLATES:

Juvenile, Man-eater, Protector, Resilient

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detect	PER	2	5
Tracking	PER	1	4



DRAGONSPAWN



Found everywhere the blight of dragons stains the land, “dragonspawn” are created by dragons from their own blood. These misshapen beasts defend the dragon and hunt its enemies to extinction. Would that I had adequate counsel on how best to destroy them, but each of these twisted monsters is a unique, horrifying abomination. If you are brave enough to confront one, all I can offer you is luck.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

SMALL		
PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

BITE	MAT	POW	P + S
	7	3	10

INITIATIVE	INIT	14
DEFENSE	DEF	13
ARMOR	ARM	12 (NATURAL ARMOR + 5)
WILLPOWER	WIL	8

COMMAND RANGE: 1
BASE SIZE: SMALL
ENCOUNTER POINTS: 5

MEDIUM		
PHYSIQUE	PHY	11
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

BITE	MAT	POW	P + S
	7	3	12

INITIATIVE	INIT	13
DEFENSE	DEF	12
ARMOR	ARM	16 (NATURAL ARMOR + 5)
WILLPOWER	WIL	12

COMMAND RANGE: 1
BASE SIZE: MEDIUM
ENCOUNTER POINTS: 9

LARGE		
PHYSIQUE	PHY	13
SPEED	SPD	5
STRENGTH	STR	12
AGILITY	AGL	3
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

BITE	MAT	POW	P + S
	7	3	15

INITIATIVE	INIT	13
DEFENSE	DEF	10 (-1 FROM SIZE)
ARMOR	ARM	18 (NATURAL ARMOR + 5)
WILLPOWER	WIL	14

COMMAND RANGE: 1
BASE SIZE: LARGE
ENCOUNTER POINTS: 16

dictated by the goals of its creator. They are bizarre creatures with little will of their own, far more powerful than most beasts but slaves to a higher power. When commanded, they act as an extension of the dragon's own form and will. Each sacrifices itself without hesitation to fulfill the will of its master.

The number of spawn a dragon can create is limited by the power of its athanc, much as the scope of its blight is limited. The greatest dragons seem able to create numerous dragonspawn. Because the presence of dragonspawn betrays a dragon's presence, a dragon may choose not to create spawn or keep a few in tight control to avoid discovery.

To create spawn, a dragon releases some of its blood, which metamorphoses into a creature. Developing divergent tissues rapidly, it

DESCRIPTION

These malefic, eyeless creatures are created by dragons at will—never spontaneously—from the dragon's own blood. A dragon seemingly has limited control over the form its spawn takes, with some aspects of their physiology arising spontaneously. The resultant creatures are twisted and misshapen. No two are alike, but they are universally vicious and dangerous.

Though they sometimes seem to act like other predators, each dragonspawn is an unswerving servant of the dragon that created it. A dragonspawn's behavior is predominantly

then becomes stringy, hungry spawn compelled by a need to feast. New spawn consume a great quantity of flesh to grow, impelling them to strike out from the dragon's territory. These ravenous creatures consume everything crossing their path and can imperil entire communities. When not under direct control, dragonspawn act according to primitive and violent instincts, hunting, slaughtering, and feeding on other creatures.

The dragons seem to generate spawn with only the broadest purposes, such as to serve as guardians or terrifying weapons.

Dragonspawn are not instruments of precision. Those birthed for speed may grow with broad sets of leathery wings, or they may assume the form of lithe serpents. Those created to guard a dragon's lair may manifest multiple limbs with ripping talons or the ability to vomit forth a stream of scorching flame. The only consistent elements across all spawn are a complete lack of eyes, thick bony scales, and an assortment of cruel natural weapons. Lacking eyes does not hinder it in any way: spawn are able to detect their environment via blight-sensitive means, giving them an awareness of their environment far surpassing ordinary sight.

Dragonspawn manifest traits of their progenitor. Due to the otherwise erratic nature of their anatomy, this is often the most certain means of determining which dragon created a particular spawn. These manifestations vary between dragonspawn but mark each one as a servant of the dragon that gave it life.

COMBAT

Dragonspawn are often encountered when someone wanders into a territory one of the creatures has claimed or when the spawn has wandered afield looking for food. They are driven by a desire to slaughter and feast, and they throw themselves at a target to rip it to shreds. How a dragonspawn acts is largely dictated by its physical traits. Small, swift dragonspawn strike and then break away, while larger dragonspawn crash forward to overpower anything they encounter. Spawn may attempt to flee from attack, signal the presence of an intruder, capture victims, or any of a number of other behaviors, depending on the whims of the dragon that spawned them.

LORE

A character can make an INT + Lore (extraordinary zoology or dragon) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: These malformed, eyeless creatures show up at the fringes of a dragon's territory. Despoliation of the land, twisted plants and animals, and the fouling of food are signs one is near.

13: These abominations are dragonspawn, created from a dragon's blood and sharing traits with the dragon that spawned them.

15: Dragonspawn are unwavering servants of their dragon master. More powerful dragons can create greater numbers of spawn.

17: The dragonspawn of Everblight are unlike any others. Whereas those of other dragons have seemingly arbitrary physiologies, Everblight's spawn have consistent and useful forms and exhibit several dominant varieties.



ABILITIES:

Blighted Taint – This creature exudes blight that taints the world around it. This taint can take many forms, including the spoiling of food, the wasting of flora and fauna, the strange and twisted growth of plant life, and the unnatural corruption of water. This blight is a clear indication this creature is, or has recently been, in an area.

Eyeless Sight – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

Fearless – This creature never suffers the effects of fear.

Flawless Tracker – This creature gains an additional die on Tracking skill rolls while pursuing a living target.

Progenitor – Choose one progenitor trait from the list on p. 33 for this creature.

Soulless – This creature does not generate a soul token when destroyed.

Spawn Gifts – This creature begins with up to five spawn gifts chosen from the list on p. 32. A small creature begins with up to three spawn gifts, a medium creature begins with up to four, and a large creature begins with up to five. Unless otherwise stated, a spawn gift can be taken only once.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detect	PER	2	5
Tracking	PER	2	5

SPAWN GIFTS

Dragonspawn show extreme variation, represented by their various spawn gifts.

Agile – This creature gains +1 DEF. This gift may be taken up to three times.

Blight Aura – While within this creature's melee range, living, non-blighted characters cannot regain vitality by any means.

Blood Thirst – This creature gains +2" movement when it charges a living character.

Camouflage Coloration – This creature gains +2 DEF while in cover or concealment.

Carapace – This creature gains +1 ARM. This gift may be taken up to three times.

Climber – This creature has Climbing 2.

Corrosive Blood – If a character deals damage to this creature with a melee attack, the attacker immediately suffers d3 damage points.

Fleet – This creature gains +1 SPD. This gift can be taken twice.

Impervious Flesh – When this creature is hit by a ranged attack, the attacker rolls one less damage die.

Long Neck – This creature's bite gains Reach.

Lurker – This creature gains the Prowl ability.

Muscular – This creature gains +1 STR. This gift can be taken up to three times.

Nimble – This creature is immune to free strikes.

Pathfinder – This creature can move over rough terrain without penalty.

Preternatural Awareness – This creature gains boosted Initiative rolls, and enemies never gain back strike bonuses against it.

Ravenous – Once per turn, if this creature destroys a living character with a melee attack, it may move up to twelve feet (2").

Regeneration – This creature regains d3 vitality points per hour in addition to normal healing.

Ripping Jaws – This creature gains +2 to bite attack damage rolls.

Robust – This creature gains +3 vitality points in each life spiral aspect. This gift can be taken up to three times. Each time this gift is taken, this creature suffers -1 DEF. Only medium and large creatures can take this spawn gift.

Serpentine – This creature has no limbs. It cannot be knocked down and cannot take the Talons spawn gift.

Snacking – This creature can spend a quick action to devour any destroyed living character within its melee range to immediately regain d3 vitality points.

Spines – If a character hits this creature with an unarmed melee attack, a natural weapon attack, or a power attack, the attacker immediately suffers a POW 8 damage roll.

PENDRAKE'S NOTES

Ashnephos – One of a pair of dragons from eastern Immoren's Suneater Mountains. This creature's scales shimmer like oiled steel. Its fire is hypnotic, and it can summon earthquakes to obliterate entire towns. Its spawn are often hulking and seem to favor destroying houses and other buildings.

Blighterghast, a.k.a. "the Seether," "Old Ravager," "the Boiler of Seas," "the Watcher," etc. – This umber dragon lairs in the Wyrmswall Mountains. It has an overwhelmingly deadly blighted aura and exudes an acidic miasma. Its spawn are long, serpentine, fleet, and possessed of an accelerated metabolism.

Everblight – This dragon has seldom been observed, but its spawn, which I call *dragonspawn incognitus*, have been seen with frightening frequency since 605 AR. I plan to feature them in a separate dedicated study, as they seem to function differently than other dragonspawn.

Charsaug – The other Suneater dragon. It is black as night and rumored to lair in active volcanoes and to enter battle dripping molten lava. Little is known of its spawn, but they are rumored to be capable stalkers and ambushers.

Halfaug, a.k.a. "Wyrmlich," "Frostfire," "Glyssingfor," "Old Whorefrost," "the Frost Mother," and "the Preserver" – A dragon with black and silver scales referred to as female, though dragons are genderless. This creature prefers frozen lairs. Its spawn often have wings and enjoy starting fires and lingering among them.

Scaefang, a.k.a. "Soul Eater," "the Ravager of Rhul," "the Lord of the Black," and "Scylfangen," – A dragon of black scales with wings tipped by pronounced barbs. Darkened blight surrounds this beast—an "unlight" that kills by turning the living into pillars of ash. Its spawn are nocturnal and prefer to surprise their prey by springing from the darkness.

Tail – This creature gains a tail natural weapon. Select one of the following:

Barbed Tail – This weapon is POW 4 and has Reach.

Club Tail – This weapon is POW 5. On a critical hit with this weapon, the target is knocked down.

Talons – This creature gains two POW 3 claw natural weapons. This gift can be taken up to two times.

Tusks – This creature gains +2 to charge attack damage rolls with its bite attack.

Venomous – On a critical hit with a melee attack against a living target, this creature gains an additional die on the damage roll.

Wings – This creature has one or more sets of wings, giving it the Flight ability. (A creature with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other creatures and characters if it has enough movement to move completely past them. It ignores intervening creatures and characters when declaring a charge target.)

Note: Some of the gifts are deadlier than others. When selecting gifts, be mindful of the capabilities of the PCs and how lethal you want the dragonspawn to be.

This list includes only a partial range of traits dragonspawn can manifest. With a little work, a Game Master could turn virtually any concept into a spawn gift.

PROGENITOR TRAITS

Dragonspawn are created from the blood of the dragons who make them, and each shares some qualities of its creator.

ASHNEPHOS

Dragonspawn of Ashnephos have the Immunity: Fire ability plus one of the following:

Ruinbringer – This creature can spend a full action to stir up a cloud of blighted ash around its body and ignite the particles with explosive, blighted energy. This creature can spend a full action to use this ability. Center a 5" AOE on this creature's model. Enemy models in the AOE suffer a POW 10 blast damage roll. The AOE is a cloud effect that remains in play for d3+2 rounds. Living, non-blighted characters inside the AOE suffer –2 to attack rolls.

Roiling Death – This creature gains the following natural ranged weapon:



ROILING DEATH			
RAT	RNG	AOE	POW
6	SP 8	—	12

Abilities: This weapon deals fire damage. If this weapon destroys a living character, center a 3" AOE on the target's model before removing it from play. The AOE is a cloud effect that remains in play for one round. Living, non-blighted characters in the AOE suffer –2 to attack rolls.

BLIGHTERGHAST

Dragonspawn of Blighterghast have the Immunity: Corrosion ability plus one of the following:

Hellshroud – This creature exudes an acidic miasma that burns the flesh of all who draw near. Non-blighted characters within 2" of this creature suffer –2 ARM. A character who ends his turn within 2" of this creature suffers the Corrosion continuous effect.

Seether – This creature gains the following natural ranged weapon:



SEETHER			
RAT	RNG	AOE	POW
6	SP 8	—	12

Abilities: This weapon causes corrosion damage. A character hit by this weapon suffers the Corrosion continuous effect.

CHARSAUG

Dragonspawn of Charsaug have the Immunity: Fire and Immunity: Corrosion abilities plus one of the following:

Blackscale – This creature has the Prowl ability and gains boosted Sneak skill rolls.

Burning Acid – This creature gains the following natural ranged weapon:



BURNING ACID			
RAT	RNG	AOE	POW
6	10	3	12

Abilities: This weapon deals corrosion damage and fire damage. On a critical hit, the target hit suffers the Fire continuous effect. When the Fire continuous effect expires, the target hit suffers the Corrosion continuous effect.

HALFAUG

Dragonspawn of Halfaug have the Immunity: Fire and Immunity: Cold abilities plus one of the following:

Searing Aura – This creature can forfeit its attack to create an aura of searing fire. Center a 3" AOE on this creature's model. Models in the AOE suffer a POW 14 fire damage roll.

Wyrmfire – This creature gains the following natural ranged weapon:



WYRMFIRE			
RAT	RNG	AOE	POW
6	SP 10	—	12

Abilities: This weapon causes fire damage. A character hit by this weapon suffers the Fire continuous effect.

SCAEFANG

Scaefang's dragonspawn secrete a fog of ash known as "unlight." Dragonspawn of Scaefang have concealment plus one of the following:

Deathdust – This creature exudes a noxious cloud of ash and burning embers. A living character who ends his turn within 2" of this creature suffers a POW 14 damage roll. Deathdust is a gas effect.

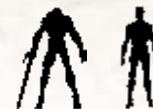
Ash and Embers – This creature gains the following natural ranged weapon:



ASH AND EMBERS			
RAT	RNG	AOE	POW
6	8	3	12

Abilities: This weapon causes fire damage. On a critical hit, the target hit suffers the Fire continuous effect. The AOE is a cloud effect that remains in play for one round.

DREAD



I suppose I'm a very lucky man. In all my years delving into subterranean tombs and forgotten ruins, I've only ever once encountered the undead servants of the Orgoth known as the dread. I was exploring a site in Ord when I came across one. It was protecting the burial chamber of an Orgoth lord of some importance and took issue with my trespass. Having opened fire to no avail, fled, and been cornered by the wretch, I found myself toe-to-toe with it, matching my blade against its cold steel. I take it as a point of pride that I skewered the abominable thing with a weapon of its masters' own creation.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	9
SPEED	SPD	6
STRENGTH	STR	8
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	0
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



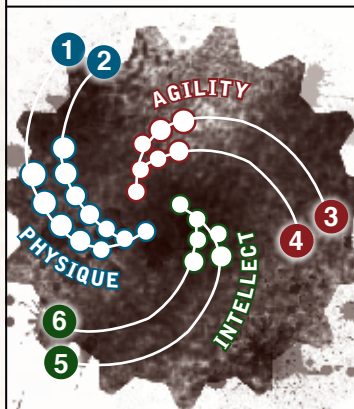
HANDBLADE

MAT	POW	P+S
8	5	13

Abilities: This weapon is a magical weapon.

Attacks from this weapon ignore spell effects that add to a target's DEF or ARM.

INITIATIVE	INIT	14
DEFENSE	DEF	13
ARMOR	ARM	17 (NATURAL ARMOR +8)
WILLPOWER	WIL	12



COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 11

DESCRIPTION

Within the abandoned tombs of the Orgoth the dread still lurk, tasked by their long-vanished masters to protect the remains of their former empire. The dread are undead servitors created from the corpses of physically powerful slaves. In a horrific prolonged ritual, Orgoth torturers transformed these unfortunates into unliving weapons enslaved to their masters' will. As part of the process of creating a dread, the slave's torso would be flayed open and boiling metal would be poured over his still-beating heart, binding his soul permanently to his scarred and broken flesh. The dread's body would then be studded with armored plates crudely grafted to its leathery skin, and its forearms would then be sawed away and replaced with implements of shining steel.

The dread were intentionally disfigured to make them as horrifying as possible in order to instill terror in those who beheld them. Twisted and mutilated mockeries of

their former selves, their blistered bodies are supernaturally resilient to damage, and like certain other relics of the Orgoth they are impervious to magic. Even the ravages of time have done little to harm the dread. Centuries after their masters were

driven from western Immoren, the dread remain as powerful as they were at the moment of their fabrication.

During the Occupation, the dread were used as bodyguards and weapons of terror, accompanying Orgoth warlords to pacify resistant populations and guard important sites. The dread were later used in groups to patrol rebellious Immorese cities by night. Commanded to slaughter any who broke the curfews imposed by the Orgoth, the dread made ideal sentries, able to terrify the weak and slaughter the strong. During the rebellion countless died on the brutal weapons of the dread.

Many of these horrors still linger in the blasted and secret places abandoned in the wake of the Scourge. Countless numbers were buried alongside their Orgoth masters to guard their tombs and protect them in their final rest. Others were left to wander ancient mines, watching over slave populations long turned to dust. Those that remain still follow the orders of their dead masters, protecting derelict sites across western Immoren. Those unlucky enough to enter a tomb guarded by the dread are cut off from the surface and driven into dead ends, where the merciless creatures hack at them with their prosthetic blades.

Horrifically, the dread are most often found in the company of a deathless. These dread yet serve their master as bodyguards and soldiers, carrying out the revenant's every command without thought or hesitation.

COMBAT

Most dread encountered will typically be in the service of a deathless (p. 24) or left to protect sites important to the Orgoth. These dread treat any trespass as a hostile intrusion and attack relentlessly. A dread attacks directly but is sufficiently clever to use its environment to its advantage. It moves to block potential escape routes and drive intruders into areas of the site that give it an advantage, funneling them into dead ends or hazards within its chambers whenever possible.

Dread accompanying a deathless fight according to their master's whims. The dread fight as an unyielding wall under the deathless' commands, placing themselves in the way of attacks that would harm their lord. Dread sacrifice themselves without question. They are utterly incapable of disobeying the commands of any Orgoth, be they living or dead.

ABILITIES:

This creature gains an additional die on Willpower rolls.

Cleave – When this creature incapacitates an enemy with a melee attack during its turn, it can make one additional melee attack immediately after the attack is resolved. This creature can gain only one extra attack from Cleave each turn.

Impervious Flesh – When this creature is hit by a ranged attack, the attacker rolls one less damage die.

Spell Ward – This creature cannot be targeted by spells.

Terror – This creature has Terror [16].

Tough – When this creature is disabled, roll a d6. On a 5 or 6, it heals 1 vitality point, is no longer disabled, and is knocked down.

Undead – This creature is not a living character and never flees.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Sneak	AGL	2	6

LORE

A character can make an INT + Lore (Orgoth or undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: The Orgoth created undead minions to serve as soldiers and guards. They selected the strongest slaves and transformed them into dread.

13: The dread are incredibly durable and impervious to enemy magic. A dread's hands have been replaced with deadly weapons capable of piercing supernatural protection.

15: The dread are typically found protecting the burial chambers and vaults of important Orgoth lords. They treat any living thing entering these protected sites as hostile intruders. The dread systematically cut off any avenue of escape, encircle the intruders, and slaughter them.



DREGG



My firsthand experience with the dregg came when they captured my companions and me in the north of Khador. I was lucky enough to escape their lair into the full light of day, which did significant damage to the dregg when they moved to follow—one of the many reasons I carry several very bright alchemical flares in my pack to this day. The monstrosities have captured me once. Let them try a second time.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



ARM BLADE		
MAT	POW	P+S
4	3	9

INITIATIVE	INIT	12
DEFENSE	DEF	11
	(LIGHT ARMOR -1)	
ARMOR	ARM	12
	(LIGHT ARMOR +6)	
WILLPOWER	WIL	8

VITALITY: 6

COMMAND RANGE: 2

BASE SIZE: SMALL

ENCOUNTER POINTS: 2

DESCRIPTION

Dregg are a wretched, hateful race of humanoids that dwell in lightless caverns, abandoned mines, and other dark, subterranean places, where they sometimes encounter night trolls and shaft wights. They have a strong aversion to sunlight and emerge from their lairs only at night to raid, pillage, and slay and devour any living thing they encounter.

Dregg occasionally drag individuals back to their underground lairs to slaughter in bloody ritual sacrifice. Although bestial, dregg are quite clever and can make use of scavenged or stolen weapons of nearly any design. They especially prize firearms,

and successful dregg raiders are armed with rifles or pistols in addition to melee weapons. They are found throughout the Iron Kingdoms but are particularly prevalent below the Kovosk Hills of southeastern Khador, dwelling in natural caverns and amid buried ruins.

Although outwardly humanoid, dregg are quite monstrous in appearance. A dregg stands roughly as tall as an adult human, but its bent posture makes it appear somewhat smaller. Dregg are extremely gaunt, and their dull, gray skin is stretched tightly over their bony frames. In fact, the skin is pulled so taut over a dregg's body that bones actually protrude from its flesh in places, creating a ghoulish, flayed appearance. The head of a dregg is truly nightmarish. They have long, bony snouts filled with ivory fangs and milky-white eyes that can move independently of one another. Though they have no visible ears, their hearing is still quite acute.

Dregg gather in fairly large groups known as hives, and their society has a loose hierarchy based on martial prowess and the number of successful raids an individual has participated in. Dregg that survive numerous surface raids and return each time with food and valuables are afforded much respect by other dregg and often act as leaders within a given hive.



Dregg revel in pain and take great pleasure in torturing their victims. They also seem to derive pleasure—even strength—from their own suffering, and many tales describe how these creatures become more ferocious when injured. Some dregg take ritual self-mutilation to extremes. These dregg, known as pain mongers, are the closest things the dregg have to religious leaders. They teach young dregg how to cut and pierce their own flesh, and they take the lead in dregg sacrifices.

A dregg raiding party is typically composed of at least one raid master armed with the best weapon in the hive, two or three pain mongers armed with cutting blades, and a variable number of lowly scavengers armed with whatever weapons they can find. When raiding, dregg generally seek out targets who possess items the dregg desire—primarily weapons—and then ambush them. Victims are usually slain and eaten on the spot, but dregg have been known to take captives back to their lairs to devour in a more leisurely fashion.

Dregg are held in check largely by their extreme sensitivity to sunlight—direct exposure causes them to rapidly sicken and die. This keeps them from posing a greater threat to the civilized nations of the Iron Kingdoms—that, and the fact that dregg are ruthlessly exterminated wherever they are found.

COMBAT

Dregg are exceptionally dangerous in close combat. They may initially attack victims at range, only closing once their victims are wounded. Dregg frequently fashion weapons from scavenged bayonets and daggers that are strapped to their forearms. Some dregg arrange the blades to cause minor injuries to themselves each time they are used, feeding their love for pain. Dregg raiding parties often approach isolated

human communities at night and attack from all angles in groups of three to five raiders. The initial moments of the raid are focused on killing any powerful opponents, which allows the dregg to drag scavenged goods and captives back to their subterranean lairs.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Dregg are a race of vile, bony humanoid creatures that live underground in many regions throughout the Iron Kingdoms.

10: Dregg have an intense aversion to sunlight, which causes them physical pain.

12: Dregg revel in pain, and their wounds actually strengthen them, making them fight with increased ferocity.

15: Sustained exposure to sunlight can actually kill a dregg.

ABILITIES:

Light Sensitive – If this creature ends its turn in bright light, it suffers 1 damage point.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

Pain Fueled – While this creature has one or more marked vitality points, it gains +2 on its melee attack rolls and melee damage rolls.

Scavenged Weapons – When designing an encounter with this creature, roll a d6. On a roll of 1–2, this creature does not own a scavenged weapon. On a roll of 3–5, this creature is also armed with a melee weapon of the Game Master's choice. On a roll of 6, this creature is also armed with a pistol or rifle of the Game Master's choice with sufficient ammunition for ten shots.

Tough – When this creature is disabled, roll a d6. On a 5 or 6, it heals 1 vitality point, is no longer disabled, and is knocked down.

CREATURE TEMPLATES:

Chieftain, Dregg Pain Monger, Dregg Raid Master, Hunter, Predator

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	1	4
Detection	PER	1	4
Hand Weapon	PRW	2	5
Sneak	AGL	1	4



DUSKWOLF



Wolves hold a special place in the hierarchy of the wild. Blessed with an admirable capacity for the hunt, even the smallest breeds, working in tandem, can pull down quite large prey. When one considers the alarmingly sizable breed known as the duskwolf, this fact is cast into a new and terrifying light. At least common wolves must make an effort to kill and consume a man. To a duskwolf, even the hardest of us are little more than a trifle. It is no wonder they are so highly esteemed by the savage men of the wilderness.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	12
SPEED	SPD	7
STRENGTH	STR	8
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
6	3	11

INITIATIVE	INIT	14
DEFENSE	DEF	13
ARMOR	ARM	12
WILLPOWER	WIL	14
VITALITY: 8		
COMMAND RANGE: 2		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 4		

DESCRIPTION

Enormous wolves with intelligence and ferocity far outstripping that of mere beasts, duskwolves are dangerous predators that dwell within dark, primeval forests. They are infamous for chilling howls that can freeze a man's blood in his veins, as well as the ability to become all but invisible when hunting. They have been known to stalk and kill humans found alone in the wilderness, and creatures as large and powerful as trolls have fallen to packs of hungry duskwolves. They are clever hunters, and one or more pack mates will draw the attention of prey

while the remaining wolves prowl at its flanks. The signal upon which a pack attacks is an unnerving howl—a strange, chilling sound that can freeze the weak-willed in their tracks. If their selected prey attempts to flee, duskwolves will pursue it relentlessly. Small prey will be brought down immediately, but duskwolves will harry large animals over great distances to wear them down prior to striking. A fatigued beast is no match for the ferocity of the duskwolves when they attack. Already weary from the long pursuit, the duskwolves' prey quickly succumbs to the ripping jaws of the pack.

Found in the temperate forests of Cygnar and Ord, duskwolves keep no permanent dens. Packs will temporarily lair in large caverns and beneath felled trees during cold and rainy months but rest wherever they see fit during warm and dry seasons. Duskwolf packs on the move tend to keep near sources of freshwater. Streams and rivers not only provide the pack with ample drinking water but also attract the prey animals duskwolves feed on. As the seasons become colder, duskwolf territory becomes far more dangerous. Packs of duskwolves become much more aggressive during this time, killing enough prey to create a surplus of meat for the oncoming winter.

A male duskwolf stands six to seven feet at the shoulder, is ten feet long from nose to tail, and weighs up to eight hundred

pounds. A duskwolf's coat is a dusky gray, and the mane that runs the length of its spine is a dark umber. Female duskwolves are slightly smaller than males, lack manes, and have much darker fur, although they can change the color of their pelts at will to better blend into the shadows. Duskwolf pups of both genders are lighter in color and lack manes until they are about three months old, at which point they begin to exhibit adult traits. Both males and females are powerfully built and incredibly nimble, and their jaws are strong enough to sunder both armor and the flesh and bone beneath.

Male duskwolves are somewhat rare. A typical pack of duskwolves consists of a single male, six to eight females, and a handful of young. Though particularly large and trackless forests may support larger packs, competition is fierce between males for mates and territory, so packs with more than one male are uncommon. Solitary males are sometimes encountered, having been driven off by larger competitors. Lacking the aid of a pack to help secure food, these lone males are particularly aggressive and will take every opportunity to attack. They are often at the brink of starvation and are especially vicious as a result.

The lithe wolf riders of the Tharn frequently use duskwolves as swift, deadly mounts. Tharn pick the best specimens from a pack for use as steeds, and their wolves are often larger and more powerful than those seen in the wild. Additionally, powerful druids and shamans may use packs of duskwolves to hunt down those who intrude on their sacred sites and rituals. These trained duskwolves are allowed to roam freely in the surrounding territory and fend for themselves, serving as a fearsome natural barrier to intruders.

Certain tribal cultures prize the skulls of duskwolves as adornments. Among the Tharn and savage human tribes, skilled hunters and warriors sometimes wear a duskwolf skull as a testament to their own skill.

COMBAT

When hunting, a male duskwolf distracts and demoralizes prey by unleashing a terrifying howl. It then charges in, seizes the target in its jaws, and attempts to drag the prey to the ground. This distraction allows the female duskwolves to creep through the shadows and strike the prey en masse from behind. Duskwolves are efficient predators and are adept at dispatching injured prey or prey overcome with fear.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Duskwolves are enormous wolves that inhabit ancient forests. They are clever hunters that will chase large prey to exhaustion over great distances before attacking.

10: Male duskwolves are larger and stronger than females, but the females are stealthier and can disappear into the shadows.

12: Male duskwolves can unleash a piercing howl that frightens those who hear it. A male often uses this howl to frighten prey and draw its attention so the females of the pack can attack from the flanks.

15: Duskwolves are often ridden by Tharn or used as hunting beasts. Some wilderness people use trained duskwolves to protect sacred sites.

ABILITIES:

Cull the Weak – This creature gains +1 to attack and damage rolls made against damaged living targets.

Flawless Tracker – This creature gains an additional die on Tracking skill rolls while pursuing a living target.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Shadow Camouflage – This creature can spend a quick action to change the color of its pelt to match the surrounding shadows. As a result, this creature gains stealth for one round. (Ranged and magic attacks declared against a creature with stealth automatically miss when the point of origin for the attack is more than thirty feet [5"] away.) Shadow Camouflage does not work in areas of bright light.

CREATURE TEMPLATES:

Duskwolf Male, Juvenile, Large Specimen, Lone Wolf, Swift, Trained

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Jumping	PHY	2	14
Tracking	PER	2	5



ELDRITCH



Ios is a land shaped by its tragedies and its hubris, and the eldritch are a reminder of the consequences waiting for those unwilling to submit to the natural order. They sacrificed their lives to attain a debased form of immortality.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	8
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	4
PERCEPTION	PER	4



GREAT SWORD

MAT	POW	P+S
7	6	12

Abilities: This weapon has Reach and must be used two-handed.



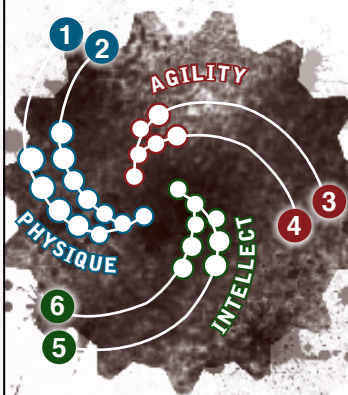
DREAD TOUCH

MAT	POW	P+S
7	4	10

Abilities: This weapon is a magical weapon.

Drain Life – If this weapon damages a living character, this character immediately regains d3 vitality points. A living character damaged by this weapon suffers –1 to attack rolls and skill rolls for one round.

INITIATIVE	INIT	15
DEFENSE	DEF	12
	(FULL PLATE –2)	
ARMOR	ARM	16
	(FULL PLATE +8)	
WILLPOWER	WIL	12



COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 11

DESCRIPTION

Eldritch are Iosans who were motivated in life by an overwhelming fear of their mortality, willing to immerse themselves in dark, occult lore. Terrified at the prospect of their death and the doom of their race, they surrendered their morality and turned to undeath as the only option.

The first Iosans to become eldritch were corrupted priests of Nyrro, the Iosan god of day. They formed a cult in the city of Eversael under the pretense of the god's return. Falling prey to the dark urges of their souls—and perhaps the whispers and promises of entities beyond Caen—they pursued sinister rites, sacrificing their brethren. When their atrocities were uncovered and the Iosan authorities consigned them to execution, these fallen holy individuals sealed an unholy bargain to become eldritch. They remain hidden deep beneath the structure of the Fane of Nyrro.

Some Iosans seek out these foul creatures in hopes of finding guidance to remake themselves in undeath. Ancient eldritch take an inductee through a ritual of sacrifice—a series of murders culminating with the would-be eldritch taking his own life, thereby prompting his unholy rebirth.

New eldritch retain their memories and personalities, albeit twisted and shorn of empathy. Over centuries, their flesh becomes desiccated and taut, stretching over bones like a mummified corpse. Despite this frail appearance, eldritch are incredibly powerful. They are stronger and more durable than they were in life, and those who were able to work magic find their powers augmented in undeath.

Many rarely venture beyond the dark crypts beneath the fane. Undeath lets them pursue goals despite the passing decades or centuries. Becoming an eldritch requires complete obsession with continued existence, which the creatures are loath to imperil. Still, even they must occasionally emerge from their lairs, for in death they are motivated by an unnatural hunger. To maintain its existence, an eldritch must feed, which it does by



ABILITIES:

The Game Master can select one Gifted archetype benefit for this character. This character cannot be given the Warding Circle archetype benefit.

Create Sythyss – If this character destroys an Iosan or Nyss character with his dread touch attack, he may choose to raise the corpse as a sythyss. A newly risen sythyss gains Tough, Undead, +3 PHY, and +2 STR and is under the complete control of the character who created it. If this character is destroyed, any sythyss under his command are immediately destroyed. This character can have a number of sythyss servants up to his ARC stat.

Load Bearing – This character is well practiced at fighting while wearing heavy armor. Reduce the SPD and DEF penalties from the armor he wears by 1 each (included above).

Spell Guard – Magic attacks made against this character roll one less damage die.

Undead – This character is not a living character and never flees.

Will Weaver – This character is a will weaver. The Game Master should choose two to four spells from the following spell list for this character. At the Game Master's discretion, this character may have an ARC stat of 5 or more.

CREATURE TEMPLATES:

None.

SPELLS

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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Bleed 2 8 — 10 No Yes

When this spell damages a living character, the spellcaster heals d3 damage points.

Blood Feast 4 SELF — — No No

The spellcaster gains +1 STR and ARM for each living character he destroys. Blood Feast lasts for one round.

Celerity 2 6 — — Yes No

Target character gains one additional quick action during each of his turns.

Curse of Shadows 3 8 — — Yes Yes

Target enemy character suffers -2 ARM and cannot make free strikes. A character can advance through the affected character if he has enough movement to move completely past the affected character's base.

Dark Persuader 1 6 — — Yes Yes

Target character rolls an additional die on Willpower rolls. Discard the highest die of each roll.

Hex Blast 3 10 3 13 No Yes

Upkeep spells and animi on a character directly hit by Hex Blast immediately expire.

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
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Influence 1 10 — — No Yes

The spellcaster makes a contested Willpower roll against target living enemy character hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, he takes control of the target. The target makes one normal melee attack, then Influence expires.

Lamentation 3 SELF CTRL — Yes No

While within the spellcaster's control area, enemy characters pay double the fatigue, focus, or fury point cost to cast or upkeep spells.

Mockery of Life 2 Ctrl — — No No

Return one destroyed friendly sythyss to play with d3 vitality points. It must be placed within the spellcaster's control area. The sythyss must forfeit its action the turn it returns to play.

Occultation 2 6 — — Yes No

Target character gains stealth and +3 on Sneak skill rolls.

Phantasm 2 6 — — Yes No

When friendly target character is targeted by a ranged attack, the effective range of the attack is reduced by thirty feet (5).

Phantom Hunter 2 6 — — Yes No

Target friendly character ignores LOS when making charges, slam power attacks, and attacks. Target character ignores concealment and cover when resolving attacks.

Star-Crossed 3 SELF Ctrl — No No

While within the spellcaster's control area, enemy creatures and characters gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.

SKILLS:

Note: The skills possessed by an eldritch are a combination of what he knew in life and the talents he has honed in undeath. The following list represents a common selection of abilities an eldritch might have, but Game Masters are free to tailor the eldritch's abilities to a specific concept.

NAME	STAT	RANK	STAT + RANK
Command	SOC	2	*
Deception	SOC	2	*
Detection	PER	3	7
Great Weapon	PRW	2	7
Lore (any three)	INT	3	7
Research	INT	3	7
Sneak	AGL	3	7

siphoning the life essence of an intelligent living creature. The touch of an eldritch drains away the life of its prey, nourishing the eldritch and keeping its predatory instincts at their peak.

Every eldritch has the power to create undying servants called sythyss when it completely drains away the life of another Iosan. This leeching of life lets the eldritch harvest a piece of the Iosan's soul, enslaving its victim. A sythyss does not share its creator's corrupted appearance other than a deathly pallor. Eldritch use these servants as guardians and retainers, and many go to great lengths to disguise the nature of sythyss in order to utilize them as agents among the living. Though lacking imagination and free will, sythyss are not mindless. Connection to their souls through their masters allows them to maintain an echo of their former selves in spite of their abject servitude.

COMBAT

Eldritch seldom leave Ios except when pursuing a mission of importance to their corrupted Fane of Nyrro in Eversael. Eldritch are ancient beings that seek to avoid jeopardizing their existences, so they prefer to stack the odds in their favor.

Some use sythyss to fight, wielding their arcane talents from a distance. Others use their sythyss to detain nearby prey, emerging when it is too late for a meal to escape.

LORE

A character can make an INT + Lore (Iosan or undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

13: Eldritch are dangerous, undead Iosans who feed on the life force of the living.

14: An eldritch's touch draws off the life essence of its prey. This leeching revitalizes the eldritch as it drains its victim.

15: If an eldritch drains an Iosan's life essence, it can raise the corpse as an undead servant known as a sythyss.

EXCRUCIATOR



In my days as a student, I had the good fortune to accompany an archaeological expedition studying examples of Rebellion-era architecture in a set of freshly discovered catacombs just outside Tarna. The dig began with our crew in good spirits, but the first disappearance occurred on our very first night when a professor of esoteric languages opted to work late by lantern, alone. By the time we ventured into the depths of the catacombs, little remained of the four members of our expedition who had vanished. A single glimpse of the revenant that had left them in bloody ruins was all I saw before we fled. Suffice it to say that, to this day, the sound of giggling in empty corridors makes my hair stand on edge.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	3
INTELLECT	INT	5
ARCANE	ARC	—
PERCEPTION	PER	5



TORTURE INSTRUMENTS

MAT	POW	P+S
7	3	10

Abilities: This is a magical weapon.

A living character damaged by this weapon suffers a -1 penalty to his attack and damage rolls for one round.

INITIATIVE	INIT	16
DEFENSE	DEF	15
ARMOR	ARM	14
	(NATURAL ARMOR +7)	
WILLPOWER	WIL	12



COMMAND RANGE: 5

BASE SIZE: SMALL

ENCOUNTER POINTS: 10

DESCRIPTION

The legacy of the Orgoth Occupation is recorded not just in the histories of the Iron Kingdoms but in the blasted ruins of the Orgoth's keeps, fortresses, and dungeons. In the final years of the Rebellion, when the Orgoth enacted the terrible Scourge and systematically destroyed their holdings, they left behind a multitude of vicious curses and infernal deathtraps as a spiteful gesture of defiance in defeat. Those among the Orgoth motivated most by hatred and humiliation in the face of their looming defeat elected to bind themselves in death to certain places in order to haunt and harry the people of western Immoren down the long generations. Others fell victim to the necromantic ritual-interrogations that they conducted upon their prisoners. So powerful were the vile energies they conjured in these rites that they themselves were torn apart, arising as undead creatures motivated by the insane urge to continue their bloody work in perpetuity.

for the rites that made them into undead also granted them the ability to move unimpeded by the walls and floors of the complex to which they are bound. Undisturbed, they have stalked these darkened halls for centuries, ruminating upon their dark secrets and scribbling them down in the blasphemous runes of their people. An excruciator's lair is littered with countless secrets—often trivial but sometimes mind-rending in their implications.

Fortune hunters, scholars, and others unfortunate enough to intrude upon an excruciator's lair will find themselves the immediate subjects of its attention. Excruciators are maddened undead driven by simple motivations—to discover the secrets of the Immorese—but their methods are cunning, and they are capable of executing complex plans to lure victims into their chambers.

If pressed, an excruciator will typically choose to focus on the opponents it perceives as weakest, incapacitating them and inflicting necromantic agony upon their compatriots before retreating into the trap-filled recesses of its lair. But in truth, these undead have no interest in killing for its own sake and will do their best to avoid engaging in direct combat. What they desire above all else is to subject the living to sadistic interrogation.

Once in the grasp of an excruciator, a victim will be subjected to horrific violations and a slow death. Excruciators have few opportunities to wield their unique skills and will keep their prisoners alive as long as possible. These creatures speak in archaic languages, and most victims have trouble even comprehending the questions they are asked. But even if the excruciator can make itself understood, the questions may be nonsensical or even just insane chattering. All excruciators have been driven mad by their undead state and quiet centuries of isolation, but some are truly deranged. They may become fixated on information they sought in life, demanding specifics regarding the actions of rebels dead for centuries.

In rare circumstances, clever and well-educated victims have discerned the subject of an excruciator's fixation and been able to bargain for their lives with promises of returning with a victim who has the information so desperately sought. Others have bargained for a temporary reprieve by finding a topic of interest to the interrogator that they can expound on at length. But no information, no matter how personal or vital, is likely to satisfy an excruciator. Death is typically the only escape from its terrible ministrations.

Excruciators are most commonly encountered in undisturbed Orgoth ruins or natural catacombs utilized by the Orgoth as torture chambers, to which sites they are bound by necromancy. Although they are unable to move beyond the boundaries of their lairs, excruciators enjoy peerless mobility within them,

ABILITIES:

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

Backstab – This character gains an additional die on his back strike damage rolls.

Consume Pain – When this character damages a living character, he immediately regains d3 vitality.

Ghostly – This character can advance through terrain and obstacles without penalty and can advance through obstructions if he has enough movement to move completely past them. This character cannot be targeted by free strikes.

Language – This character speaks Orgoth and one of the following ancient languages: Caspian, Khardic, Rynn, Thurian, or Tordoran.

Pain Wrack – If this character is in B2B contact with an incapacitated character, he can make a contested Willpower roll against all enemy characters within his command range. If this character loses, nothing happens. If this character wins, each losing character suffers a –3 penalty to attack rolls for one round.

Terror – This character has Terror [Willpower +2].

Torture – This character can torture a helpless subject within his power. For every hour this character spends torturing a subject, the subject loses 1 PHY. If the subject is reduced to 0 PHY, he dies. The subject regains +1 PHY for each complete day he is not tortured.

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Predator, Stealthy, Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Deception	•	2	•
Detection	PER	2	7
Hand Weapon	PRW	2	7
Interrogation	INT	2	7
Medicine	INT	2	7
Sneak	AGL	2	6

COMBAT

Excruciators attack from surprise whenever possible and prefer to single out combatants who appear the least physically threatening. They strive to incapacitate these targets and wound them with instruments of torture such as long, serrated knives and curved skinning blades before dragging them into the dark recesses of their lairs. They are clever and vicious but will attempt to escape a battle they are losing.

LORE

A character can make an INT + Lore (Orgoth or undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Some Orgoth tombs are guarded by vicious and insane spirits devoted to torture.

12: Excruciators are the revenant spirits of Orgoth torturers.

14: Orgoth tombs inhabited by excruciators may contain troves of ancient secrets, particularly journals of confessions made during interrogations. These documents may span centuries and include some of the few surviving detailed accounts of conditions during the Orgoth Occupation.

17: Excruciators are capable of gaining sustenance from the agony of the living.



GORAX



What can be said about the gorax? Other than “avoid at all costs,” that is. A stinking, gluttonous, violent beast, a rampaging gorax is a brutish slab of muscle and hair driven by little more than anger and appetite. Compounding its awfulness, anything other than a lethal blow made against a gorax renders it stronger, deadlier, and, though it would seem impossible, angrier than before. Wounded gorax should only be approached with great caution—and ideally a warjack or two.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
5	2	11

Chomp – This creature can attack with this weapon only during its turn and can target only characters it first hit with a claw attack that turn.



CLAW		
MAT	POW	P+S
6	3	12

Open Fist



CLAW		
MAT	POW	P+S
6	2	12

Open Fist

INITIATIVE	INIT	12
DEFENSE	DEF	12
ARMOR	ARM	16
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	12



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 8

DESCRIPTION

Great, hulking brutes inhabiting the temperate forests of western Immoren, gorax are primitive creatures that blur the line between man and beast. The body of a gorax is thickly muscled, with iron-hard tendons straining against bones as dense as hardwood. A heavy mane of matted hair grows down a gorax’s spine, matched by similar patches on the backs of its disproportionately long arms. The enormous claws of its oversized hands are ideal for digging or slashing deep furrows in the flesh of prey. A wide maw, distended by hardened teeth and tusks protruding at irregular angles, dominates the creature’s ugly face.

Even more terrifying than its brutish physique is the beast’s response to pain. Gorax are not just inured to the effects of injury—they are fueled by it. This paradoxical response drives an injured gorax to attack with ever-increasing savagery until it is forced into a blind frenzy of bloodlust. In its throes, an enraged gorax is strong enough to tear a warhorse in half, and the bodies of lesser creatures present it with little resistance. A wounded gorax remains in this

heightened state for a prolonged period, sometimes as long as several hours after the injury that caused it.

Though its primitive features belie the fact, a gorax possesses a cunning mind. Gorax are able to communicate with one another through a rough series of guttural vocalizations, and they can be taught through extended effort to follow simple commands. This ability to be trained, coupled with the gorax’s response to injuries, makes them a popular spectacle in underground blood sport arenas. Gorax are often wounded by their handlers prior to a bout, which often involves the beast fighting packs of vicious dogs or groups of men armed with bladed weapons.

During the Thousand Cities Era, warlords prized the gorax for their relative cunning and response to pain and used the beasts as frontline shock troops. Directed at the enemy, dozens of gorax would tear across the field of battle unimpeded by strikes from arrows. Once the gorax fell upon a column, their strength already greatly magnified by pain-fueled rage, the enemy would quickly be torn to pieces. Gorax too wounded to quickly recover and those too full of bloodlust to easily be controlled were simply put down. The tendency of rage-fueled gorax to attack allies and enemies in equal measure eventually reduced the beasts’ use in battle, but some continue to capture and enslave gorax for use in combat. The blackclads make extensive use of the gorax as a warbeast, prizing it for its natural ferocity and power.

In the wild, most gorax make their homes in natural caverns, as they prefer dark and damp dwellings. They expand the interior of a cave by scraping the walls with their huge claws, and a gorax den is easily identified by deep, overlapping furrows carved into earth and stone. Gorax often keep a surplus of meat in their dens and will drag half-eaten beasts through the forests back to their caverns for later consumption. Gorax and trolls often compete for prey and territory, particularly when a troll is drawn to the site of a gorax den by the smell of stored meat. When the two creatures meet, they tear at each other savagely with fangs and claws, and the victor typically consumes the body of the slain.

Gorax are well known for their rank, sour odor. Gorax saliva and sweat is thick with pheromones the creatures use to identify each other. A gorax habitually licks its arms to keep its musk strong, as those with a more powerful odor are likelier to attract a mate. Most other creatures are repulsed by the smell of the gorax.



Gorax are true carnivores, though they care little about the source of the meat. Any animal that comes close enough for a gorax to wrap its thick-knuckled hands around is eaten with little hesitation, though the gorax seem to hold human flesh in high regard. Gorax that taste the blood of mankind seek it out, which has caused some of the beasts to move from their wilderness domain into the fringes of civilization. Isolated homesteads have vanished, and buildings have been reduced to rubble due to a rampaging gorax seeking to sate its hunger.

COMBAT

Gorax are incredibly irascible creatures. Even slight provocation causes a gorax to fly into a rage that overtakes its reason. Once its anger is roused, a gorax views all other creatures in one of two ways: as a threat to be attacked before it can pose a danger, or as potential game to be defeated and eaten. In battle, a gorax charges toward the closest possible target, attacking it with tooth and claw. Once injured, the gorax will seek to destroy the creature that caused it the greatest harm, with no regard for its own safety.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Gorax are powerful, brutish humanoids that inhabit the wild.

10: Gorax are consummate carnivores, and they have a particular fondness for human flesh.

12: A gorax becomes even stronger in response to nonfatal wounds, which cause it to attack with greater savagery.

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pain Fueled – While this creature has one or more marked vitality points, it gains +2 on its melee attack rolls and melee damage rolls.

CREATURE TEMPLATES:

Large Specimen, Lone Wolf, Man-eater, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Tracking	PER	1	4

GRYMKIN, GREMLIN

An engineer friend of mine asked me for advice on how best to deal with an advanced case of gremlin infestation. I recommended she burn down the building and hope to catch a few of them in the blaze.

That's me!
Victim Pendork, Prof. Smartpants
I Love them.

—PROFESSOR VIKTOR PENDRACK, MONSTERNOMICON

PHYSIQUE	PHY	2
SPEED	SPD	5
STRENGTH	STR	1
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

	BITE		
	MAT	POW	P+S
	5	2	3

INITIATIVE	INIT	12
DEFENSE	DEF	13
ARMOR	ARM	2
WILLPOWER	WIL	4
VITALITY: 3		
COMMAND RANGE: 2		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 3		

DESCRIPTION

The tiny, malevolent pests known as gremlins are the bane of engineers and craftsmen alike. Just as colonies of rats infest the holds of ships, batches of gremlins nest in workshops, visiting mischief upon hapless craftsmen and their creations. Gremlins are notorious for causing devices to malfunction, often in cruelly comedic fashion, and the malicious creatures seem to delight in the wicked mischief they visit upon others. The very presence of a gremlin is anathema

to mechanika, steam-jacks, and other such devices.

Gremlins are perhaps the most widely known variety of grymkin. Though they prey primarily on machines rather than men, these diminutive creatures take some sadistic glee in tormenting those who toil in the workshops they infest. When they are not causing expensive and dangerous mechanical failures, gremlins delight in jabbing others with rudimentary spears cobbled together from workshop trash, leaving sharp caltrops on unattended seats, disabling gas lanterns in rooms filled with obstacles, and smearing machine grease on flights of stairs. Generally the harm they cause to others happens more by dint of an elaborately staged accident than by direct assault.

One of the most unusual and bothersome talents of gremlins is their ability to physically merge with mechanical devices. While merged, gremlins can cause a litany of malfunctions in the device, which run the gamut from causing components to simply fall off to making a machine start without warning. These glitches are invariably timed to best suit the gremlin's own mean-spirited sense of humor. Most gremlins will generally merge with the device likely to cause the most havoc or the greatest amusement. Larger machines may house multiple gremlins, each causing its own disruption to the device. Gremlins seem lured to places that contain expensive and complicated devices. Once one gremlin discovers such a

place, more are soon to follow, like locusts to a field of wheat. When everything in sight is broken—including the spirit of the unfortunate owner of the place—the gremlins move on to indulge their whims at a new location.

Physically, a gremlin is a peculiar creature of odd proportions—about a foot tall, with an oversized head, a rotund belly, and spindly limbs. A gremlin's hairless skin is pale, though there is a faint sheen to its complexion. Its eyes are tiny and silver, and its round head is dominated by extremely long, pointed ears and a broad mouth filled with needle-sharp teeth. Though a gremlin's teeth and claws are sharp enough to cause damage, they prefer to flee when threatened.

GRYMKIN

Grymkin are malevolent and devious supernatural creatures that visit mischief and violence on all those they encounter. The nature of grymkin is little understood and remains a topic of debate amongst extraordinary zoologists across western Immoren. These creatures are almost certainly not of the natural world, although their origins are as uncertain as their inscrutable motives. Some scholars believe they come from a realm beyond Caen, linking them to beings such as infernals; others consider them to be tangible manifestations of dreams and nightmares. All agree that they seem to visit suffering on intelligent creatures alone and rarely interfere with ordinary animals or beasts. All grymkin seem driven by perverse whims rather than ordinary predatory instincts. Some grymkin are believed to have specific vulnerabilities that circumvent their impressive supernatural capabilities. Some of these claimed disadvantages are incredibly esoteric, but others are quite common, such as the weakness of gremlins against feline predators. Regardless, grymkin have given rise to colorful folklore, though separating fact from fanciful exaggeration can be difficult. In many cases, the demonstrable facts are as outlandish and unlikely as the many stories that have been invented out of whole cloth.

Professor Pendrack Needs 2 go 2 gremlin school before write about us!

All gremlins have the ability to become invisible at will. Aside from expensive and highly specialized mechanical devices employed by members of the Strangelight Workshop, the only thing known to be capable of penetrating this invisibility is the common housecat. Cats

ABILITIES:

Device Merge – This creature can merge with a mechanical or mechanical device or machine. While merged, this creature can spend a full action to cause any of the effects listed below automatically. This creature cannot merge with simple devices without moving parts or capacitors. If this creature remains merged with a device for at least one week it can cause one of the following effects by spending a quick action instead of a full action.

- **Component Loss** – A critical component of the device (a repeating pistol's ammo wheel, a mechanical device's capacitor, a steamjack's arm, etc.) falls off.
- **Inoperable** – The device will not function despite being in perfect working order.
- **Random Discharge** – The device turns on, triggers, or activates randomly.
- **Sticky Mechanism** – After using the device, a character must spend a quick action to perform maintenance (usually in the form of a good thump) before the device functions again.
- **Touchy** – Sensitive components of the device keep slipping out of alignment the moment it is used. Rolls involving the device suffer a –2 penalty.

Glitch – This creature can spend a quick action to cause a mechanical or mechanical object within 3' to malfunction. Simple items without moving parts or capacitors cannot be affected. The device immediately misfires, deactivates, or crashes to a halt at the Game Master's discretion, and it will not activate or function properly again for d3 rounds.

Incorporeal – This creature can move through rough terrain and obstacles without penalty and can move through obstructions and other characters if it has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this creature without effect if they have enough movement to move completely past it. This creature does not count as intervening. Blessed weapons and attacks from cats affect this creature normally. Spells, animi, and magical weapons can damage this creature but roll one fewer die on damage rolls. No other weapons can damage this creature. This creature is immune to continuous effects and cannot be moved by a slam.

Invisibility – This creature can spend a quick action to become visible or invisible. While invisible, this creature gains +8 DEF, and any rolls related to locating it that rely on sight automatically fail. This creature's invisibility does not affect cats.

CREATURE TEMPLATES:

Swarm

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	6
Detection	PER	2	6
Sneak	AGL	3	7

Gremlins iz genevz

loathe gremlins and hunt them in preference to all other prey, so savvy engineers often allow a number of alley strays to dwell within their workshops. Gremlins fear cats and will not attack one unless they vastly outnumber it, so cats showing unease—or mysteriously vanishing—are a good sign gremlin numbers are on the rise.

COMBAT

In most cases, a gremlin's approach to combat is to run away and hide, relying on its invisibility to protect it from harm; however, they enjoy interfering with conflicts not directly related to them, usually by jumping into the nearest expensive-looking piece of mechanika or steamjack to wreak havoc. This mischief can take any number of different forms, but gremlins usually do whatever they would find most amusing at a given moment.

LORE

A character can make an INT + Lore (grymkin) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Gremlins are tiny, malicious tricksters that can cause catastrophic failures in most machines.

12: Gremlins have the ability to become invisible at will, a talent the cowardly creatures use to flee when confronted with danger. Cats can penetrate this invisibility, and gremlins and cats loathe each other.

14: Gremlins can merge with machines to cause any number of mechanical malfunctions.

15: The Strangelight Workshop employs a number of different devices that are useful against gremlins, including mechanical lenses that let the wearer see invisible gremlins and specialized equipment that can expel gremlins from devices and safely trap them for disposal.



Profeszur Vendrak ate by tral whelp. Goodby 2tuped.

HOLLOWED



I've always said prolonged starvation is among the most horrible things any living being can experience. These wretched creatures have forced me to remove "living" from such statements. Imagine the worst gnawing hunger you have ever experienced—the most all-consuming need to eat you can fathom. That experience overwhelms every moment of every day of a hollowed. Driven ceaselessly to glut itself on the sweetbreads of living creatures, a hollowed stuffs its distended jaw at such a wanton pace I cannot help but wonder whether it expects to somehow cease its supernatural famishment if only it can consume enough flesh. My observations and experience with these miserable dead suggest this can never be the case.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	9
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



CLAW		
MAT	POW	P+S
6	3	8

Hunger's Touch – A living character hit by this weapon suffers –2 SPD, DEF, and STR for one round.

INITIATIVE	INIT	12
DEFENSE	DEF	11
ARMOR	ARM	13
(NATURAL ARMOR +4)		
WILLPOWER	WIL	10

VITALITY: 9

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 4, PLUS 1 FOR EACH CORPSE TOKEN THE HOLLOWED HAS AT THE START OF THE ENCOUNTER

DESCRIPTION

Sometimes those who die from prolonged starvation rise as hollowed—undead monstrosities driven by an all-consuming hunger for the organs of living creatures. Unwilling to accept death and unable to sate their terrible hunger, these wretched, shambling corpses wander the wilderness forever, searching in vain for a means to quell their unnatural and unending hunger, their skin hanging in tatters and their most recent feast oozing from the ragged holes in their flesh.

Ancient Tordoran folklore describes the hollowed as men who slowly starved to death while wandering lost in the mists of the moors. To quell their hunger, some were said to murder their companions and consume their flesh,

dooming themselves to rise after death as hollowed. There may be a grain of truth in these old legends: hollowed are most prevalent in the areas that were once Old Tordor and its vassal state of Thuria, but cases of the dead rising as hollowed have occurred across western Immoren. Despite Tordoran folktales, there seems to be plenty of evidence that any sentient starving humanoid can degenerate into a hollowed after death.

Overwhelming hunger drives the hollowed to constantly seek prey among the intelligent races. Forgoing any other source of food, hollowed feed exclusively on the organs of the living. They will attack dwarves, elves, trollkin, and ogrun as readily as humans.

Hollowed blindly wander through the wilderness in search of their next meal. They typically travel at night, preferring darkness to light. During the day, a hollowed will crouch

silently in the shadows, its head slowly swiveling to ensure it does not miss the passing of a potential feast.

When a hollowed catches sight of prey, its behavior undergoes a dramatic and disturbing shift. Instead of mindlessly wandering, it will relentlessly track its prey, exhibiting enough cunning to keep hidden from sight. Rather than simply lurch toward a potential meal from the wilderness, the hollowed will move ahead of it and lie inert. Waiting in plain sight, the hollowed lashes out at anyone foolish enough to investigate its corpse.

Hollowed attack with twisted, claw-like hands. Strikes from a hollowed enervate the wounded, crippling them with pangs of hunger. Drained of strength and speed, such victims become easy prey for the hollowed, which rips away organs bare-handed and distends its jaw to swallow them whole. One after the next, the hollowed consumes all the major organs of its victim, leaving a gutted corpse behind.

Though a hollowed becomes stronger and deadlier as it consumes more vitals, the organs it feasts upon will never be enough to satisfy the creature's hunger. Rather than being digested, the consumed organs fester and rot, forcing the hollowed to constantly feed.

Disturbingly, unless a creature killed by a hollowed is decapitated, it will rise as a hollowed itself within a few days and seek to feed in the same fashion. Some of these freshly risen hollowed follow in the wake of their progenitor and share in its kills like carrion crows. Given enough time, a group of hollowed can number in the dozens as newly created undead are drawn onward by the activity of the flock. They fall upon prey in a manner akin to a feeding frenzy, each struggling to devour the organs of the slain.

COMBAT

When a hollowed catches sight of a potential victim, it stalks it relentlessly with no regard for its own safety. If a hollowed is presented with multiple potential targets, it attacks the closest one first, relying on its draining touch to weaken the target enough to finish it off. Once a victim is downed, the hollowed drops immediately and begins to feast. Inflicting damage on a hollowed will not draw it away from a victim it is feasting on. If other creatures are still nearby after the hollowed has glutted itself on the organs of a victim, it will spend corpse tokens to boost attack and damage rolls or heal itself, depending on its current vitality. If a group of hollowed is moving together, one is likely to have fed recently, making it much more dangerous.

ABILITIES:

Consume Organs – This creature can spend a full action to harvest and consume the organs of a living character it destroyed with a melee attack, gaining a corpse token for each victim. This creature can have up to three corpse tokens at a time. During its turn, this creature can spend corpse tokens to remove all damage, to make additional attacks, or to boost attack or damage rolls. This creature can spend a corpse token to automatically pass a Tough roll.

Death Rise – A character slain by a hollowed and which has had its organs consumed will rise as a hollowed itself in d3 days unless the corpse is decapitated. A newly risen hollowed gains Consume Organs, Death Rise, Terror [15], Tough, Undead, +3 PHY, and +2 STR and suffers –2 POI and –2 INT. It has a number of vitality points equal to its new PHY and gains two POW 3 claw attacks with the Hunger's Touch ability.

Terror [15] – This creature has Terror [15].

Tough – If this creature is disabled, roll a d6. On a 5 or 6, it heals 1 vitality point, is no longer disabled, and is knocked down.

Undead – This creature is not a living character and never flees.

CREATURE TEMPLATES:

Large Specimen, Pestilent Hollowed, Predator, Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Sneak	AGL	2	5
Tracking	PER	1	4

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Hollowed are undead creatures that consume the organs of the living. If a hollowed manages to kill a target, it will immediately feed, giving a narrow window of opportunity for others to flee. Once it consumes fresh organs, the hollowed becomes much more dangerous.

10: Those who die to prolonged starvation sometimes rise as hollowed. Victims of a hollowed rise as hollowed themselves, and the creatures have become numerous over the centuries. Hollowed can be found wandering many wild places in search of fresh victims.

12: The touch of a hollowed saps the energy of its victim, flooding a creature with the same unbearable hunger and weakness the hollowed suffered prior to its own death. This unnatural weakness allows the undead to dispatch a target with ease.

14: When hollowed travel together, one of them is likely to have fed recently, and the others are likely its risen victims.




HORNBEAK TRASK



I admit a fascination with all manner of sometimes dangerous wildlife, but I have the sense Morrow gave me not to bring them home and make them pets. Unfortunately, my associate and junior professor Lynus Wesselbaum does not share my view and has taken in a most alarming creature: a hornbeak trask. The thing formed a bond with him after he fed it from a table in a seedy dockside tavern, and evidently he with it. It seems quite content with him for now, but given the voracity and savagery of its periodic hungers, I fear that it is only a matter of time before he fails to meet its exacting dietary schedule and it makes a meal of him.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6									
SPEED	SPD	5									
STRENGTH	STR	4									
AGILITY	AGL	5									
PROWESS	PRW	3									
POISE	POI	1									
INTELLECT	INT	1									
ARCANE	ARC	—									
PERCEPTION	PER	3									
 <table border="1"> <tr> <td colspan="3">BITE</td> </tr> <tr> <td>MAT</td> <td>POW</td> <td>P+S</td> </tr> <tr> <td>5</td> <td>3</td> <td>7</td> </tr> </table>			BITE			MAT	POW	P+S	5	3	7
BITE											
MAT	POW	P+S									
5	3	7									
INITIATIVE	INIT	11									
DEFENSE	DEF	13									
ARMOR	ARM	9									
	(NATURAL ARMOR +3)										
WILLPOWER	WIL	7									
VITALITY: 3											
COMMAND RANGE: 1											
BASE SIZE: SMALL											
ENCOUNTER POINTS: 1											

DESCRIPTION

Hornbeak trasks are ravenous predators indigenous to the exotic lands of the southern continent of Zu. The size of a large dog, these strange creatures appear to be a variety of reptile with the rough appearance of a lizard, including leathery skin whose coloration might provide camouflage in their native jungle habitats.

In western Immoren, hornbeak trasks are most commonly encountered in the ports of Cygnar and Ord, where they traveled as pests in the holds of trading ships or occasionally as ill-chosen pets by sailors lacking good judgment. The

appellation “hornbeak” suggests to some scholars that multiple species of trask may inhabit Zu, but the matter is unclear. What is beyond dispute is that hornbeak trasks possess bottomless appetites and hardy constitutions.

Purely carnivorous, a hungry trask is content to consume any ready source of meat it can find: rats, stray dogs, gobbers, and even, on occasion, larger prey. A hungry hornbeak trask will consider virtually anything that moves as a food source, including large birds.

Trasks live in a cycle of torpid dozing, ravenous hunger, and gluttonous feasting. On the hunt, they are tenacious stalkers capable of surprising speed and agility. They can unhinge their beaked jaws to take surprisingly large bites out of their prey.

A trask that has killed or subdued its meal will drag it somewhere the creature feels safe and then consume it in a handful of voluminous swallows. At this point, the creature lapses into a torpid, almost harmless state. Most trasks that are adopted as pets are found in such tranquil moments, surprising their new owners with their change in behavior when their hunger grows. Trasks will often become attached

to an individual who provides them with food, but this bond can grow tenuous if a trask feels that its provider is not holding up his end of the relationship. This bonding has led some to surmise that trasks might have pack-based habits in their natural environment.

A trask that has gone more than a few days without food enters a different sort of slumber that resembles hibernation. When in this state, the trask requires neither food nor water and slowly loses weight. No one knows just how long a trask can go without food, but anecdotal evidence suggests they may be able to endure months or even years of deprivation. Some scholars suggest that this behavior developed in response to cyclical and regular diminishment of available prey in its native environment, but little is known in Immoren about the ecology of Zu.

Aside from their eating habits, only a few facts are known about the hornbeak trask. The species seems to share some features with both mammals and reptiles. They appear to be warm-blooded creatures but are said to hatch from large leathery eggs in the manner of a snake or lizard.

Alchemists have taken some interest in the trask, finding that certain organs make fair substitutes for components usually gathered from burrow-mawgs. However, since the trask is only somewhat less irascible than a burrow-mawg, and much rarer, this fact is little more than a curiosity and not a source of serious revenue for any notable alchemical manufacturers.

The trask’s limitless appetite would surely wreak havoc upon its natural environment without something to keep it in check, and scholars assume that a strong natural predator exists in the creature’s native habitat. Academics usually cut short this line of thinking when they stop to consider the kind of predator that would subsist on a creature as dangerous as the hornbeak trask. Some scholars are concerned that trasks could become a serious threat to the native wildlife and even people of western Immoren should the species gain a serious foothold in an environment without natural predators.

COMBAT

Hornbeak trasks alternate between docile harmlessness and single-minded, hunger-driven fury. A ravenous trask will stop at nothing to bring down its prey of choice, attacking over and over again with little concern for its own safety. When faced with particularly stubborn or elusive prey, the trask’s adrenaline surge drives it to new heights of violence.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Sailors returning from Zu speak of voracious reptiles that sometimes befriend those who feed them. The creatures have been known to stow away on ships.

12: The hornbeak trask's hunger is matched only by its sloth after feeding. The trask will usually withdraw to somewhere it thinks is secure, such as a hollow tree or a burrow stolen from another creature, before glutting itself.

14: Hornbeak trasks can enter a state of hibernation and go many months without food, arising in a sluggish and docile state.

16: The hornbeak trask's adrenal glands may be used in alchemical production, just like the adrenal glands of the burrow-mawg.

ABILITIES:

Adrenaline Surge – Once per day, this creature can spend a quick action to frenzy. For d3 turns, this creature gains +2" movement and +2 to attack and damage rolls.

Evasion – When an enemy misses this creature with a melee attack, this creature can advance up to 2" after the attack is resolved. This creature cannot be targeted by free strikes during this movement.

Hibernation – If this creature has not eaten in three days, it will hibernate, falling unconscious for an extended period to conserve its energies. While hibernating, it does not require food or water but slowly loses weight. This creature can hibernate for up to three months, though it will wake if exposed to an obvious source of food or if its surroundings change drastically. When this creature awakens from hibernation, it suffers -2 SPD, STR, and DEF until it feeds but can still use its Adrenaline Surge ability.

Torpid – If this creature destroys a character with a melee attack, its activation immediately ends.

CREATURE TEMPLATES:

Runt, Starving, Trained

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	7
Detection	PER	1	4
Sneak	AGL	2	7



IRON MAIDEN



I have occasionally encountered iron maidens within the ruins of forgotten cities deep in the wilderness. I cannot help but wonder if perhaps these ruins were once the home of the spirit trapped within that metal form, trying to contextualize its perpetual existence among the shadows of its former life. And what a horrible existence it must be: able to move and act only according to the whims of another, its spirit locked within a body of cold metal and meshing gears. Perhaps that is why these creatures are so eager to attack the living. Perhaps they seek their own destruction in the hope it will release their spirit from such incarceration. I cannot be sure of anything but this: the marvel of their craftsmanship is matched only by the tragedy of their existence.

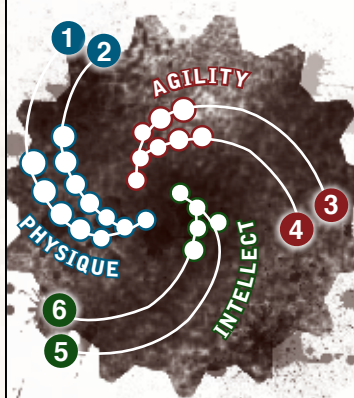
—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	6
STRENGTH	STR	8
AGILITY	AGL	5
PROWESS	PRW	6
POISE	POI	3
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4

	CLAW		
	MAT	POW	P+S
	8	5	13

Rend – On a critical hit, this weapon gains an additional damage die.

INITIATIVE	INIT	16
DEFENSE	DEF	15
ARMOR	ARM	13
	(NATURAL ARMOR +3)	
WILLPOWER	WIL	13



COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 13

DESCRIPTION

The Clockwork Renaissance gave rise to technological innovations that forever altered life in western Immoren, but few inventions developed during the era are quite as tragic as the iron maiden. The iron maiden is both a marvel of engineering and a travesty of the soul. A marriage of clockwork engineering, metal craftsmanship, and thinly veiled necromancy, each iron maiden contains a restless spirit. The trapped spirit animates its clockwork prison and is forced to obey the whims of those who have dominated it beyond death.

Though their origins have long since been forgotten, the first iron maidens are believed to have involved the collaboration of skilled engineers and necromancers. They were initially built to serve as assassins and bodyguards for the rich and powerful. Though these ancient iron maidens were not numerous, many more were built in secret across the subsequent centuries by furtive cabals delving

into dark and forbidden occult lore. These arcanists sought to create reliable mystical guardians and found this a lucrative trade, a fact that members of this occupation have since endeavored to deny and obfuscate. The spirits enslaved to provide these constructs with life were robbed of free will and forced into eternal servitude. The bonds that animate an iron

maiden cause the spirit to be wracked with torment whenever its master comes to harm, effectively torturing it if it fails to perform its duty.

When the iron maidens' original masters died, the constructs went into a state of torpor. Some remained in this inactive state for centuries, waiting in the ruins of their masters' former palaces. An iron maiden returns to consciousness once a new master speaks aloud its living name as part of an ancient ritual. The name of the spirit within an iron maiden is engraved somewhere on its body, though the location varies from one to another. Once reactivated, an iron maiden is as unerringly loyal to its new master as it was to the one who first created it.

At a glance, the iron maiden looks like a masterfully sculpted iron statue of a young woman. Most are built so well that, if one were wearing a hooded cloak and seen from a distance, it could be mistaken for a woman of flesh and blood, albeit one who moves with a slightly stiff and mechanical gait. If an iron maiden or its master is ever threatened, however, its iron skin erupts in a forest of hooks, spikes, and razors. It uses this array of deadly blades, which can also be unleashed at its master's command, to eviscerate and shred its victims.

Damage inflicted upon an iron maiden can be repaired by a skilled metalworker, and the magic that sustains them makes them immune to the effects of age and corrosion. Some take on a patina or the appearance of age but can be polished back to their original luster.

Unfortunately, iron maidens are unstable constructions not at peace with their own existence. From time to time, an iron maiden experiences a flash of memory from its past life, gradually building a picture of the person it was centuries ago. Its soul is frayed and tattered from centuries of enslavement, and the shattered recollection of a living existence is nothing short of torture.

Some iron maidens manage to pull together enough of their old identities to break free of their masters' bonds. When this occurs, the maiden becomes a terrifying creature devoted to the slaughter of the living. Though it will take out its long centuries of suffering and enslavement on any living thing within reach, it reserves its most savage ferocity for its master. Unfettered maidens generally lurk in tombs and ancient lost places, drawn by echoes of memories from lives long past.

ABILITIES:

Preternatural Awareness – This character gains boosted initiative rolls. Enemies never gain back strike bonuses against this character.

Repairable – This character cannot regain vitality normally. A character can repair damage to this character if he has access to sufficient tools, scrap metal, and components. A character attempting to repair this character must spend a week repairing damage. At the end of this time, he makes a Mechanical Engineering skill roll against a target number of 14. If the roll fails, nothing happens. If the roll succeeds, this character regains vitality equal to the rolling character's Mechanical Engineering skill.

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if she is incorporeal, knocked down, prone, or stationary.

Soul Vessel – This character has a soul and generates a soul token when destroyed.

Spike Skin – A character who is grappled by this character or who hits her with a melee attack immediately suffers d3 damage points. Living characters cannot grapple this character.

Undead – This character is not a living character and never flees.

Unstable – This character's mind is incredibly unstable, and she constantly struggles with her memories, her ego, and the bonds enslaving her soul. When something causes a memory stir (at the Game Master's discretion), once per month or so while this character is active or when her current master dies, the Game Master rolls a d6. On a roll of 1, this character breaks the bonds controlling her spirit. If she breaks her bonds within the command range of her current master, the master can make a contested Willpower roll to try to maintain his control over this character. If the master wins, he remains in control. If this character wins, she breaks the bonds and immediately attacks her former master.

CREATURE TEMPLATES:

Swift, Wild Iron Maiden

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	6
Disguise	INT	1	4
Sneak	AGL	2	7
Unarmed Combat	PRW	2	8

COMBAT

An iron maiden under the control of a master fights according to its master's whims. An iron maiden has an overriding drive to protect its master and cannot consciously allow its master to come to harm. If, however, an iron maiden breaks its bonds, it will throw itself into battle without hesitation or regard for its own safety.

The spirit within a wild iron maiden resents and loathes the living. Driven mad by its centuries of enslavement to the living, it will brutally slaughter any person it encounters.

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: An iron maiden is an antiquated construct that fuses a soul to a clockwork body. Iron maidens are sometimes found in tombs or forgotten caches of occult lore.

12: These constructs were first built in the Clockwork Renaissance and experienced a surge of popularity after the Rebellion, when they were used by unscrupulous arcanists as bodyguards and assassins. When their original masters died, they were left inert and forgotten.

14: There is a ritual through which an iron maiden can be bonded to a new master. A key component of the ritual requires the trapped soul's living name to be spoken aloud. This name is engraved on some hidden component of the construct.

16: Iron maidens are unstable creations. They sometimes break the chains of their servitude and lash out at their former masters before rampaging to kill the living.



LETHEAN



The very existence of the race of letheans is both fascinating and disconcerting in equal measure. Are they creatures at the beginning of their existence, still clawing the difficult road out of the quagmire of primitive tribalism? Or are they the final scraps of Alchierian civilization slowly degenerating into obsolescence? My limited exposure to the letheans offered me no answers, merely a series of increasingly disturbing questions. After witnessing their cannibalistic religious rites, though, I can say with certainty that I find great relief in the expanse of inhospitable desert between them and the civilized nations of Immoren. That said, studying them at greater length may reveal the secrets of our ancient origins, if we dare confront them.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5	
SPEED	SPD	6	
STRENGTH	STR	4	
AGILITY	AGL	4	
PROWESS	PRW	3	
POISE	POI	2	
INTELLECT	INT	2	
ARCANE	ARC	—	
PERCEPTION	PER	3	
	HAND WEAPON		
	MAT	POW	P+S
	4	3	7
INITIATIVE	INIT	12	
DEFENSE	DEF	11	
	(ARMOR -2)		
ARMOR	ARM	12	
	(ARMOR +7)		
WILLPOWER	WIL	7	
VITALITY: 7			
COMMAND RANGE: 2			
BASE SIZE: SMALL			
ENCOUNTER POINTS: 2			

DESCRIPTION

Dwelling deep within the dark jungles of the subcontinent of Alchiere, letheans are a race of arboreal primitives. Possessing a simple and savage intellect, these tribal hunters show no fear beyond the primal terror they demonstrate when confronted with fire. Lethean tribes use rudimentary tools and weapons fashioned from local materials, but they display little craftsmanship beyond the manufacture of simple bone daggers and stone hand axes. Living in disorganized families of between twenty and fifty members, letheans dwell in simple huts of woven jungle plants. They are a

reclusive race, preferring the darkness that prevails beneath the dense canopy of their wild homes. Letheans seldom journey from the deepest parts of the Alchierian jungle and are only rarely encountered by other races.

The average lethean is stout and powerfully built, standing a few inches shorter than a human. A lethean's head is thick-browed and hairless except for a patch of coarse bristles growing from its prominent jaw. Despite its stocky build, a lethean is an extremely capable climber. Its thick-fingered hands have incredible strength far out of proportion to its body. It is capable of brachiating through the trees for hours at a time and can hold itself suspended for an incredibly long time without fatigue. Swinging overhead allows a lethean to move through the jungle with greater ease than creatures forced to press through the dense undergrowth below. Letheans use this ability to overtake and surround prey crawling on the ground, dropping onto and ambushing quarry en masse. Prey animals

are immediately dispatched with crude knives and spears, but intelligent creatures are taken alive whenever possible. Grappled into submission by hands that can twist the bark from the toughest jungle vine, these victims are dragged back to the letheans' village for use in the ritual sacrifices that are a central component of the race's tribal religious rites.

Letheans subsist on a primarily carnivorous diet, but from a young age they consume a fermented cocktail of poisonous jungle fruits and vine sap. This blend is known to contain elements from most major families of poison. Young letheans are given the drink at progressively stronger dilutions as they grow, allowing them to build up complete immunity to it—and, through it, the vast majority of other poisons. The practice seems to have originated as a means of ensuring that the letheans are able to consume any of the poisonous plants found in their jungle home, which gives the race an alternate food source in times of desperation or scarce hunting. Over generations, however, it has taken on an element of cultural significance as well.

Perhaps the most remarkable practice of the letheans is an unusual form of ritual endocannibalism. Letheans believe they can transfer the soul of a tribe member into a newborn by feeding its flesh to a pregnant female. During each yearly birthing cycle, the tribal elders lead pregnant members of the tribe to a secluded place, where they consume prized elders and powerful warriors the tribe wishes to preserve for subsequent generations. Letheans consider it auspicious if those eaten are still alive at the outset of this ceremony, and they believe the longer the consumed endure, the greater the fortunes of those born after. These cannibalistic rituals last for days at a time and are horrifying to behold, a violent and bloody cycle of death and rebirth.

COMBAT

Though they are unafraid of most things, letheans approach battle with caution. Confrontation with a group of letheans is typically a product of intrusion into their lands, and they seek to quickly overpower potential sacrifices. When a family of letheans spots an interloper moving through its territory, it will use the trees to move quietly into position before springing an ambush. Letheans fight with crude daggers, hand axes, and spears, and they sometimes wear leather armor.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

12: There is a race of savages deep in the Alchierian jungles known as letheans. They are terrified of fire and little else.

14: Letheans have developed immunity to all poisons. They consume a fermented beverage made of highly poisonous fruits from a young age.

16: Letheans are ritual cannibals who consume only their own kind. Any captives they take are sacrificed, but letheans refuse to consume the flesh of other races. Their cannibalistic rites are a spiritual practice tied to imminent births, by which they believe the souls of those devoured are born again.

ABILITIES:

Brachiation – While in a forest, this character gains an additional die on Climbing skill rolls.

Poison Proof – This character automatically succeeds when making a PHY roll to resist the effect of a poison or toxin.

Pyrophobia – This character treats fire as if it has Terror [14]. Conversely, this character gain +2 on Willpower rolls to resist all other sources of Terror.

Tightfisted – This character gains +2 on STR rolls to maintain a grapple.

Treewalker – This character ignores forests when determining LOS. While in a forest, this character gains +2 DEF against melee attack rolls and can advance through obstructions and other characters if he has enough movement to move completely past them.

CREATURE TEMPLATES:

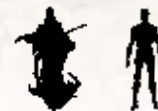
Chieftain, Hunter, Juvenile, Protector

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	6
Detection	PER	1	4
Hand Weapon	PRW	1	4
Sneak	AGL	1	5
Unarmed Combat	PRW	2	5



PISTOL WRAITH



I encountered my first pistol wraith near the border of Leryn, on an untended carriage road a few miles outside of the city. It emerged from nothing, coalescing in front of me with a pistol ready in its spectral hand. I had hoped for the formality of being challenged to a duel, but the pistol wraith was quick to disappoint—it skipped straight to the shooting.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	5
INTELLECT	INT	3
ARCANE	ARC	*
PERCEPTION	PER	4



WRAITHLOCK PISTOL			
RAT	RNG	AOE	POW
7	10	—	12

Abilities: This weapon is a magical weapon and never needs to be reloaded. This weapon disappears if the character wielding it is destroyed.

INITIATIVE	INIT	16
	(NATURAL +3)	
DEFENSE	DEF	14
ARMOR	ARM	12
	(NATURAL ARMOR +7)	
WILLPOWER	WIL	8



COMMAND RANGE: 5

BASE SIZE: SMALL

ENCOUNTER POINTS: 12

Pistol wraiths may be more than a match for Hero-level characters. They are more appropriate for Veteran-level and Epic-level encounters.

DESCRIPTION

Pistol wraiths are the vengeful spirits of gunmen who died violently and refused to pass on to the lands of the dead. Finding no peace on Caen, these creatures haunt their gravesites or the places where they fell, waiting to gun down any who intrude. Only those restless dead bound to the gun and possessed of inhuman hatred or the overpowering urge to kill again have the strength of will to rise as pistol wraiths. Most fell in duels at lonely crossroads or are the specters of those slain in battle. A startling number are the victims of pistol wraiths themselves, incapable of accepting their sudden demise.

Though pistol wraiths possess the incredible will and pathos required for an individual to refuse to pass to Urcaen, they are fragmentary beings; most of their memories and personalities are lost in the traumatic reckoning of their genesis. Although its skill with arms remains, the pistol wraith is often little more than a shell of its former self, driven to turn its guns on any living creature that crosses its path.

they murder every living creature in sight. Once the killing is done, the wraith fades away until troubled once more.

Pistol wraiths are the prized servants of necromancers capable of binding them to their will. Indeed, bound wraiths seem to be imbued with a greater sense of purpose and identity than those that lack such external influence. Being forced to execute the will of another focuses their attention and gives their atrophied mental faculties something to occupy them. These wraiths may actually rediscover lost aspects of themselves, twisted by their unnatural state, and such creatures can become truly formidable. Cryx in particular makes effective use of pistol wraiths as assassins, scouts, and messengers. Rarely, a gun mage will rise from death as a pistol wraith. These wraiths retain some part of the special talents they had in life and are extremely dangerous, though much sought after by those who would bind them into servitude.

Pistol wraiths appear as gaunt, skeletal apparitions that little resemble the people they were in life, though some wear tattered clothing reminiscent of what they wore as mortals. They are insubstantial creatures, rendering them virtually indestructible by mundane means. Pistol wraiths pass through physical objects as if through smoke, ignoring barriers and cover to attack the object of their hatred. A pistol wraith cannot manipulate anything in the physical world aside from what it can harm with its guns.

Pistol wraiths are universally armed with wraithlock pistols—ghostly manifestations of the arms they carried in life. These weapons are unerringly accurate and never run out of ammunition. Wraithlock pistols are inexorably tied to the pistol wraiths. If a pistol wraith is destroyed, its pistols instantly crumble into dust.

COMBAT

When its gravesite or other haunt is disturbed, a pistol wraith appears from nowhere and immediately attacks, focusing fire on a single living target in order to claim the target's soul. The pistol wraith uses souls it has claimed to empower its attacks against more heavily armored targets. So long as there are living to attack, the pistol wraith remains in the physical world, mercilessly attacking with its wraithlock pistols. Pistol wraiths tend to focus their rage on living gunmen first, taking some perverse pleasure in using their skills to shoot down those most like them in life.

Not wholly existing on Caen, most pistol wraiths manifest only when their remains or gravesites are disturbed. Guns blazing,

ABILITIES:

Gun Man – Choose two of the following abilities for this character: Crack Shot, Dodger, Dual Shot, Fast Draw, Return Fire, Sentry, Swift Hunter, and Targeteer.

Gunfighter – This character does not suffer the –4 penalty on ranged attack rolls with pistols while engaged.

Incorporeal – This character can move through rough terrain and obstacles without penalty and can move through obstructions and other characters if he has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this character without effect if they have enough movement to move completely past it. This character does not count as intervening. Blessed weapons affect this character normally. Spells, animi, and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage this character. This character is immune to continuous effects and cannot be moved by a slam.

Night Fighter – When making a ranged or magic attack against a character with stealth or Prowl, this character automatically misses the target only if he is more than 8" away (instead of more than 5" away).

Soul Taker – When this character destroys a character with a soul, he gains one soul token. This character can spend soul tokens to boost attack rolls or damage rolls, at one roll per token spent.

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Pistol Wraith Death Dealer, Pistol Wraith Spellslinger

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	3	7
Pistol	POI	2	7
Sneak	AGL	3	7

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Pistol wraiths are hateful spirits of gunmen returned from beyond the grave.

10: Mundane weapons do not harm them, and even magical weapons may have little effect.

12: Pistol wraiths retain little of their former personalities and will mercilessly attack any living creature they encounter. Some pistol wraiths possess ghostly reflections of abilities they had in life.

14: Pistol wraiths are occasionally bound into the service of powerful necromancers. Cryx in particular is said to make great use of pistol wraiths as messengers and assassins.



RAEVHAN BUFFALO



There used to be a skeleton of a Raevhan buffalo on display in the extraordinary zoological wing of Corvis University, with a perfect bullet hole in its left temple, just in front of its antler. I would take new students to view the specimen to drive home the point that, though large and impressive, even such a creature could be brought down by the innovation of a much smaller and far more devious creature—in this case, mankind. I keep meaning to thank Alten for his donation.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	6
STRENGTH	STR	10
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



HORNS

MAT	POW	P+S
6	3	13

Critical Pitch – On a critical hit, instead of rolling damage normally, this creature can throw the character hit. Treat the throw as if this creature had hit the target with and passed the STR check of a throw power attack. The thrown character suffers a damage roll with a POW equal to this creature's STR plus the POW of this weapon. The POW of collateral damage is equal to this creature's STR.

INITIATIVE	INIT	11
	(–2 FROM SIZE)	
DEFENSE	DEF	10
	(–2 FROM SIZE)	
ARMOR	ARM	15
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	11

VITALITY: 25

COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 16

DESCRIPTION

Towering relics of a forgotten age, Raevhan buffalo eke out a meager existence on the frigid northern plains far to the east of Uldenfrost, where they are often hunted by Kossite tribes and wild trolls. Their habitat has dwindled as development of the land has forced them into ever-smaller territories. For centuries, the population of Raevhan buffalo has steadily declined, and the beasts are now so rare that many believe they have already gone extinct. Despite this belief, hunters in the far north report having occasionally seen an animal that matches its description. Some even produce evidence to back their claims, showing off enormous animal skulls with broad antlers spanning over a dozen feet.

Standing over ten feet tall at the shoulder, a Raevhan buffalo has a broad, muscular body covered by a woolly coat of brownish-

black fur. Along with its intimidating size, the buffalo boasts an enormous rack of antlers ideally suited for battering aside a target. Adult specimens also have thick tusks, which they use primarily to dig plants and tubers from the permafrost. The beast's split hooves splay out with each step, giving it better footing on snow and loose rock.

In prehistory the Raevhan buffalo were much more numerous, but now only a few hundred specimens remain. Forced from their original territory in the fields surrounding Khador's Lake Raevhan, the surviving buffalo can barely eke out sufficient

sustenance in their new frozen home. They subsist on patches of tough arctic grass and the boughs of young pines, but the sparse vegetation of their new home is scarcely enough to keep these massive beasts fed.

Outside of mating season, males are solitary creatures, but females are sometimes found living in small groups to defend their young. During the first months of spring, males seek out mates, battling for hours on end for the opportunity to breed. On the rare occasion two males meet in the wild, they inevitably battle in a thunderous collision of antlers for dominance of the region. The victor earns the right to breed with the groups of females dwelling in his territory, while the loser is forced away to live alone. These solitary males often fall prey to one of the many ferocious predators of Khador's far north.

Extremely territorial, a male buffalo will fearlessly charge intruders with little regard for its own life. Retaliatory attacks only seem to kindle the buffalo's anger, driving it to greater heights of strength and ferocity. Females engage in similarly ferocious behavior, though usually only in the defense of their young. In the tribal era, hunters learned to goad the Raevhan buffalo with attacks, thereby luring the giant beasts to pursue them. Incapable of quelling its rage, a wounded buffalo would pursue its attacker over many miles, eventually dropping from exhaustion. Unable to defend itself, the weary beast would be easily dispatched by the hunters.

As they have been driven farther north, the Raevhan buffalo have been forced to fend off attacks from packs of winter argus and winter trolls alike. They are sometimes successful, but the predations of these hunters have contributed to the buffalo's gradual eradication.

COMBAT

Typically encountered either as a solitary male or as a mother with her young, a Raevhan buffalo will fly into a rage when it notices creatures in its territory. A solitary male will try to intimidate trespassers and drive them off with angry displays of stamping and snorting. A female with young will try to stand between any threat and her young, thrashing her head back and forth to keep the threat away. If its initial attempts to drive off a threat are unsuccessful, the buffalo will attack. An injured buffalo will attack the closest possible threat and fight until either it or its foes are slain. It will chase threats beyond the edge of its territory, particularly if enraged.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Raevhan buffalo are named after Lake Raevhan near Uldenfrost. Though they are widely thought to be extinct, Kossite hunters occasionally report live specimens in the Uldenfrost region.

10: Raevhan buffalo carve deep ruts into the soil to bed down in. Long trenches with packed basins are a clear mark of a buffalo's territory.

12: Raevhan buffalo are extremely territorial and will attack anything that intrudes on their territory. They are least active at midday, and travelers have the best chance of safely crossing their territories at that time.

ABILITIES:

Irascible – When this creature is damaged by an enemy attack, it gains one rage token. This creature can have up to three rage tokens at a time. For each rage token on this creature, add +1 to its melee attack and melee damage rolls. During its activation, this creature can spend rage tokens to make additional attacks, one per token spent.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

CREATURE TEMPLATES:

Juvenile, Lone Wolf, Protector, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5



RAZORBAT



Every student of extraordinary zoology at Corvis University has a personal understanding of the razorbat. Several decades ago, an ill-advised attempt was made to house a small colony of the creatures on university grounds for extended study. After brief deliberation, the colony was placed in a glass pavilion south of student housing. I think it took the bats around seven minutes to shatter the glass and escape—though they didn't go far. The colony decided to call one of the university towers its home, and it is still found there to this day. Each summer, new students are instructed to pull a few of the little beasts out for collection and dissection. It's an excellent form of hands-on experience in a relatively controlled environment.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	3
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	2



SONIC SCREECH			
RAT	RNG	AOE	POW
4	SP	6	— 6

Critical Stun – On a critical hit, a living character hit by this weapon becomes stationary for one round.



SLASH			
MAT	POW	P+S	
6	1	4	

Thresher – When a razorbat swarm makes a melee attack, make one melee attack with this weapon against each character in its LOS and melee range.

INITIATIVE	INIT	12
DEFENSE	DEF	12
ARMOR	ARM	12
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	7

VITALITY: 3

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 2

DESCRIPTION

Easily identified by the pronounced talons on their wings and their wickedly barbed tails, razorbats are found throughout the forests of western Immoren, particularly in the warmer southern areas of the continent. Creatures unlucky enough to disturb a razorbat roost are quickly set upon by a shrieking cloud of bats and torn to pieces by thousands of dagger-like claws. Razorbat roosts are often found in the trunks of dead trees, natural caverns, and ancient ruins. A single razorbat colony can number in the thousands, dependent only on sufficient sources of food.

The anatomy of the razorbat differs from that of other bat species in several significant ways. Aside from the obvious barbed tail and taloned wing, razorbats have a thicker, more powerful musculature than other

other small game. If they kill larger prey, they will feed on the same carcass for days, returning to their roost during the daytime. Scavengers that feed on the remains of a razorbat kill are often surprised when the bats return at night, and they too invariably become victims of the swarm. These piles of gnawed carcasses, called “bat signs” by forest tribes, are easily identified.

Because the beasts have developed a fondness for the taste of many herd animals, farmers who live close to forests inhabited by razorbats are constantly on guard against their predations. Fortunately, a colony of razorbats does not stray far from its roost while hunting, preferring to feed on game that moves through its territory. There are times, though, when living beyond the bats' normal territory is no proof against attack. If a colony grows too large for its territory to support, swarms spread throughout the outlying areas to establish new roosts. This usually occurs in the late autumn, a time when those familiar with the bats keep a careful eye on the night skies. Clouds of migrating razorbats are happy to make temporary homes wherever prey is plentiful, lingering for months before moving on to establish a permanent roost.

A much larger species of razorbat—the razorbat king—presents a far greater danger. Solitary hunters, razorbat kings grow to terrifying sizes, and their territories are much larger than those of razorbat colonies. Covered by a thick coat of fur that both insulates them and regulates their temperature, razorbat kings have been spotted both in the caverns of the frozen north and deep within the southern jungles. The saliva of all razorbats is a mild anticoagulant, and razorbat kings coat their long, barbed tails habitually. Wounds inflicted by the barbed tail of a razorbat king bleed profusely. A razorbat king will slash at larger prey with its tail, returning to feed after the quarry collapses from blood loss and exhaustion.

COMBAT

Razorbat swarms have a fondness for large animals and will attack mounted targets first. Razorbats are drawn toward living prey and will ignore any nonliving characters. Razorbat kings move around swiftly during combat, striking multiple targets with their tails before focusing their efforts on a chosen victim. If a razorbat king feels endangered, it will strike a target and fly away, relying on the debilitating effect of its barbed tail to weaken its prey against later attacks.

bats. Razorbats also use a series of unusual bounding leaps to move on the ground with deceptive speed, though they prefer to remain airborne whenever possible.

Aggressive by nature, razorbats are vicious predators, and they often work in large groups to bring down prey. The combined shrieks of a razorbat colony are loud enough to crack lantern glass and shatter eardrums, leaving a target reeling and deafened. The bats quickly swarm their victims, and they can bring down even large animals with repeated stabs and slashes. When their prey has finally collapsed from blood loss and exhaustion, the bats descend to feast. Razorbats generally subsist on birds, rodents, rabbits, and



LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Razorbats inhabit a wide range of territory but can often be found in forests near farmlands. Razorbats have developed a fondness for the flesh of many herd animals.

10: Some farmers who live near razorbat territories claim to have created a repellent that keeps the smaller breeds of bats away. The bats refuse to come near an area treated with distilled coal tar, which the farmers use to treat the wood of their homes.

13: The saliva of a razorbat king prevents clotting, and it frequently licks its barbed tail to create horrible wounds that bleed continually.

ABILITIES:

Distracting – Characters and creatures other than razorbats within six feet (1”) of this creature suffer –1 to attack rolls.

Echolocation – This creature ignores darkness and cloud effects when determining LOS. Additionally, this creature gains boosted Perception rolls.

Flight – This creature can advance through terrain and obstacles without penalty and can advance through obstructions and other characters and creatures if it has enough movement to move completely past them. This creature ignores intervening characters when declaring a charge target.

Kill Shot – Once per activation, when a living enemy is destroyed as a result of a melee attack made by this creature during its activation, immediately after that attack is resolved this creature can make one ranged attack.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

CREATURE TEMPLATES:

Blighted, Razorbat King, Starving, Swarm

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	4
Sneak	AGL	1	5

RIVEN



The undead I have encountered seem to be the product of an overwhelming pathos—some all-consuming suffering that overwhelms the spirit and torments it long beyond death. This is seen across all types of undead, regardless of race. Take the riven, for example. In the aftermath of the most catastrophic single moment in the history of western Immoren, they committed unspeakable acts upon their already wounded people. What spirit could inflict such tragedy without suffering its own wrenching torment as a result?

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	6
	(WILLPOWER ÷ 2)	
SPEED	SPD	6
	(WILLPOWER ÷ 2)	
STRENGTH	STR	6
	(WILLPOWER ÷ 2)	
AGILITY	AGL	6
	(WILLPOWER ÷ 2)	
PROWESS	PRW	6
	(WILLPOWER ÷ 2)	
POISE	POI	6
	(WILLPOWER ÷ 2)	
INTELLECT	INT	4
	(AS IN LIFE)	
ARCANE	ARC	3
	(AS IN LIFE)	
PERCEPTION	PER	3
	(AS IN LIFE)	



WITHERING TOUCH		
MAT	POW	P+S
7	6	12

Abilities: A living character damaged by this attack suffers -2 SPD and DEF for one round.

INITIATIVE	INIT	15
DEFENSE	DEF	15
ARMOR	ARM	12
	(WILLPOWER)	
WILLPOWER	WIL	12
	(AS IN LIFE)	



COMMAND RANGE: 4

BASE SIZE: SMALL

ENCOUNTER POINTS: 13

DESCRIPTION

The riven are the crazed, tortured spirits of Iosan priests who suffered and died during the Rivening. During this time, all but unknown to Iosans, the connection between the deities of the Divine Court and their worshippers was shattered. Only the priests of the Fane of Scyrah and the Fane of Nyssor emerged from this period relatively intact. Many of the most pious Iosans, wracked by fundamental loss (and, some say, the tormented screams of the divine), lost their minds and committed atrocities against their terrified people. Their crimes bind these insane apparitions to Caen, each sin manifested as the spirit of one they wronged. They bear their former holy symbols as painful brands.

Riven appear as hateful apparitions, their faces contorted in eternal anguish as the hungry spirits of those they wronged continually claw at their bodies, pulling them ever earthward and further away from the eternal rest they so desperately seek. The amulet hanging from each riven's neck bears the symbol of an Iosan deity and shines with a fell luminance. This hellish glare serves to remind the riven of its heinous crimes.

Riven are restricted by natural boundaries, which partly explains why they are so uncommon outside the borders of Ios. A riven cannot pass over a border unless it receives permission or an invitation, whether that border is a river, the bounds of a nation, or the threshold of a door. Many linger near the borders of Ios in the vain hope that they will be freed from their former home. They seek to enter the lands of the Iron Kingdoms for their own horrible purposes, believing that within the nations of men they will find a means to end their tortured existence.

The riven believe that if they inhabit a body as it dies, they can tether themselves to the passing soul and thereby pass into Urcaen. Given the uncertain fate of their own people, they believe their best chance is to follow the soul of an outsider, and to this end they seek to possess and then kill mortals of pure soul. In this they delude themselves, for the deaths they cause can never bring them release.

COMBAT

Riven attack mortals for the sole purpose of possessing their bodies in the vain hope of following the souls of their victims into Urcaen. They generally ignore Iosan and Nyss targets in favor of humans. Once a riven has chosen a target to possess, it immediately attempts to bind its victim's spirit and take possession of his body; it then must maintain control over the victim. If a riven manages to gain control of someone, it will attempt to flee combat, unwilling to risk losing control of the victim should his allies have the means of ending the possession.

LORE

A character can make an INT + Lore (Iosan or undead) skill roll to determine what he knows about this creature. Iosan characters receive a +2 bonus to this roll. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

14: Riven are the crazed, tortured spirits of once-pious Iosans who committed terrible crimes against their faithful.

15: Riven are bound to Caen for their sins, haunted by the spirits of their victims.

16: Riven believe that if they inhabit a body as it dies, they can tether themselves to the passing soul and thereby pass into Urcaen. As such, they will attempt to possess mortals, especially humans, who they believe offer them a greater chance of salvation.

17: A riven cannot cross borders and thresholds without permission. If forced to do so, the riven will be shunted from the body of the mortal he possesses.

ABILITIES:

Futile Fatality – If a character possessed by this character is disabled, immediately after the attack is resolved center a 5' AOE on the possessed character's model. All living characters within the AOE suffer a POW 12 damage roll, and this character is driven out of the character he possessed and placed in B2B contact with that character.

Incorporeal – This character can move through rough terrain, solid objects, and other characters. Blessed weapons affect him normally. Spells and magical weapons can damage him but roll one fewer die on damage rolls. No other weapons can damage this character.

Spirit Bind – This character can spend a full action to attempt to possess a character in B2B contact with him. This character makes a contested Willpower roll against the target. If this character wins, he possesses the target. If the target wins, this character fails to possess the target and loses 1 vitality point.

When this character successfully possesses another character, all effects on this character expire, and the model is removed from the table. The possessed character loses his turn this round and will afterward take his turn during this character's place in the initiative order. This character controls the possessed character completely, knows everything the possessed character knows, and can use any of the possessed character's abilities, skills, and spells.

The possessed character can attempt to break free of Spirit Bind each round at the end of his activation by making another contested Willpower roll against this character. If the possessed character wins, Spirit Bind expires and this character appears in B2B contact with him. The possessed character's activation then follows immediately after this character's activation in the initiative order. If this character wins, he remains in control of the possessed character. If a possessed character fails five consecutive attempts to break free of Spirit Bind, this character possesses him for the rest of the day. Every day thereafter, the possessed character can attempt another contested Willpower check at dawn to end the possession.

All attempts to attack this character while he possesses a character fail, and the possessed character becomes the target of such attacks. If the possessed character suffers damage, he may immediately attempt a contested Willpower roll to break free of Spirit Bind.

Undead – This character is not a living character and never flees.

Unwelcomed – This character cannot pass through any border or threshold unless it receives permission or an invitation. Borders and thresholds can include anything from a national border to a doorway. If this character is in possession of a body and passes a border without invitation or permission, he is immediately driven out of the possessed body and becomes stationary for one round.

Will Weaver – This character is a will weaver. He has the Arcane Bolt spell plus one spell chosen by the Game Master from the following spell list to reflect the god worshipped by this character in life. At the Game Master's discretion, this character may have an ARC stat of 4 or more.

CREATURE TEMPLATES:

None.

SPELLS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Ayisla's Rebuke	3	SELF	CTRL	—	No	No
Enemies within the spellcaster's control area cannot advance except to change their facing. Ayisla's Rebuke lasts for one round.						
Light of Nyrro	3	SELF	CTRL	—	No	No
The spellcaster's control area fills with blinding light. Characters within the spellcaster's control area suffer -4 to ranged and magic attack rolls.						
Mark of Lyliss	2	6	—	—	Yes	Yes
When the target character suffers damage, the attacker gains an additional die on the damage roll. Discard the lowest die of each roll.						
Prowess of Lurysar	2	SELF	—	—	Yes	No
The spellcaster gains +2 on his next attack or damage roll, then Prowess of Lurysar expires.						

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Lore (ancient history)	INT	2	6



SCYLLA FLOCK



During an exploration of Cullenrock, I encountered a flock of these blighted, undead birds feasting on the bodies of a shipwrecked crew. I counted myself fortunate to avoid being attacked by them, but as I moved to leave, the hateful things began to jeer me in the Scharde dialect. Several of the birds mocked me in the same voice, peppered with the colorful language of Blackwater's nefarious docks.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	4
SPEED	SPD	6
STRENGTH	STR	3
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	•
PERCEPTION	PER	3



SLASHING SWARM

MAT	POW	P+S
6	1	4

Thresher – When this creature makes a melee attack, make one melee attack against each character in its LOS and melee range.

INITIATIVE	INIT	13
DEFENSE	DEF	13
ARMOR	ARM	10 (NATURAL ARMOR + 6)
WILLPOWER	WIL	5
VITALITY: 10 PER BASE		
COMMAND RANGE: 1		
BASE SIZE: LARGE		
ENCOUNTER POINTS: 6		

Scylla are scavengers of a sort. The birds feed exclusively on the bodies of the dead, picking the corpses clean. Like vultures, scylla wheel in the sky over battles, diving down en masse to fall upon bodies left behind. Flocks also roost near the edges of rocky shores where shipwrecks are common, hoping to feast on the bodies of drowned sailors floating on the tide. Upon consuming a corpse, the flock attains an echo of its living memories and can speak with the voice of the consumed. Across the eaves of Cryxian ports, the birds mockingly call out to pirates and sailors with the voices of dead comrades, compelled to return to familiar taverns and ships by the memories of their last meal. These memories eventually fade, replaced once the birds locate another cadaver and feed anew.

The body a scylla flock consumes holds great sway over its behavior. Birds that feast on the body of a scholar may roost in the trees, croaking out passages from tomes that he had read. Those that feast on the flesh of a thief are attracted by valuable objects and attempt to steal them. Flocks that consume a warrior

DESCRIPTION

One of the many horrifying byproducts of Toruk's draconic blight, scylla are necrotic, undead birds native to Cryx. They were once natural island fauna but have been twisted into horrifying creatures and desiccated by the blighted energies that sustain their unnatural existence. A typical scylla flock is composed of a few dozen birds, but massive swarms numbering in the thousands sometimes blacken the skies of Skell on the Scharde Islands. Mainlanders once thought them to be another grim legend of the Nightmare Empire, but the inhabitants of the Iron Kingdoms have come to know the truth of these creatures' existence.

can be dangerous, attacking the living with a coordination and strategic acumen stolen from the memories of the dead. Worst of all, scylla flocks that eat the body of a gifted individual will manifest his arcane abilities.

For many centuries the scylla were limited to the Scharde Islands, but flocks of these desiccated abominations trail behind the infamous blackships of Cryx, much as gulls follow a ship to feed on its refuse. The flocks seek to feed on death and know they will find it in abundance wherever the ships of Cryx sail.

COMBAT

Scylla flocks are extremely protective of their nests, and they will not hesitate to attack creatures that come too close or in any way threaten them. They are utterly relentless when the nest is endangered and will try to drive away any living thing that comes near. Injured birds will return to the high branches of the nest to recuperate before attacking anew.

A scylla flock's behavior in combat is often dictated by the abilities it has gained from its most recent meal. Those with spellcasting ability will try to remain away from an opponent, taking to the air to keep obstacles between themselves and harm while attacking with spells. Those with more melee-centric talents will try to swarm and overwhelm a threat.

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Flocks of undead birds known as scylla gather in Cryx.

12: Scylla flocks sustain themselves on blight and the bodies of the dead. A scylla flock will scour graveyards, battlefields, and shipwrecks to feast. Members of the flock will go as far as ripping up the soil to get at bodies that have been carelessly buried.

14: Scylla flocks retain some of the knowledge and abilities of the people they consume, including the ability to cast spells.

ABILITIES:

Anatomical Precision – When this creature hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

Circular Vision – The front arc of this creature extends to 360°.

Corpse Feeding – This creature can spend a quick action to consume a dead body to regain d3 vitality points. Upon consuming a corpse, this creature may select one of the consumed character's abilities or spells to replace an ability gained from the Dead Memory ability.

Dead Memory – If this creature consumes the body of an intelligent character, it retains the memories of the dead for one week. This creature has a range of abilities depending on its most recent meal. This creature speaks the primary language spoken by the most recently devoured corpse and will often repeat phrases from significant events in that person's life. Additionally, choose two of the following abilities: Ambush, Defender, Dodger, Find Cover, Gang, Great Power, Language, Precision Strike, Riposte, or any COST 1 or COST 2 spell from the spell list of its most recent meal. If this creature selects a spell, its arcane tradition is determined by the arcane tradition of its victim. If this creature is able to cast spells, it has ARC 3.

In some cases, individual birds within the scylla flock may have consumed different bodies. At the Game Master's discretion, he may choose one or more bases of a flock to have different abilities from the rest of the flock.

Distracting – Creatures and characters other than scylla within 1" of one or more creatures of this type suffer –1 on attack rolls.

Flight – This creature can advance through terrain and obstacles without penalty and can advance through obstructions and other creatures and characters if it has enough movement to move completely past them. This creature ignores intervening creatures and characters when declaring a charge target.

Flock – This creature is composed of dozens of individuals. On the tabletop, this creature should be represented as a single character on a large base rather than individuals on separate bases. (Bigger flocks can be represented by three or more large-based models.) This creature cannot be targeted by free strikes. A character attacking this creature rolls one less die on non-AOE and non-spray attack damage rolls against this creature. When this creature suffers sufficient damage to be incapacitated, it is generally considered to have scattered instead of having been completely destroyed.

Undead – This creature is not a living creature and never flees.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Sneak	AGL	2	6



SEPULCHRAL LURKER



The Bloodstone Marches are so terrible a place they even rob a man of a dignified death. My journeys through the region led me to confront all manner of desert beasts, but I still recollect the undead known as sepulchral lurkers with particular revulsion. The thought that these warped aberrations could once have been men is terrible to contemplate. Fortunately, my friend and guide Quimut was familiar with the sign of their burrows. Our journey was a bit delayed when we had to spend quite a few hours hacking apart lurkers we encountered along our way.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	9
SPEED	SPD	7
STRENGTH	STR	9
AGILITY	AGL	3
PROWESS	PRW	5
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



PESTILENT BREATH
RAT RNG AOE POW
5 SP 6 — 13

Abilities: A character hit by this weapon suffers -2 STR and ARM for one round.



CLAW
MAT POW P+S
7 3 12

Abilities: This weapon has Reach.

Chain Attack: Blood Bath – If this character hits the same target with both his initial attacks with this weapon, after resolving the attacks he can immediately make one attack with this weapon against each model in his LOS that is in this weapon's melee range.

INITIATIVE	INIT	15
DEFENSE	DEF	13
ARMOR	ARM	15
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	11

VITALITY: 14

COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 7

DESCRIPTION

The Bloodstone Marches are an unpleasant and dangerous place, home to countless methods by which a hapless traveler can lose his life. Innumerable bodies have fallen on the parched earth of the Marches, only to be covered by the ceaseless blowing of sand and forgotten. Some, though, are not afforded the dignity of peace in death. Sepulchral lurkers are the twisted, risen mockeries of those claimed by the sand.

The process by which these disgusting and warped undead are created is poorly documented. Idrian tribesmen dwelling on the fringes of the wastes believe that a lurker is created when a man is stripped of his associations, exiled by his tribe, and left to wander the desert alone as a living dead man until he succumbs to its deprivations. His body lies baking in the beating sun of the desert for days,

desiccating as all moisture is cooked away, until the drifting blow of the sands buries it completely.

Within this shallow grave, the corpse undergoes a violent transformation, buckling and reshaping as its leathery skin grows increasingly taut. Bones break and reset in a new, bizarre configuration, and the skull distends in horrific fashion. What emerges from the ochre-colored dunes is malformed in every way: a warped and hunchbacked undead horror that desires only to visit its dread fate on intelligent creatures.

Most men tremble at the mere sight of these creatures, which stand upward of nine feet tall. A sepulchral lurker's powerful skeletal limbs are so long they drag along the ground as it walks. The dry flesh of a lurker is a dull reddish color, and the bones that protrude from it are a dark ochre. A sepulchral lurker has a long and misshapen head with a wide row of exposed teeth, and their bulbous, milky eyes are sunk deep in their sockets. Bereft of voice, these creatures are unable to emit more than a dry, dusty hiss that blends into the soft shifting of the desert sands.

Unlike some undead, to which can be ascribed certain intellect or motivation, sepulchral lurkers are driven only by the need for slaughter. They do not consume any part of the creatures they kill, and they do not actively hunt. Burrowing into the soft ground or loose sand of the Marches, they can wait for an indeterminate length of time to ambush passersby. When they spring up from the earth, they savagely attack with the hooked claws of their elongated forelimbs and blasts of their pestilent breath. The fetid cloud a lurker produces is toxic enough to cause flesh to slough off bone and armor to decay in moments. Those who fall to a lurker's attacks rise as lurkers themselves, and over the years a single creature can create an entire pack of the horrible things. Packs divide on occasion, and some members wander away to claim their own territory in the desert. This has had the unfortunate effect of spreading the horrors throughout the Bloodstone Marches, resulting in more frequent encounters with them.

Though they have no means of communication, sepulchral lurkers seem able to coordinate their attacks. The creatures exhibit no discernible hierarchy, and no single member seems to command the efforts of the pack. They simply spring up in ambush together, savagely rending the living with their terrible claws and poisoning them with goutts of their pestilent breath before burrowing back into the sand and awaiting their next victim.

COMBAT

Sepulchral lurkers are, first and foremost, ambushers. A pack of the undead creatures will bury itself in the sediment of an area of loose soil and wait—for weeks at a time, if needed—for a potential target to wander close. Sepulchral lurkers will eventually move if a selected site proves unfruitful, but they tend to remain along paths that lead to water or shelter, thereby increasing the likelihood of an encounter. Once hapless targets move within charging distance, the lurkers will explode from the earth to spray as many as possible with their pestilent breath before rushing in to fight toe-to-toe with their wickedly hooked claws.

ABILITIES:

Ambush – During the first round of an encounter, this character gains boosted attack and damage rolls against characters who have not yet activated that encounter.

Assault – As part of a charge, after moving but before making his charge attack, this character can make one ranged attack targeting the character charged unless the two characters were in melee with each other at the start of this character's activation. When resolving an Assault ranged attack, the attacking character does not suffer the target in melee penalty. If the target is not in melee range after moving, this character must still make the Assault ranged attack before his activation ends.

Burrow – This character can spend a quick action to burrow into loose earth or sand. Until this character moves, is placed, or is engaged, he is immune to blast damage, cannot be knocked down, gains concealment, and does not block LOS.

Create Spawn – A character killed by this character will rise as a sepulchral lurker in d3+2 days. A newly risen sepulchral lurker has stats, abilities, and weapons identical to those above.

Terror – This character has Terror [14].

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Sneak	AGL	2	5
Unarmed Combat	PRW	2	7

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: Sepulchral lurkers are a unique type of undead found in the Bloodstone Marches. They burrow under loose sand and topsoil, leaping out to ambush prey that passes near.

13: A sepulchral lurker can emit a fetid cloud of pestilent breath that burns flesh and weakens armor. Lurkers typically spew this cloud before savaging a target with their hooked claws.

15: Victims of a sepulchral lurker will undergo the same transformation their progenitor did, rising as lurkers themselves in a matter of days. The only way to forestall this transformation is if the body receives proper last rites.



SHADE



Shades are merely shadows, impressions of suffering left behind in the wake of traumatic death. These spirits have no true minds, no true desires. They are like ripples on a lake that continue long after something has struck the surface. A shade is more of an event than a creature, a sad reminder of some hapless person's untimely demise.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
	(WILLPOWER ÷ 2)	
SPEED	SPD	5
	(WILLPOWER ÷ 2)	
STRENGTH	STR	5
	(WILLPOWER ÷ 2)	
AGILITY	AGL	5
	(WILLPOWER ÷ 2)	
PROWESS	PRW	5
	(WILLPOWER ÷ 2)	
POISE	POI	5
	(WILLPOWER ÷ 2)	
INTELLECT	INT	0
ARCANE	ARC	—
PERCEPTION	PER	1
	(WILLPOWER ÷ 2)	
INITIATIVE	INIT	11
DEFENSE	DEF	11
ARMOR	ARM	10
	(WILLPOWER)	
WILLPOWER	WIL	10
	(AS IN LIFE)	

VITALITY: EQUAL TO WILLPOWER

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: WILLPOWER ÷ 2

DESCRIPTION

Shades are unquiet spirits sometimes created when sentient humanoids die under great emotional duress or through tragic circumstances. Unlike specters and wraiths, shades are only echoes of the people they were in life and are barely sentient. In large part, they are the emotional manifestations of truly calamitous events. Incidents of widespread pain and death that claim the lives of many can create dozens of shades. As such, the sites of great battles, natural disasters, and the like are often thoroughly haunted with these incorporeal undead. Some may soon fade and vanish, but others will linger, a peril to the living.

Though shades are usually bound to an area (often the place where they died), some shades display a strong connection to an object that was important to them in life. Often the destruction or purification of the object or area to which a shade is bound is the key to ending its tortured existence. A shade is inexorably linked to its fetters and cannot journey far from them. The distance a shade can travel varies greatly from one to the next, even among shades created by the same event.

A shade's power is greatly dependent on the individual it was in life. Those with a more powerful force of will are capable of more extraordinary feats, but the physical qualities of the living mean nothing among these spirits. A mighty warrior could rise as a paltry shade, while the shade of a murdered young girl could be incredibly powerful and terrifying.

A shade is cursed to endlessly repeat the unfortunate circumstances of its death. These events, which can be brief flashes or elaborate sequences, are imprinted by the trauma of

the shade's creation. The conditions vary greatly depending on the individual shade, but they can include visual and auditory manifestations. These echoes invariably end with the shade's reliving the moment of its demise, during which the shade is at its most powerful. Interruption by the living sometimes causes the thoughtless shade to lash out, incapable of comprehending the intrusion.

Although shades vary in appearance, they generally manifest as slightly amorphous, shadowy humanoids without discernible features. As incorporeal beings, shades can pass through solid obstructions such as walls and doors, and they are completely silent until they start wailing. Shades are merely unintelligent echoes and are typically unable to interact with corporeal objects or creatures. They pass through solid objects as insubstantially as through smoke, but some of them manifest dangerous abilities.

RIISING AS A SHADE

Generally only characters with a Willpower of 10 or more who die while suffering intense mental anguish or trauma become shades. The stats above assume a Willpower of 10.

COMBAT

Although frightening, shades cannot typically interact with corporeal objects or creatures and are generally not a direct threat to others. This is not always the case, however, and some shades can be dangerous to adventurers. Shades that cause living creatures to sicken in their presence, ones that interfere with mechanical devices, and ones that cause paralyzing terror have all been reported. Shades can be roused by the appearance of others within the vicinity of the location, person, or object they are bound to. In such circumstances, the "awakened" shade takes to mournful howling and generally makes its presence known.

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Shades are the semi-sentient, spiritual echoes of those who died under tragic circumstances. They are commonly referred to as ghosts, though occult experts make finer distinctions between those given this appellation.

10: Shades are often bound to a place or object and cannot travel far beyond the area or object to which they are bound.

12: Shades are generally non-threatening but are nearly impossible to destroy through conventional means.

15: To destroy a shade, one must find its fetter—that which binds it to the physical world. A fetter can be an object, a place, the shade's physical remains, or, in rare cases, a living person. The shade's fetter must be ritually purified or destroyed to end the shade's existence on Caen.



ABILITIES:

Bound – This character is tied to a specific location, person, or object and must remain within a specified distance of it. This distance, which is set by the Game Master, varies from character to character and can be as short as one hundred feet or as long as a mile. If the location, person, or object this character is bound to is destroyed or purified in some manner, this character is destroyed as well.

Deathly Endowments – Choose one of the following deathly endowments (see p. 78) for this character: Blind Fear, Ectoplasmic Field, Fear Monger, Ghost in the Machine, or Phase.

Incorporeal – This character can move through rough terrain and obstacles without penalty and can move through other characters if he has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown models, can move through this character without effect if they have enough movement to move completely past him. This character does not count as intervening. Blessed weapons affect this character normally. Spells, animi, and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage this character. This character is immune to continuous effects and cannot be moved by a slam.

Psychic Manifestation – This character's stats are based on his Willpower in life. Do not recalculate this character's Willpower by adding his spectral PHY.

Terror – This character has Terror [Willpower + 2].

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	2
Sneak	AGL	1	6

SHAFT WIGHT



I once led an excursion into a mine owned by the Wyrmtwall Coaling Consortium to investigate the possibility of a shaft wight infestation. Once we entered the mine, we were under constant attack from the wights as they fought to protect their domain. Small groups would hammer on the rocks to draw our attention one way while others would move to attack us from the opposite direction with picks and hammers. I was reminded of nothing so much as a colony of wasps, attacking a threat in concert to shelter its nest from harm. These things are not simple, mindless undead—they are vicious predators that will destroy anything that intrudes on their subterranean domain.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	2



GRAVEL VOMIT			
RAT	RNG	AOE	POW
4	SP 6	—	10

Abilities: A character hit by this weapon suffers -2 to attack and PER rolls until he spends a quick action to clear his eyes and mouth of debris.



CLAW		
MAT	POW	P+S
6	4	11

Abilities: If this attack hits, reduce the target's PHY by 1 point. A character reduced to PHY 0 dies immediately. A character recovers PHY lost as a result of a shaft wight's claws at a rate of 1 point per hour of rest.



MINING TOOL (PICKAXE)		
MAT	POW	P+S
5	4	11

INITIATIVE	INIT	12
DEFENSE	DEF	11
ARMOR	ARM	12
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	8
VITALITY: 7		
COMMAND RANGE: 1		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 3		

DESCRIPTION

Shaft wights are dangerous undead creatures that inhabit tunnels and mines throughout western Immoren. Most were once miners, buried by cave-ins and collapsing tunnels and left to suffocate in the darkness beneath the earth. Some were consumed by such terror at the thought of their inevitable deaths and clung to life so strongly that they fueled a terrible transformation. The desperate imperative to free themselves endured past death—hours after they died, each clawed free of their earthen tombs with hands stripped of flesh and twisted into bloody talons.

A shaft wight never willingly leaves the tunnels of its mine and will forever lurk in the subterranean darkness in which it died. It wields the tools of its earlier profession, clumsily and mindlessly pounding at the walls of its mine with picks and hammers or beating against stone with its bare hands until they are torn to useless stubs. Any hunks of stone

a living invader, shaft wights savagely defend their territory. Those slaughtered by shaft wights rise as shaft wights themselves in a matter of hours, thereby swelling the ranks of the undead. The ability of a shaft wight to create new undead is not limited by racial boundaries—every intelligent race is vulnerable. The populations of entire mining operations have fallen victim to shaft wights, turning an underground complex into a massive nest of the creatures. From within these desolate mines comes the steady scrape of the tools the shaft wights carried in life, dragging across the stones behind them as they shamble from chamber to chamber deep beneath the surface.

In Rhul, the presence of shaft wights is a particular concern. The extensive mining operations of the Rhulfolk present an elevated risk of tunnel collapse and the creation of Rhulic shaft wights. If any workers cannot be rescued when a mine tunnel caves in, a team of heavily armed warriors—supported by steamjacks outfitted for battle—will move through the mine and clear every tunnel and chamber, one after the next. Any wights the dwarves encounter are put down at a distance to minimize the risk that others will rise as new undead.

If a clan is unlucky, some of its ogrun workers will have risen as shaft wights. These risen ogrun are particularly dangerous, so the dwarves sometimes prepare explosive charges capable of bringing down an entire mining complex. These explosives will bury the wights under hundreds of tons of rock, thereby preventing them from spreading through a clan's holdings.

COMBAT

Shaft wights can be found working in the most unlikely places and will pour out in disorganized throngs when an intruder enters their lair. When they attack, shaft wights vomit a spray of blinding dust, forcing a victim to endure the same choking terror the wights experienced in a grisly imitation of their own deaths. Those who survive this initial onslaught do so only to be hacked apart by the wight's mining tools and claws. Shaft wights most commonly carry Durkin bars, pick axes, and sledgehammers.

The longer a battle against the undead takes to resolve, the more likely it is to draw the attention of even more wights from deeper within a mine complex. These new arrivals can quickly cut off all avenues of escape.

it extracts are senselessly hauled from chamber to chamber within the mine. These efforts occasionally cause cave-ins or breach a tunnel wall into a new area.

Miners who investigate the sounds of the creatures' toil can be drawn into the heart of a shaft wight lair. When confronted by

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Shaft wights are a type of undead sometimes found in old mines and subterranean regions. They are risen miners who died due to suffocation when their tunnel collapsed.

10: Shaft wights can vomit a torrent of powdered rock and dust. They frequently initiate combat with this spray before closing to finish off a target with their talons or mining tools.

12: Every victim killed by a shaft wight is cursed to become a shaft wight himself. Such a victim rises in a matter of days and possesses all the qualities of the creature that killed him, including the ability to create spawn. Because of this, shaft wights can quickly overrun a mine's entire population.

14: Despite popular belief, being killed by a shaft wight's mining tools offers no proof against rising as a shaft wight. The ability of these undead to create spawn extends to the implements they carried in life.

ABILITIES:

Create Spawn – A character killed by this character will rise as a shaft wight in 6 + d6 hours. A newly risen shaft wight gains Tough, Undead, +2 PHY, and +3 STR and suffers –2 POI and INT. He also has a number of vitality points equal to his new PHY and gains a single POW 4 claw attack and a gravel vomit ranged attack.

Tough – When this character is disabled, roll a d6. On a 5 or 6, this character heals 1 vitality point, is no longer disabled, and is knocked down.

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Large Specimen, Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	3
Hand Weapon	PRW	2	6
Sneak	AGL	2	5



SKIGG



I have heard firsthand accounts of a most unusual blood sport in the disreputable port towns of Ord known as “skigg whacking.” In a penned-in field, a man with a cudgel faces off against a dozen or more skiggs, one of which has been fed a small measure of blasting powder. The contestant wins crowns for each skigg he defeats, and his round is over when he either leaves the pen or strikes the unlucky skigg. I must admit some confusion as to the sport’s popularity—aren’t there far simpler methods to kill oneself?

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
SPEED	SPD	6
STRENGTH	STR	2
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	4

	BITE		
	MAT	POW	P+S
	5	1	3

INITIATIVE	INIT	13
DEFENSE	DEF	14
ARMOR	ARM	5
WILLPOWER	WIL	6
VITALITY: 3		
COMMAND RANGE: 1		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 3		

DESCRIPTION

Skiggs are small, rodent-like animals native to many swamps and marshes throughout western Immoren, but they are often found in urban environments thanks to a strange dietary predilection: they are attracted to and eagerly devour blasting powder. To most creatures the substance would be potentially poisonous and would certainly be rendered inert by the digestive process, but a skigg’s unique physiology actually increases the explosive yield and instability of blasting powder, turning the skigg into a tiny, walking bomb.

A skigg that has consumed a sufficient amount of blasting powder will violently explode if struck or even shaken with sufficient force.

Skiggs and rats are natural enemies and frequently battle for control of territory. Prior to the advent of blasting powder, the skigg’s natural talent as a ratter led some misguided individuals to keep them as pets to control rat populations, but skiggs breed quickly and in great number. The population of skiggs rapidly outgrew manageable levels. Once blasting powder entered the mix, the growing number of skiggs became a disaster of immediate concern.

Skiggs have become common pests in many cities across western Immoren, most of which offer a bounty on the little beasts because of the danger they pose when exposed to blasting powder—a fairly common substance in urban environments. Because the creatures breed so quickly, however, a city can be all but overrun with skiggs in a matter of months. Towns have tried a number of different methods to bring down their skigg populations, including methods as far-reaching as poisoning barrels of blasting powder and flooding underground chambers to drown the pests, but the oldest method seems to be the most effective: sending in a brave man with steady hands and a heavy sack or cage for capturing the beasts.

Social animals, skiggs gather in small groups called nests, which number between ten and twenty individuals. A nest will have between two and four larger alphas that teach the young members the best routes to blasting powder. The remainder of a nest typically consists of the offspring of one of the alpha adults. If a skigg nest becomes too large for the local environment to sustain it, a group of skiggs will break away and establish its own nest.

Although their natural habitat is marshland, urban skiggs tend to congregate near their favorite food. Nests of skiggs can be found in powder mines, ammunition factories, military warehouses, and gun works. Not surprisingly, those who operate or own these establishments will do everything in their power to *carefully* remove the skiggs threatening their facilities.

COMBAT

Skiggs generally avoid combat unless cornered, provoked, or confronted with the blasting powder they crave. Skiggs are drawn to the scent of blasting powder and greedily pursue it whenever possible. They will go out of their way to attack characters carrying firearms in order to consume as much blasting powder as they can. Skiggs also violently protect themselves from attack and their nests from intrusion. If an intruder enters a nest’s territory, the skiggs will try to warn it off with loud chitters, but the entire nest will rally in its own defense if the intrusion persists.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Skiggs are a rodent-like pest found in many cities throughout western Immoren. They typically avoid combat unless threatened.

10: Skiggs are essentially addicted to consuming blasting powder. They frequently build nests in the powder rooms of ships, in ammunition warehouses, and anywhere else blasting powder is in great supply.

11: Once it has consumed blasting powder, a skigg becomes extremely volatile and likely to explode. Even a vigorous shake might result in a skigg’s violent detonation.

13: The blasting powder a skigg eats becomes more powerful upon consumption.

ABILITIES:

Evasion – When an enemy misses this character with a melee attack, this character can advance up to 2" after the attack is resolved. This character cannot be targeted by free strikes during this movement.

Explosion – If this character suffers damage from any source while he has one or more powder tokens, roll a d6. On a roll of 1 or 2, this character explodes (and dies instantly). Place an AOE over this character. Any characters within the AOE suffer a damage roll. The size of the AOE and the POW of the damage roll depend on the number of powder tokens this character currently possesses:

- One powder token: 3" AOE, POW 8
- Two powder tokens: 4" AOE, POW 10
- Three powder tokens: 5" AOE, POW 12 (Characters who suffer damage from the explosion are knocked down.)

Powder Fiend – This character can automatically detect the presence of blasting powder within 6" and gains +2 to melee attack rolls against any character carrying blasting powder. If this character hits such a target, he gains a powder token. This character can have up to three powder tokens at a time.

One powder token represents approximately one ounce of blasting powder, which is equivalent to four light rounds, three heavy rounds, two shot rounds, or a single slug round or grenade. A character damaged by this character loses the appropriate amount of ammunition.

CREATURE TEMPLATES:

Alpha, Large Specimen, Stealthy

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	6
Sneak	AGL	2	6



SOUL STALKER (INFERNAL)



PHYSIQUE	PHY	12
SPEED	SPD	7
STRENGTH	STR	11
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

BITE		
MAT	POW	P+S
6	5	16

CONRICT		
MAT	POW	P+S
6	3	14

Grappler – After resolving a hit with this weapon, this creature can immediately grapple its target (Core Rules, p. 210). While maintaining a grapple, this creature cannot make additional attacks with this weapon but can automatically hit the character it is grappling with bite attacks.

Soul Consumption – If a character with a soul marked by one of the soul stalker's infernal masters is incapacitated while being grappled by this creature, the character with the marked soul is immediately destroyed and this creature claims his soul. This creature then vanishes from Caen unless it can sense other marked souls within the same city or town or in the immediate vicinity.

INITIATIVE	INIT	15
DEFENSE	DEF	15
ARMOR	ARM	16
(NATURAL ARMOR +4)		
WILLPOWER	WIL	14



COMMAND RANGE: 5
BASE SIZE: LARGE
ENCOUNTER POINTS: 13

I have faced down rampaging gorax, been hunted by packs of spine rippers, and even confronted an angry dire troll. Of all the many things I have encountered in my long and storied life, none chill me to the core as much as the soul stalker. Its very existence represents an unholy economy existing beyond Caen and Urcaen that relies on the harvesting of our very souls. It is an abominable entity that makes a mockery of a world governed by natural laws. I have encountered it only once, and I pray I never live to see one again.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

Infernals are beings from beyond Caen and Urcaen, and their intelligent rulers strike bargains with the living in the pursuit of a single goal: the acquisition of souls, the most valuable substance in the realms beyond Caen. They will offer power, prestige, and anything else a mortal could desire, demanding its soul in return. So vital is this resource that they will go to great lengths to acquire it, encouraging their mortal minions to commit great atrocities.

The souls bargained to infernals are indelibly marked. Unable to pass into Urcaen, they are cursed to linger on Caen until collected. Soul stalkers are unnatural beasts created by true infernals and sent to the mortal realm to claim the payment for these bargains. Little is known of these creatures or the inhuman entities they serve outside of the records of the Order of Illumination and the circles of infernalists and depraved Thamarites who seek contact with them.

Soul stalkers manifest on Caen as great serpentine horrors that single-mindedly hunt souls marked by their masters. These include stray souls offered in bargains that

may have lingered after being sacrificed in morbid rituals as well as still-living infernalists who have sought to circumvent the contracts they have signed. Over twenty feet from jaws to tail, the soul stalker's body is covered with scales and long, bony protrusions. Vicious fangs dominate the soul stalker's eyeless head, flanked by long tendrils it uses to bind and harvest souls. A soul stalker is surrounded by an aura of unholy dread that terrifies mortals who witness it.

The soul stalker is utterly without emotion and totally unfettered by any desire other than to collect marked souls for its masters. It moves with purpose, circumventing or destroying any obstacle in its path, but it is not a mindless killer and will generally leave uninvolved bystanders unharmed provided it is left to pursue its prey unhindered. Tragically, those with courage may make the mistake of trying to slay it or drive it away, thus drawing its deadly attention.

When it manifests on Caen in pursuit of a specific target, the soul stalker goes directly toward what it believes is its prey. It is never satisfied until it has collected this soul, along with any other marked souls it discovers. When a soul stalker confronts a living deal breaker, it encircles him with its impressive bulk, crushing his body as it cuts into the flesh with long drags of its beak. After slow constriction and painful laceration, the victim expires, allowing the soul stalker to extract his immortal essence. As a secondary priority, the stalker will collect any other marked souls nearby. If it does not sense any such souls in its immediate vicinity, it vanishes back to whence it came.

Soul stalkers are impermanent beings on Caen, capable of existing in the physical world only for a brief time. They manifest only where sent or summoned. Unless it is actively pursuing a marked soul, a soul stalker will vanish within hours. On the other hand, so long as it is in pursuit of its prey, a soul stalker can remain on Caen for days or even weeks.

Some infernalists claim to be capable of summoning soul stalkers and are said to have developed their own means of binding them. Some soul stalkers have been observed acting in an unusual fashion, hunting down those who have never made contact with the infernals.

COMBAT

A soul stalker generally manifests on Caen for the express purpose of retrieving one or more souls marked by its masters. A soul stalker will pursue its quarry relentlessly, tracking it down and either harvesting the soul of the dead or extracting it after killing the target. If anyone or anything tries to interfere with

ABILITIES:

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against characters who have not yet activated that encounter.

Eyeless Sight – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

Fearless – This creature never suffers the effects of fear.

Soul Hound – This creature gains +2 to attack and damage rolls against characters with souls marked by a true infernal. When this creature begins its turn within 10" of its prey, this creature gains +2" movement that turn. If a character with a marked soul is destroyed within this creature's command range, this creature claims the marked soul regardless of the proximity of other eligible characters. This creature then immediately vanishes from Caen with the soul and is removed from play.

Soul Tracker – This creature automatically succeeds when making Tracking skill rolls involving characters with souls marked by a true infernal. In addition, this creature can sense the general proximity of a marked soul within a five-mile radius.

Stealth – This creature has stealth (Core Rules, p 220).

Terror – This creature has Terror [16].

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	3	7
Sneak	AGL	3	7
Tracking	PER	3	7

the soul stalker, it lashes out, biting and constricting the interloper in its massive coils. The soul stalker is interested only in harvesting souls, not in killing for its own sake. Once an obstacle can no longer threaten its work, the soul stalker ignores it and resumes its hunt.

LORE

A character can make an INT + Lore (infernal) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: Soul stalkers are sent by true infernals to track down marked souls, generally those who have foolishly broken their unholy bargains.

12: Soul stalkers are among a class of infernals referred to as conscriptus. True infernals fabricate conscriptus from captured souls, permanently transforming these souls into a new, horrific form. They have no memory of or connection to their previous existence.

13: A soul stalker can be sent to collect the souls of the living or the dead. When a soul stalker hunts down the living, it collects the soul after snuffing out its target's life. Soul stalkers can sense souls from miles away and track their targets unerringly.

15: Soul stalkers ignore unmarked souls unless their work is interfered with. Any creature that attempts to impede a soul stalker in its task will be brutally attacked.



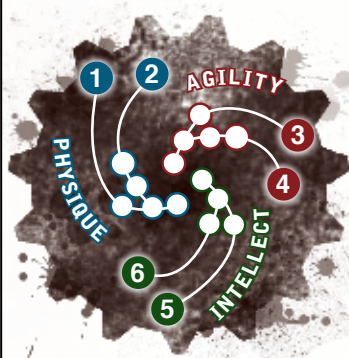
SPECTER



Specters are as diverse as they are dangerous, each the restless soul of a being powerful enough to continue its existence beyond death. Without the laws of corporeal flesh binding them, specters evince incredible abilities driven by deep-seated hate. Whatever intellect and will these beings had in life has been crystallized and twisted over countless years. They are, to wit, utterly insane and prone to outbursts of rage and extreme violence.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
	(WILLPOWER ÷ 2)	
SPEED	SPD	5
	(WILLPOWER ÷ 2)	
STRENGTH	STR	5
	(WILLPOWER ÷ 2)	
AGILITY	AGL	5
	(WILLPOWER ÷ 2)	
PROWESS	PRW	5
	(WILLPOWER ÷ 2)	
POISE	POI	5
	(WILLPOWER ÷ 2)	
INTELLECT	INT	4
	(AS IN LIFE)	
ARCANE	ARC	*
	(AS IN LIFE)	
PERCEPTION	PER	4
	(AS IN LIFE)	
INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	10
	(WILLPOWER)	
WILLPOWER	WIL	10
	(AS IN LIFE)	



COMMAND RANGE: 4

BASE SIZE: SMALL

ENCOUNTER POINTS: SPECIAL

DESCRIPTION

Dangerous, free-willed ghosts, specters are the souls of powerful individuals that linger beyond the grave to haunt and torment the living. The exact circumstances that create one of these terrifying undead are poorly understood and a matter of much debate between theologians and the more scientifically minded. Furthermore, the causes that lead to their creation vary from one specter to the next, though they usually involve an element of pain and tragedy. These can be as simple as powerful emotions at the time of death, but even obligations left unfulfilled can be enough to keep a soul trapped in the world of the living.

Although not specifically bound to a given location, specters often linger near sites of great significance to their mortal lives. Some specters roam freely, carrying out agendas often not fully understood by the spirits themselves, pieced together from whatever remains of their broken psychology and memories. The pathos that

drives a specter often twists its goals and motivations toward the sinister, and many revel in inflicting pain and torment on the living to assuage their own misery.

The mind of a specter is usually fragmentary at best, possessing aspects of the ghost's mortal personality that have been distorted by the horrors of death. These spirits often possess flawed memories with great gaps that are often filled with false

assumptions driven by dark emotions as the specter struggles to cope with its ongoing existence. Of course, some specters cross over with their consciousness completely intact. Far from being the most dangerous, these spirits are often driven by unfulfilled duties or desires to protect the things that were closest to them in life. Despite the dark pathologies that seem to drive most specters, many are truly benevolent and can be of great service to those who share their purpose. For example, many of the great Morrowan churches house gentle spirits who watch over their formerly cherished places of worship.

A specter appears much the same as the individual appeared in life although many can alter their features in horrifying ways to frighten the living. Some specters can even create potent illusions to hide their ghostly nature—or to intensify it.

No two specters are alike, and the powers they command can differ wildly. Specters also grow more powerful and gain yet more potent abilities the longer they remain in the world of the living. However, all specters are burdened with a specific weakness that is the price they pay for the deathly powers they control. Those who wish to battle a specter would do well to discover its weakness, for that is likely the only way to destroy it.

SPECTER ENCOUNTER POINTS

The nature of specters forces them beyond the traditional assignation of encounter points. Though a Heroic-level specter with Black Gifts, Speed of the Dead, and Bound (Corvis) could be assigned an encounter point value easily enough, an Epic-level specter with Dark Resurrection, Fear Mastery, Fear Monger, and Temporal Existence (winter) defies a traditional encounter point value. Such a specter has no way to directly damage its enemies and no way to be truly destroyed, yet it can have a substantial impact on a combat encounter.

Game Masters should use the specter entry as a tool kit rather than an instruction manual. A specter can take on the role of plot device or recurring villain as easily as it can take on the role of traditional monster. Game Masters looking for a rough equivalent against which to gauge the power level of an individual specter can find a good starting point in the rules for creating comprehensive NPCs (Core Rules, pp. 329 and 334).

COMBAT

Specters can be incredibly dangerous and unpredictable combatants. Not only do they possess an array of terrifying powers, but they are also highly unstable entities driven by unearthly pathos. Even the most twisted and fragmentary spectral entities possess an intelligence that has been shaped by decades or even centuries of existence. The exact range of a spirit's capability in combat varies from specter to specter.

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Specters are malevolent, free-willed spirits—the ghosts of sentient humanoids who commanded much power in life.

10: Specters are not always bound to a location, although they often haunt places of death such as battlefields and graveyards.

12: No two specters are alike, and the powers they command can vary wildly from specter to specter.

14: Specters differ from mindless shades. A specter still possesses a semblance of free will and has a much greater ability to interact with the living world.

15: All specters are burdened with a specific weakness. This weakness is often the best way to combat and destroy a specter.



ABILITIES:

Deathly Burdens – At the beginning of the game, choose up to three deathly burdens (see p. 79) for this character.

Deathly Endowments – Choose up to three deathly endowments (see p. 78) for this character. Note: The list includes only a partial range of powers available to characters with the Deathly Endowments ability. With a little work, a Game Master could turn virtually any spell or suitably spooky idea into a deathly endowment.

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. This character can have up to 1 feat point at a time.

Incorporeal – This character can move through rough terrain and obstacles without penalty and can move through other characters if he has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this character without effect if they have enough movement to move completely past him. This character does not count as intervening. Blessed weapons affect this character normally. Spells, animi, and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage this character. This character is immune to continuous effects and cannot be moved by a slam.

Psychic Manifestation – This character's physical stats are based on his Willpower in life. This character retains the INT, ARC, and PER he had in life. This character also retains the Willpower he had in life. Do not recalculate this character's Willpower by adding his spectral PHY.

Skills – This character retains the skills he had in life.

Terror – This character has Terror [Willpower + 2].

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Epic Specter, Veteran Specter

SKILLS:

NAME	STAT	RANK	STAT + RANK
As in Life	.	.	.

DEATHLY ENDOWMENTS

Aura of Sickness – Living characters that spend time in this character's presence sicken and die. The aura of sickness extends from this character in a radius equal to his Willpower times sixty feet. For each hour spent in the aura, living characters must make a PHY roll against a target number equal to this character's Willpower. Each time the roll fails, the character loses 1d3 vitality points and suffers a cumulative -1 penalty to attack rolls and skill checks while within the aura. Once the character leaves the aura, he stops losing vitality points. The penalty to attack rolls and skill checks expires after the character spends at least one hour outside the aura.

Black Gifts – This character is a will weaver who retains the ability to work magic in death. The Game Master determines which spell list this character gains his spells from. This character retains his spells and ARC stat from life.

Black Harvest – When a living character is destroyed within this character's command range, this character gains 1 feat point. This character cannot have more than 2 feat points at a time.

Blind Fear – A character who fails his initial Willpower roll against this character's Terror is blinded for one round. Blinded characters treat all other characters as if they were in complete darkness (*Core Rules*, p. 224).

Corpse Lord – Undead creatures within this character's command range gain +1 to attack and damage rolls.

Corrosive Touch – This character's touch rots living tissue and corrodes metal. Any character hit by a melee attack made by this character suffers the Corrosion continuous effect.

Dark Influence – Once per turn, this character can spend a quick action to control a living character in his command range. If the target is within this character's command range, this character makes a contested Willpower roll against him. If the target wins, nothing happens. If this character wins, he takes control of the target and immediately causes the controlled character to make a full advance followed by a quick action or a melee or ranged attack.

Dark Resurrection – This character can never be truly destroyed. Instead, if he is incapacitated, he returns to the place of his mortal death with 1 point of vitality in each aspect. He regains 1 additional point of vitality in each aspect each day until he is fully healed. This character will leave Caen only once he has achieved some great purpose or a monumental event comes to pass, as determined by the Game Master.

Disruptor – When this character hits a spellcaster with a melee attack, the spellcaster's upkeep spells immediately expire. When this character hits a steamjack with a melee attack, the steamjack suffers Disruption. (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Dominator – This character adds 3 to his command range.

Dread Touch – A character hit by a melee attack made by this character becomes stationary for one round unless he has Immunity: Cold.

Ectoplasmic Field – This character can generate a dense fog around himself as a quick action. When this character uses this ability, center a 5' AOE cloud effect on his model. The cloud effect remains in play for d3 rounds.

Eldritch Touch – This character's melee attack gains Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to the attacked character's ARM or DEF.)

Fear Master – This character has Terror [Willpower +4]. Additionally, this character can suppress his Terror at will for as long as he wishes. Intelligent characters who interact with the living often suppress their Terror while dealing with characters who are not hostile to them.

Fear Monger – A character who makes a Willpower roll to resist this character's Terror gains an additional die and discards the highest die.

Ghost in the Machine – While within 3" of this character, a steamjack cannot be allocated focus points.

Grave Chill – While within this character's command range, living characters suffer -2 DEF unless they have Immunity: Cold.

Grave Resilience – This character can spend 1 feat point during his turn to regain 1d6 vitality points.

Grave Summons – If this character's remains or place of final rest is disturbed in any way, he will know immediately. Additionally, this character can transport himself to his final resting place at will and at any time.

Keening Howl – This character can unleash a blood-chilling howl as an attack. The supernatural power of this howl manifests as a spray attack.



Characters damaged by the howl must make a Willpower roll against this character's Terror.

Lamentations of the Grave – While within this character's command range, living spellcasters pay double the fatigue, focus, and fury point cost to cast or upkeep spells.

Malignant Presence – While within this character's command range, living characters cannot regain lost vitality points by any means.

Phase – This character can spend a quick action to immediately be placed anywhere within 5" of his current location.

Preternatural Awareness – This character gains boosted initiative rolls. Enemies never gain back strike bonuses against this character.

Possession – This character can attempt to possess a character he hits with a melee attack. When this character attempts to do so, he makes a contested Willpower roll against the character hit. If this character wins, he possesses the character hit. Otherwise, this character fails to possess the character hit and loses 1 vitality point.

When this character possesses another character, all effects on this character expire and his model is removed from the

table. The possessed character loses his turn this round and will afterward take his turn during this character's place in the initiative order. This character controls a possessed character completely but does not gain access to the possessed character's memories, skills, abilities, spells, etc.

The possessed character can attempt to break free of the possession each round at the end of this character's activation by making another contested Willpower roll. If the possessed character wins, the possession ends and this character appears in B2B contact with the character. The previously possessed character's activation then follows immediately after this character's activation in the initiative order. If this character wins, he remains in control of the possessed character.

Power Drain – This character can spend 1 feat point during his turn to cause mechanical devices in his command range to immediately deactivate. Affected devices cannot be reactivated for one round. Power Drain has no effect on steamjacks or mechanical armor.

Psychokinesis – This character can manipulate small objects by manifesting psychokinetic energy. This character can spend a quick action to pick up objects within 2" weighing a total of five pounds or less and move them up to 6". This character cannot manipulate complex objects, such as the trigger on a gun, but he can break glass, rattle doors, and hurl small objects with surprising force by spending an attack action and making a ranged attack roll. A successful hit inflicts damage equal to this character's Willpower plus the POW of the object hurled if a thrown weapon or simply POW 2 for a mundane object.

Regeneration – This character regains d3+3 vitality points during each of his Control Phases.

Shroud of Death – This character can spend a quick action to become invisible for one round. While invisible, he gains concealment, stealth, and +5 to Sneak skill rolls.

Silence – This character's command range deadens all sound except for his voice. No sound can escape or enter this area. A character attempting to sneak within this character's control area gains +3 to his Sneak skill rolls. Sound-based PER rolls made by characters within this character's control area automatically fail.

Spectral Illusion – This character can spend a quick action to manifest terrifying visual and aural illusions within his command range. These illusions persist as long as this character does not move or attack. A character confronted with the illusions can make a PER + Detection skill roll to see through them. The target number depends on the experience level of this character: 12 for a Hero-level character, 14 for a Veteran-level character, and 16 for an Epic-level character.

Spectral Talons – This character gains a POW 3 melee attack with a MAT equal to his PRW +2.

Speed of the Dead – This character gains an additional quick action each turn.

Unholy Genesis – A living character slain within this character's command range becomes a shade (see p. 68) under this character's control.

DEATHLY BURDENS

Afraid – This character is deathly afraid of the living and refuses to confront them. If he can summon the strength of will, he may watch the living from a hiding spot but will require a great deal of careful coaxing to speak with the living.

Bane – This character takes full damage from a specific type of material, which ignores this character's incorporeal trait. This material should be fairly mundane but not typical in manufactured weapons. Examples include silver, cold iron, and heartwood.

Barriers – This character is unable to cross certain barriers. Examples include passing through walls, crossing rivers, and entering structures he has not been invited into.

Bound – This character is tied to a specific location, person, or object and must remain within a specified distance of it. This distance, which is set by the Game Master, varies from character to character and can be as short as one hundred feet or as long as a mile. If the location, person, or object this character is bound to is destroyed or purified in some manner, this character is destroyed as well.

Fragmented Mind – This character retains only partial memories of his mortal existence. Reduce the rank of each of his skills by 1.

Mad – Some spirits are completely insane. Though they may possess great and terrible powers, they lack the strength of will or clarity of thought to carry out any organized plan. When agitated they may simply enter a psychotic rage and attack until their attention is drawn elsewhere. This character's command range is reduced by 3. Additionally, this character gains an additional die and discards the lowest die when making contested Willpower rolls.

Obsession – This character is completely obsessed with some goal, idea, or object. His every thought is an extension of that obsession, and his every plan will relate back to it. This obsession is the key to both understanding this character and bargaining with him. If the object of this character's obsession is threatened, he will fight to the bitter end to protect it. If the obsession is something obtainable or something this character is capable of losing, it may also be the key to allowing this character to find his final rest.

Semi-corporeal – When this character makes an attack, he becomes partially corporeal for one round. While this character is partially corporeal, he takes full damage from spells and magic weapons and one less die of damage from mundane attacks.

Sunlight Powerlessness – This character rolls one less die on attack and damage rolls when in direct sunlight.

Temporal Existence – This character seems to exist only at certain times and fades from existence at others—existing only by day before fading away at night, existing only on certain days or seasons of the year, etc. This character's cycles may be very long, causing him to fade away for decades or centuries at a time.

TATZYLWURM, BLACK



PHYSIQUE	PHY	10
SPEED	SPD	6
STRENGTH	STR	8
AGILITY	AGL	5
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4



SPIT VENOM			
RAT	RNG	AOE	POW
6	4	—	—

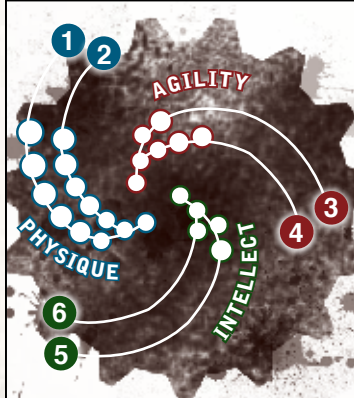
Abilities: This attack does not cause damage. Instead, a living character hit by this attack must make a PHY roll against a target number of 16 to resist this creature's venom. If the roll succeeds, nothing happens. If the roll fails, the character is blinded for d3 turns. A blind character cannot make ranged or magic attacks, suffers -4 MAT and DEF, cannot run or charge, and automatically fails all Perception rolls related to sight.



BITE		
MAT	POW	P+S
6	4	12

Abilities: A living character damaged by this attack must make a PHY roll against a target number of 16 to resist this creature's venom. If the roll succeeds, nothing happens. If the roll fails, the character is blinded for d3 turns. A blind character cannot make ranged or magic attacks, suffers -4 MAT and DEF, cannot run or charge, and automatically fails all Perception rolls related to sight.

INITIATIVE	INIT	14
DEFENSE	DEF	15
ARMOR	ARM	15
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	12



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 9

More than once I have found myself frozen in fascination while observing the creatures of the natural world. My first encounter with the black tatzylwurm had me similarly riveted, albeit for an entirely different reason. The creature's eyes are hypnotic—not in any poetic sense, but quite literally. Looking into those eyes was like looking into the depths of eternity, which could well have been the case if my assistant had not come to her senses and blown the damn thing's head off.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

Tatzylwurms are versatile, predatory serpents found in many coastal and warm wetland regions of western Immoren. Many different breeds exist, each with its own unique capabilities and hunting methods, but all breeds are exceedingly dangerous. Tatzylwurms are venomous, though the qualities of this venom vary from breed to breed—from paralytic venoms to those so deadly they can kill in moments. All tatzylwurms are capable swimmers, often spending extended periods of time in lakes, rivers, and coastal waters hunting large fish. A complicated array of many eyes able to detect extreme wavelengths of light is common to all species, allowing tatzylwurms to see equally well in and out of the water as they hunt.

The black tatzylwurm is a particularly rare breed, often found along riverbanks, living in secluded nests concealed by dense foliage. It gets its name from its glossy, obsidian scales, which afford it a great deal of protection from attack and provide it with a rudimentary camouflage in the shadows of the underbrush in which it prefers to travel. Black tatzylwurms grow to a

length of over fourteen feet and can hold themselves upright on powerful, muscular coils. They are extraordinarily skilled predators that lurk alongside game trails, where they engage in a unique form of ambush. Unlike common snakes, tatzylwurms are often pack hunters, and black tatzylwurms are able to transfix living creatures that make eye contact with them. The light plays in strange, hypnotic patterns deep in the creature's eyes, fixing its intended target in place. Once entranced, the target is attacked from all angles by the remainder of the pack and poisoned by dozens of bites into its exposed flesh. Venom introduced into a target's bloodstream causes almost immediate blindness, rendering the creature incapable of retaliation. This blindness is total but short-lived, as the venom quickly breaks down in a creature's system. Provided the victim can survive the tatzylwurm's inevitable follow-up attack, its sight will return in a matter of moments.

Black tatzylwurms can unhinge their jaws and are large enough to swallow most prey they encounter whole. An adult black tatzylwurm can gulp down a trollkin in only a few moments. Rows of backward-pointing teeth ensure that a black tatzylwurm's meal cannot escape once it begins the process of swallowing it whole, but the serpents typically wait for a victim to die before attempting to consume it. When these serpents kill creatures too large to swallow in this manner, they use their curved teeth to rip away meat in long, ragged pieces. A pack of black tatzylwurms can strip the carcass of a creature as large as an ox in minutes, though much of that time is consumed by the fight for the choicest portions of the kill.

Black tatzylwurms can also project their blinding venom in a narrow stream. By constricting the venom sacs inside its mouth, the serpent can shoot this stream accurately up to twenty-four feet. Black tatzylwurms typically reserve this behavior for when they are cornered or in danger, or when a creature proves resistant to their hypnotic gaze. Upon contact with the eyes, the venom occludes the target's vision until it is fully flushed from the eyes.

Packs of black tatzylwurms create dens in soft soil and beneath tree roots. Up to six adults and several dozen young can share a single nest. The adults hunt in the morning and early evening, when they blend in with the shadows of the foliage, and they return to the nest during the day and night. Young tatzylwurms are the most vulnerable for the first few months after they hatch, so one or more adults will always remain near the nest to protect them. The adults will also pick up any young tatzylwurms that attempt to leave the nest and carefully return them to its safe confines. Adults feed

the young by regurgitating a portion of their daily meals, continuing this behavior until the juvenile tatzylwurms are large enough to participate in hunts.

COMBAT

Black tatzylwurms hunt in packs. A lead tatzylwurm will emerge from cover alongside a path or waterway by rising from the underbrush, lowering itself from overhanging branches, or surfacing from the water. It will attempt to transfix prey in front of it, allowing the remainder of the pack to close in and strike from the flanks. If a creature is able to resist this initial attempt at transfixion, the lead tatzylwurm will shoot a spray of blinding venom into the eyes of its prey. The tatzylwurms then attack the blinded creatures swiftly, before the venom loses its effectiveness. Once a sufficient number of creatures to feed the pack have been incapacitated, the black tatzylwurms drag the bodies off to their den to feed in safety.

When black tatzylwurms are defending their territory from incursion, they perform short hit-and-run engagements. Often targeting the stragglers of a group, the serpents drag a creature into the brush to finish it. The serpents pick off one or two creatures at a time until either the group is driven from their territory or are all dead.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: The many-eyed tatzylwurm is a deadly predator found in numerous coastal and warm wetland regions of western Immoren. The black tatzylwurm is a particularly dangerous breed that typically hunts in packs.

12: A black tatzylwurm's venom causes blindness in its victims. Black tatzylwurms can project a stream of this venom over long distances into a target's eyes.

14: The gaze of a black tatzylwurm is hypnotic and can freeze a living creature in place, allowing the pack to attack without danger.

ABILITIES:

This creature gains boosted Willpower rolls.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Serpentine – This creature cannot be knocked down.

Transfix – This creature can spend a full action to make a contested Willpower roll against a living character that can see it. If this creature loses, nothing happens. If this creature wins, the target becomes stationary for one round.

CREATURE TEMPLATES:

Alpha, Juvenile, Lone Wolf, Pack Hunter

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	1	6
Detection	PER	2	6
Sneak	AGL	2	7
Swimming	STR	2	10



TOTEM HUNTER



In my work I have had occasion to observe all manner of beasts on the hunt, to catalogue the techniques they utilize in the acquisition of prey, and to conduct comparative analyses of these methodologies. Consider these facts when you read the following: the totem hunter is perhaps the most perfect predator in all of Immoren. Stalking every deadly creature these lands have to offer, totem hunters have turned the entire continent into a hunting preserve.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	7
STRENGTH	STR	9
AGILITY	AGL	6
PROWESS	PRW	7
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	•
PERCEPTION	PER	4



KELKAX		
MAT	POW	P+S
9	6	15

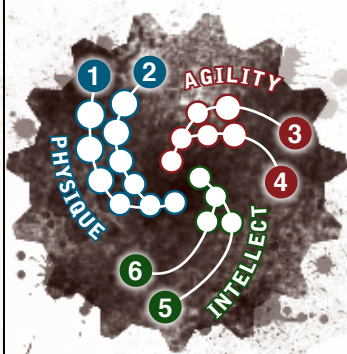
Abilities: This weapon has Reach.



SPIKED BUCKLER		
MAT	POW	P+S
9	3	12

Abilities: This weapon is a shield. (A character armed with a shield gains +1 ARM for each level of the Shield skill he has against attacks originating in his front arc.)

INITIATIVE	INIT	18
DEFENSE	DEF	15
	(ARMOR -2)	
ARMOR	ARM	17
	(ARMOR +7)	
WILLPOWER	WIL	14



COMMAND RANGE: 4
BASE SIZE: MEDIUM
ENCOUNTER POINTS: 18

DESCRIPTION

Though relatively well-known in Zu, the inscrutable creature known as the totem hunter is shrouded in mystery to the inhabitants of Immoren. Hailing from across the tempestuous Meredius, the totem hunter stalks the wilds of Immoren and slaughters the deadliest prey the land has to offer. Almost nothing is known about the culture, traditions, and gods of this savage and terrifying race—only that they are ruthlessly effective killers who regard mankind as little more than potential prey, the way most would view a boar or hart.

Totem hunters are tall, lean, powerfully muscled humanoids with grey, hairless skin. The face of a totem hunter is long, vicious, and filled with wickedly sharp teeth. Capable of leaping incredible distances, totem hunters move through the wilderness unseen and unheard, jumping from one piece of cover to the next in pursuit of their prey. Though they are capable of killing many beasts with their bare hands, totem hunters are typically equipped with the exotic weapons and armor of their distant homeland. They train obsessively with these weapons, honing their martial prowess with single-minded determination. Those doomed to face a totem hunter

find it a remarkable combatant who can twist clear of the path of mortal strikes and respond with crippling blows.

A totem hunter will wait and silently observe the denizens of a region before selecting its prey, after which it pursues its target and waits for an opportune moment. While hunting, the creature is unnaturally patient, able to lurk stock-still for hours at a time to avoid notice. It is a masterful tracker, and some even believe a totem hunter capable of following prey by scent, like a hunting dog.

The totem hunter is among the most relentless predators in existence. Once it selects a target, the only possible result is the death of either the totem hunter or its chosen quarry. The only exception to this is when a totem hunter determines its quarry is somehow beneath it. Once the target has been stalked for miles, tracked across the landscape, and brought down by a totem hunter, it may be deemed “too easy” a kill and therefore beneath the skill of the hunter who marked it. In these rare cases, the totem hunter may deign to let its quarry go unharmed, for only the hardest prey are worthy of the hunt.

When the moment is right, the totem hunter strikes. Its attack is presaged by a hideous shriek that can shatter glass and freeze a man in terror, followed by a swift and deadly strike from one of the hunter’s unusual weapons. When the kill is complete, the totem hunter ritually claims trophies from the body and wears them as grisly tokens of the hunt. Some totem hunters have shown gifts akin to the talents of bone grinders and are able to render trophies into fetishes that amplify their already lethal capabilities.

Ever in pursuit of martial perfection, a totem hunter chooses increasingly deadly quarry—be it man, beast, or something else—over the course of its time in Immoren. The more dangerous the prey, the more highly it is prized. Totem hunters seem to have a need to pit themselves over and over against the deadliest foes.

Despite this constant need to hunt, totem hunters are neither mindless nor indiscriminate killers. They prefer to ambush their targets and kill them cleanly, but they will engage in prolonged combat with any who interfere with their ability to claim their prizes. Anyone who tries to prevent a totem hunter from claiming its trophies rarely lives long enough to regret his choice.

COMBAT

A totem hunter is interested only in targets of great power or capability and will always select the strongest opponent from a group as its quarry. A totem hunter stalks its selected quarry for days or weeks at a time, waiting for the perfect moment to strike. It leaps or charges from concealment to surprise its

ABILITIES:

Ambush – During the first round of an encounter, this character gains boosted attack and damage rolls against characters who have not yet activated that encounter.

Battle Master – This character can fight with a great weapon in one hand and a one-handed weapon in the other. He gains an additional attack for the second weapon and does not suffer an attack roll penalty with it.

Bounding Leap – Once during each of this character's turns in which he does not run or charge, he can spend 1 feat point to pitch himself over the heads of his enemies and into the heart of battle. When this character uses Bounding Leap, place his model anywhere within 5" of its current location.

Cagey – When this character becomes knocked down, he can immediately move up to 2" and cannot be targeted by free strikes during this movement. This benefit has no effect while this character is mounted. While knocked down, this character is not automatically hit by melee attacks and his DEF is not reduced. This character can stand up during his turn without forfeiting his movement or action.

Fearless – This character never suffers the effects of fear.

Fearsome Howl – Once during each of his turns, this character can spend a quick action to unleash a terrifying howl. For that turn, this character has Terror [Willpower +6].

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can have up to 1 feat point at a time.

Pathfinder – This character can advance through rough terrain without penalty and can charge across obstacles.

Prowl – This character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Sprint – At the end of a turn in which this character incapacitated or destroyed one or more enemy characters with a melee attack, he can make a full advance.

Vendetta – This character can spend 1 feat point during his turn to use this feat. When this feat is used, this character names one enemy. For the rest of the encounter, this character gains boosted attack rolls against that enemy. This character can use this feat only once per encounter unless the named enemy is destroyed, at which point this character is free to use this feat again.

CREATURE TEMPLATES:

Large Specimen, Resilient

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	3	9
Detection	PER	3	7
Great Weapon	PRW	2	9
Hand Weapon	PRW	2	9
Jumping	PHY	3	13
Shield	PRW	2	9
Sneak	AGL	3	9
Survival	PER	3	7
Swimming	STR	2	11

victim, unleashing a fearsome howl before attacking with its full complement of weapons. Totem hunters wield exotic weapons of their own manufacture, ranging from strange pole axes to arm blades that also function as shields. The totem hunter will drag its kill to a secure location to harvest trophies from the corpse. Anything that interferes with this process is marked as the totem hunter's next prey. In addition, a creature that kills a totem hunter's prey is clearly a more powerful opponent and worthy of the hunter's attention.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Totem hunters are enigmatic humanoids who hunt the creatures of western Immoren and wear trophies of their many kills.

12: Totem hunters are not native to Immoren. They have come to the continent from across the sea, possibly from Zu, in search of new game.

13: A totem hunter selects a creature as its quarry and hunts it relentlessly until it claims its trophy. Anything that interferes with these hunts is immediately chosen as the totem hunter's next target.

14: Though all totem hunters collect trophies from their kills, some seem to utilize their trophies in a manner similar to the fetishes of a bone grinder.

16: During its hunt, a totem hunter may deem its selected prey unworthy. This is the only reason the totem hunter will give up its hunt short of its own death.



TROLL WHELP



No surer proof exists of a full-blood troll's regenerative capability than its unintended and degenerate offspring, the whelp. Just as cutting a roundworm into sections results in the growth of new and distinct creatures, hacking off a troll's hand or foot results in new life. The missing limb will do little more than inconvenience the troll until it grows back, but the severed appendage will sprout its own body, becoming a whelp. Though invested with limited intelligence, whelps are capable of autonomous activity and able to live for years if given enough nourishment. They function only on a rudimentary level and can never grow to full size, a fact I find enormously relieving.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
SPEED	SPD	5
STRENGTH	STR	2
AGILITY	AGL	4
PROWESS	PRW	2
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

	BITE		
	MAT	POW	P+S
	2	0	2

INITIATIVE	INIT	10
DEFENSE	DEF	12
ARMOR	ARM	11
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	6

VITALITY: 3

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 1

DESCRIPTION

Whelps are one of the inevitable consequences of the tremendous regenerative powers of trolls: short-lived, degenerate creatures arising from severed limbs or other substantial pieces of disconnected tissue. Humans have great difficulty comprehending the existence of these creatures. When a man loses a foot, hand, or leg, that flesh becomes dead meat, no more than a rotting reminder of what is missing. The tenacious resilience of full-blood trolls and pygmy trolls, however, is so strong that even severed limbs can take on life. A hand cut from a troll will soon

regenerate its own head, torso, and limbs, echoing the shape of the troll that gave rise to it. The resultant creature will follow its progenitor by sheer instinct.

Whelps spawned from the same troll tend to cluster together. They squabble over the best scraps the true troll leaves behind, picking gnawed bones clean of every scrap of meat. This sometimes turns into outright brawls, to the amusement of the troll, as whelps hammer on each other with tiny fists in a battle for dominance.

A whelp typically takes a day or so to grow to full size, but provided it finds enough food to eat—and provided the troll doesn't feel inclined to eat the whelp as a light snack—it can accompany the troll that spawned it for years. Though the rapid growth of a whelp is amazing, the process does not produce a full-fledged troll. The resulting creature is much smaller, with a disproportionate limb matching the appendage from which it was spawned and without the mental faculties of even a true troll. Troll whelps are not particularly dangerous individually, and they rarely live longer than a few years.

Whelps are particularly emboldened by the presence of a troll. When one is nearby, the creatures are seemingly without

fear. They leap into combat by the dozens with much larger creatures, shrieking unintelligible war cries and clamping down on enemies with their jaws. Attempts to scare the little creatures off in such circumstances are met with defiant cries and, alarmingly, more biting.

Troll whelps mimic the behavior of their progenitors. Because of its minuscule intellect, however, a whelp sometimes takes actions that can be extremely detrimental to its health. Whelps are tolerated only if their antics somehow amuse the perpetually hungry troll from which they spawned, and those that irritate it enough are eaten immediately. Even the most amusing whelp rarely lives out its already brief lifespan. If no other food source is handy, trolls will eat their whelps with no more regard than for any other gob of meat. Indeed, whelps make a ready source of emergency nourishment to fuel the troll's own regenerative powers, which is one of the main reasons trolls keep them around. It is not at all uncommon to see a troll chuckle at the antics of a whelp one moment and then toss the creature into its mouth as a tasty snack the next.

Because troll whelps are literally the flesh and blood of the troll that spawned them, they retain the resistances and capabilities of their forebear. A winter troll's whelps are inured to the freezing cold, and the whelps of pyre trolls can move through flames unharmed. Other characteristics of some full-blood trolls carry over as well. For instance, the swamp troll's long, adhesive tongue and the storm troll's ability to discharge electric shocks are echoed in any whelp they spawn. Whelps are small enough and contain little enough of the troll's essence that such effects are usually negligible, serving as little more than an additional level of annoyance to those who must confront a pack of the small beasts.

A moment of distraction caused by a horde of whelps can quickly turn lethal, though, when it grants the troll that spawned them an opening to attack. Turning to swat away a whelp can all too often result in being crushed by the troll in return.

COMBAT

A full-blood troll may be followed by a small number of whelps that pick scraps off the ground in its wake and harass creatures it attacks. Older trolls and those frequently caught in conflicts can have dozens of whelps following them. Whelps in the presence of their progenitor are difficult to scare off, but if the troll dies they will flee from a fight, quickly scattering away from harm. Troll whelps will gang up on a target, attacking it with their teeth and claws and biting off chunks of flesh.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Whelps are small, degenerate creatures that often accompany trolls and feed off the scraps of their kills.

10: Whelps are born of severed troll tissue. The troll's natural regeneration is so great that the amputated flesh grows its own body and becomes an autonomous creature.

12: A troll will not hesitate to eat whelps as a convenient snack, particularly if it is damaged and requires sustenance to help fuel its regeneration.

14: Whelps spawned from different breeds of trolls share a portion of the true troll's abilities.

ABILITIES:

Comfort Food – A full-blood troll can spend a quick action to devour a whelp within its melee range to immediately regain d3 vitality points.

Distraction – Living creatures and characters other than trolls within 1" of one or more creatures of this type suffer -1 on attack rolls.

Hide behind the Big Guy – While within the command range of a friendly troll, this creature can use the troll's Willpower in place of its own.

Spawned – This creature may have special abilities based on the type of troll that spawned it.

CREATURE TEMPLATES:

Swarm

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Sneak	AGL	1	4



TROLL, COMMON



Trolls are one of the most adaptable species in all of Immoren. Depending on a troll's diet and environment, eventually it will produce a new breed ideally suited to its surroundings. These adapted breeds of trolls undergo dramatic physiological shifts, taking on a new appearance and gaining new capabilities that allow them to thrive in areas hostile to other species.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
5	4	13

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.



CLAW		
MAT	POW	P+S
5	4	13

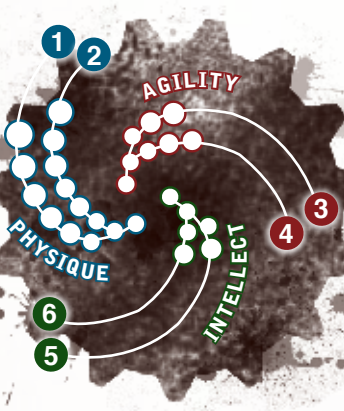
Abilities: Open Fist



CLAW		
MAT	POW	P+S
5	4	13

Abilities: Open Fist

INITIATIVE	INIT	11
DEFENSE	DEF	12
ARMOR	ARM	16
	(NATURAL ARMOR +6)	
WILLPOWER	WIL	12



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 14

DESCRIPTION

Enormous, adaptable, and carnivorous humanoids found across Caen, trolls are a remarkable species. Since the days of ancient history, they have been a danger to mankind. They are among the most powerful and deadly creatures found in the wild, and encounters with them are not to be taken lightly. Even trollkin, their distant cousins, cannot guarantee meetings with full-blood trolls will end well: though trolls won't usually hunt them with the same enthusiasm they have for other races, in a pinch, meat is meat. A trollkin must be cautious when interacting with a full-blood troll to avoid angering it, but throughout history the two races have been able to establish mutually beneficial relationships. Full-blood trolls often speak a limited form of Molgur-Trul, and the shared language allows careful trollkin to communicate with their cousins.

A troll's skin is an earthy shade influenced by its diet and environment, commonly ranging from deep blue to blue-green, and they grow pronounced quills in place of hair. Males have rocklike, calcified growths on their faces that become more pronounced with age, and some of the

larger breeds have similar patches on their shoulders, backs, and arms. The common troll stands up to ten feet tall, and its body is packed with powerful muscle. Trolls have a basic intelligence and capacity for reason. These traits are not as developed as those of the intelligent races of Immoren, but they are certainly above those of a common beast. Some trolls use simple tools and weapons fashioned from stone or wood, though they are just as likely to hunt with their bare hands as they are to use any primitive weaponry. Trolls integrated into trollkin communities often possess more sophisticated weaponry and armor crafted by their distant cousins.

Wild males typically lead a solitary existence, but trolls sometimes gather into small family units. They tolerate the presence of other trolls to a degree, but most other creatures are met with hostility. Trolls have ravenous appetites, and they spend the great majority of their time and energy seeking ways to fill their stomachs. Though trolls are carnivorous, those that go too long without sufficient sustenance will consume virtually anything—and they always prefer meat. A starving troll lacks the capacity for good judgment and will do anything to quell its hunger: strip the bark from trees, rip up patches of flora, and even eat stones. Fortunately—for the trolls, at least—they are naturally resistant to most toxins, as this behavior often leads to the ingestion of a startling array of poisons.

All trolls are notorious for their regenerative capabilities. Their bodies can knit horrendous wounds, and even severed limbs cannot be entirely disregarded. Hands and feet cleaved from a troll will regrow a whole separate body, forced to drag around a dramatically disproportionate limb. Known as whelps, these malformed and degenerate creatures often follow in the wake of a larger troll, testament to combats the creature has faced. Whelps are simple-minded, content to follow after larger trolls in the hope of feeding on the scraps left behind. Left to their own devices, whelps will flee from any source of danger. They rely entirely on trolls to defend them from danger even though their progenitors are in the habit of turning them into quick meals.

COMBAT

An angry or hungry troll is a tenacious opponent that will fight until either its enemies are dead or the troll has suffered a mortal wound. Trolls sometimes wield primitive cudgels or wooden spears, though they are most likely to attack barehanded with claws and teeth. Trolls have strong family bonds and are most aggressive when their family members are threatened.



LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Trolls are massive humanoid found in a wide variety of different environments. Small groups of trolls occasionally band together in family units. They are highly motivated by a desire for food.

10: Trolls have remarkable regenerative capabilities. They can recover from wounds that would be fatal to other creatures. Some damage done to trolls results in the generation of malformed miniature trolls known as whelps.

12: For centuries trollkin have coerced or convinced their troll cousins to fight alongside them. Trolls are often less immediately hostile to trollkin and can sometimes be approached by them, particularly if offered food. Trolls speak limited Molgur-Trul, although they are capable of only simple sentences.

ABILITIES:

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Spawn Whelps – Each time this creature suffers 5 or more damage points from an attack, it spawns a whelp. A spawned whelp grows to full size in d3+1 days.

CREATURE TEMPLATES:

Large Specimen, Lone Wolf, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Great Weapon	PRW	1	4
Sneak	AGL	1	5
Thrown Weapon	POI	1	4
Tracking	PER	1	4

TROLL, DIRE



PHYSIQUE	PHY	13
SPEED	SPD	5
STRENGTH	STR	12
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

	BITE		
	MAT	POW	P+S
H	6	6	18

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

	CLAW		
	MAT	POW	P+S
L	5	4	16

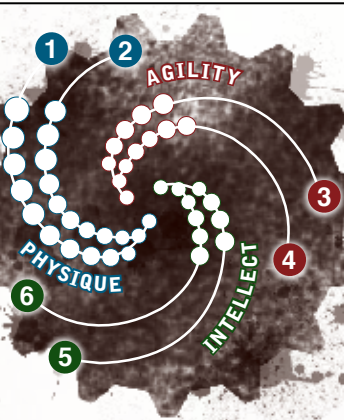
Abilities: Open Fist

	CLAW		
	MAT	POW	P+S
R	5	4	16

Abilities: Open Fist

Grab and Smash – If this creature hits the same target with both claw attacks, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

INITIATIVE	INIT	12
DEFENSE	DEF	12
ARMOR	ARM	18
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	15



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 18

Every dangerous, feral, and terrifying thing about a troll is dramatically amplified in a dire troll. If any creature can be said to embody the predatory hunger of Menoth's ancient foe, the Devourer Wurm, it is the dire troll. A dire troll can rip the iron hull from a Khadoran warjack or tear through almost any obstacle in its path. We can be glad these creatures seem to prefer remote and inhospitable locales for their lairs, high atop mountain peaks or deep in the forests and swamps where man should fear to tread.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

The dire troll stands alone, a beast so fierce even other trolls will uproot themselves and migrate away when it enters the region.

Fortunately for other creatures of Caen, dire trolls are not numerous. Their ferocity and territorial nature have kept them spread thin across wide regions of the wilderness. They are most numerous in the Wyrmswall Mountains and the Scarsfell Forest, with some few carving out territories in the Gnarl, the Cloutsdawn Fen, and other remote wilderness regions. Dire trolls hunt and roam across large areas and have been known to chase out and slay any creatures they consider competition, including smaller full-blood trolls. The only creatures they endure for extended periods are diminutive pygmy trolls, although in recent years Dhunian shamans have facilitated increased contact and cooperation between trollkin and dire trolls.

Just like other full-blood trolls, dire trolls can produce whelps when a body part is severed, and their whelps can live several years before expiring. Some scholars

theorize the great brutes mistake pygs for their own whelps, but this could be a natural, symbiotic relationship. Even pygs and whelps can fall prey to a dire troll's hunger, but usually only after all other sources of food have been exhausted.

For obvious reasons, few have spent any time with dire trolls in the wild, which has led many to underestimate their intelligence. Though their culture is primitive, particularly compared to that of the trollkin, they are far from beasts. They possess a limited spoken vocabulary and a simple language—one uniquely their own and not based on Molgur-Trul. This language may predate the Molgur alliance, which dire trolls were never part of. Those that are exposed to Molgur-Trul through successful contact with trollkin may pick up words of that language as well. As with full-blood trolls, hunger and extreme aggression have been barriers to more sophisticated culture between dire trolls and their smaller brethren. The sheer amount of food required to support their metabolism makes them jealous of each other and prone to battles for territory.

The main interaction between dire trolls is mating, which requires searching outside their normal territory. Dire troll females rarely tolerate males after becoming pregnant and often drive them away. Dire trolls are born in pairs, and a mother will care for her young for over a decade. Once they can hunt and subsist on their own, however, they are driven away.

One of the most remarkable aspects of dire trolls is their longevity, which is a natural extension of their phenomenal regenerative powers. Scholars suspect that dire trolls may live upward of three centuries. Perhaps they have no natural mortality, only succumbing to maddened frenzies that bring about their deaths indirectly.

As a dire troll ages, it produces the hardened growths shared by other troll breeds to a lesser degree. Some are quills that serve in place of body hair, but they also produce toughened, calcified skin that becomes increasingly large and rocky with age. These growths are prominent on the dire troll's shoulders and back and provide considerable natural protection. Similar growths are found on full-blood trolls and even elder male trollkin, particularly on the chin and arms.

COMBAT

Dire trolls are creatures of pure violence and hunger, and they will throw themselves into combat without hesitation. A dire troll on the attack is more a force of nature than a thinking creature. It will tear apart opponents with its talons, bite them in half with its enormous jaws, and hurl them through the air

ABILITIES:

Fearless – This creature never suffers the effects of fear.

Heightened Regeneration – This creature regains d3+3 vitality points per hour in addition to any normal healing.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Power Attacks – This creature can make headlock/weapon lock, head-butt, push, slam, throw, double-hand throw, and trample power attacks.

Snacking – This creature can spend a quick action to devour any living character destroyed within its melee range to immediately regain d3 vitality points.

Spawn Whelps – Each time this creature suffers 5 or more damage points from an attack, it spawns a whelp. A spawned whelp grows to full size in d3+1 days. Dire troll whelps gain +1 STR.

CREATURE TEMPLATES:

Large Specimen, Man-eater, Predator

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Intimidation	SOC	2	•
Tracking	PER	2	5

with ease. The only way to stop a dire troll from attacking is to put it down, a task complicated by its natural resilience and ability to regenerate wounds.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

10: Dire trolls are massive, primitive trolls that are always hungry and exceedingly violent.

12: Dire trolls keep huge territories and roam through them, hunting and devouring anything they encounter except pygmy trolls, for whom they appear to have an affinity.

14: Though not particularly intelligent, dire trolls speak their own language. Some may also speak limited Molgur-Trul, which may also signify less hostility to trollkin.



VEKTISS



Pack behavior in animals is endlessly fascinating to me, and few sights inspire my admiration for natural cunning as much as a colony of vektiss on the hunt. I first observed such a spectacle in the woods outside Ohk, where my senior assistant, Lynus, was abducted by a pack of vektiss in a breathtaking display of cunning stealth and savage coordination. A mob of trained assassins could not have executed such an attack with such grace and poise! Fortunately for Lynus, we were able to track his captors to their forest lair and extract him before the egg laid in his chest-wound could hatch. I admit, I am sorry we didn't have more time to linger—I would relish the opportunity to observe the hatching of a vektiss spawn in an incapacitated prey animal, though I believe Lynus remains less enthusiastic at the prospect.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
SPEED	SPD	7
STRENGTH	STR	5
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4



BITE		
MAT	POW	P+S
6	4	9

Paralytic Poison – A living character that suffers damage from this attack is affected by this creature's venom. During each of his Maintenance Phases, he must make a PHY roll against a target number of 16. (Outside combat, he must make this PHY roll every five minutes.) If the roll succeeds, nothing happens. If the roll fails, his SPD and DEF are reduced by 1. If his SPD is reduced to 0 as a result of the venom, he is incapacitated and cannot move until he regains at least 1 point of SPD. If he passes three PHY rolls, the venom has run its course and no longer affects him. A character recovers SPD lost as a result of the venom at a rate of 1 point per hour.



CLAW		
MAT	POW	P+S
6	5	10



CLAW		
MAT	POW	P+S
6	5	10

INITIATIVE	INIT	15
DEFENSE	DEF	14
ARMOR	ARM	10
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	7

VITALITY: 10

COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 6

DESCRIPTION

Vektiss are fearfully lethal predators, among the most dangerous naturally occurring creatures in western Immoren. An individual vektiss is an insectile creature roughly the size and mass of a small horse or donkey. Its jet-black carapace is covered with dozens of thorny protrusions, and its limbs end in razor-sharp, chitinous scythes, which it uses to draw its prey into its chattering mandibles. A hunting group of vektiss combines the ruthless efficiency of a hornet swarm with the cunning and tactics of a wolf pack.

Vektiss populations are spread wide across the temperate regions of western Immoren, and they can be found in the depths of forests, cave systems, and even mountainsides. They range as far north as Ohk in Khador and as far south as the southern Scharde Islands, but the arid conditions of the Protectorate of Menoth and the Bloodstone Marches, as well as the extreme cold of northern Khador, seem to provide a natural limitation upon

the species. Colonies of vektiss are limited by only two factors: first, their proximity to a sufficient population of prey animals such as mountain goats, ulk, or even domesticated livestock; and second, ruthless culling by fearful human and trollkin villages. Indeed, an entrenched vektiss colony is so dangerous that even a hardened Tharn tribe will consider relocating.

Vektiss are typically encountered at night while hunting for prey or hosts for their young. Hunting vektiss are invariably male. Their natural camouflage makes them nearly undetectable in the dark, and a pack will surround its chosen prey in nearly complete silence. As one, they will descend upon their victim with tremendous speed, relying on both the shock of their attack and their paralyzing venom to overpower their prey in a matter of seconds.

Any prey subdued or killed is dragged back to the colony's lair, whether that is a naturally occurring cavern or a series of burrows excavated by the creatures. Prey selected to serve as food is consumed immediately or left paralyzed and bound in thick silk, similar to that of a spider, for future consumption. A worse fate awaits prey selected to serve as host for a vektiss egg. These victims are paralyzed and bound in a special chamber, where a female vektiss lays a single egg in one of their open wounds. The female vektiss then regurgitates a powerful soporific substance into the prey's mouth. This substance paralyzes the victim, which will be kept alive as long as possible. Even after the victim's death, the poison preserves its flesh from decay, ensuring that the young vektiss will have sufficient meat available when they hatch.

Vektiss are able to track their eggs with uncanny accuracy and will pursue an implanted victim for great distances, stopping at nothing to retrieve their young.

COMBAT

Vektiss attack in packs of four or more, and they do so with stealth and surprise whenever possible. The pack will coordinate its efforts, paralyzing as many opponents as possible before chasing down any escapees. Vektiss use their claws to subdue prey that proves resistant to their venom and to kill individuals who have been marked as food instead of potential egg-hosts.

ABILITIES:

Egg Detection – This creature automatically succeeds in attempts to track a character who is implanted with a vektiss egg or larva and who is within one mile of this creature.

Prowl – This creature is virtually invisible while in the shadows or in terrain that grants a degree of concealment. This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Take Down – This creature can use this ability whenever it incapacitates another character with an attack and while the incapacitated character is within this creature's melee range. The incapacitated character regains 1 vitality point and is no longer incapacitated but is considered to be tied up, unconscious, or otherwise out of action for the rest of the encounter.

Tangled Webs – This creature can use this ability on a target on which it uses Take Down. To use this ability, the creature must be B2B with the target and must spend a full action to restrain the target with webbing. To free himself, the target must make an AGL + Escape Artist skill roll against a target number of 16. If the roll succeeds, the target frees himself. If the roll fails, the target remains restrained. This creature is considered to be trained in the Rope Use skill for the purpose of Escape Artist skill rolls.

CREATURE TEMPLATES:

Juvenile, Pack Hunter, Predator, Vektiss Queen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	5
Detection	PER	1	5
Jumping	PHY	2	7
Sneak	AGL	3	6

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

9: Vektiss are clever, mule-sized, insect-like creatures that hunt in packs and attack at night.

11: Vektiss prey upon humans and animals alike. Their bite is poisonous, and they sometimes drag their still-living victims back to their lairs.

13: Vektiss implant eggs in their victims.

15: Vektiss can sense implanted eggs at a great distance and will track them with furious urgency. Removing an implanted egg may throw a pack of vektiss off the hunt.



CREATURE TEMPLATES

Western Immoren is home to many deadly creatures. Some are born with natural talents greater than those of their fellows; others acquire unique abilities over the course of their lives. The creature templates in this section represent special types of animals and antagonists. They allow the Game Master to modify the creatures of the Iron Kingdoms in order to help him build rich, varied encounters.

Using Templates

Templates modify creatures in different ways. Some templates grant additional skills, others replace a creature's usual abilities with new versions, and many modify a creature's stats. (Several templates do all this and more!) Each creature's entry in the *Monsternomicon* lists suggested templates that can be applied to it. A creature can have multiple templates, but it cannot benefit from the same template twice.

Bonuses and penalties from templates are cumulative. For instance, if a creature gains +2 PHY from one template and -1 PHY from another, it has a total modifier of +1 PHY. A stat cannot be reduced below 1 because of a template.

TEMPLATES AS STORYTELLING TOOLS

Game Masters are encouraged to use templates as part of the stories they tell. When selected carefully, templates can reinforce the theme of an adventure in otherwise everyday encounters, such as the Blighted and Starving templates in stories with themes of corruption and desperation.

Game Masters should not feel constrained by a template's description. Each template can (and should) be interpreted in a variety of ways. The Man-eater template represents a creature that has acquired a taste for human flesh, but it could just as easily represent a character that has suffered at the hands of mankind often enough that its response to them is sudden, brutal violence.

Anatomy of a Template

The various parts of a template are detailed below.

Name: The name of the template appears on this line.

Description: This section provides a brief description of the template.

Stat Modifiers: This section lists any modifiers to the creature's primary, secondary, or derived stats. It also lists any

modifications to the creature's vitality or life spiral aspects. (A creature's stats and vitality cannot be reduced below 1 because of a template.)

Modifiers to primary and secondary stats are not applied to derived stats (p. 4); separate modifiers are provided for derived stats.

Ability Modifiers: This section identifies any abilities the creature gains or loses as a result of the template.

Skill Modifiers: This section identifies any skills modified by the template. A skill level cannot be increased above 4 or reduced below 0 because of a template.

EP Modifier: This number modifies the creature's Encounter Point value.

Notes: This section provides additional information about the creature.

For example, an argus with the Alpha template would have PHY 8, STR 8, INT 4, and WIL 12. It would also gain the Battle Plan: Coordinated Strike, Feat Points, and Leader of the Pack abilities, as well as the Command 1 and Intimidation 1 skills. By comparison, an argus with the Juvenile template would have STR 5, PRW 2, and DEF 17. Its new life spiral would be Physique 6, Agility 4, and Intellect 4, and it would gain the Find Cover ability.

ADAPTED (ENVIRONMENT)

Description: Some creatures are naturally adapted to the environments they live in. These creatures can effortlessly navigate their native environment and easily notice the passage of others.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Adapted ability.

Adapted – Choose an environment: desert, forest, mountain, or swamp. This creature gains the Pathfinder ability while in the chosen environment. Additionally, this creature can reroll failed Survival and Tracking skill rolls while in the chosen environment.

Skill Modifiers: Survival +1 and Tracking +1

EP Modifier: +1

Notes: None.

ALPHA

Description: Bigger and stronger than typical members of their species, alphas are the undisputed leaders of a pack. They earn their station by displaying their dominance in combat. An alpha coordinates the efforts of its pack and keeps subordinates in line through its commanding presence or brutish intimidation.

Stat Modifiers: +1 PHY, +1 STR, +1 INT, and +2 WIL

Ability Modifiers: A character with this template gains the Battle Plan: Coordinated Strike, Feat Points, and Leader of the Pack abilities.

Battle Plan: Coordinated Strike – This character can spend 1 feat point to use Battle Plan: Coordinated Strike during a surprise round (*Core Rules*, p. 201) before a battle. Using a battle plan is a quick action. When this character uses this battle plan, each friendly character of this character's type in its command range can immediately make one attack. After these attacks, the surprise round ends and the creatures are detected.

Feat Points – This character starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can have up to 1 feat point at a time.

Leader of the Pack – Friendly characters of this character's type in its command range gain +1 to attack and damage rolls.

Skill Modifiers: Command +1 and Intimidation +1

EP Modifier: +3

Notes: None.

BLIGHTED

Description: A creature that spends too much time in the vicinity of a dragon risks being permanently changed and corrupted as a result of its proximity to the dragon's blight. The effects of dragonblight vary, but they always manifest as a physical transformation and a warping of the mind. The effects on creatures of the same species exposed to dragonblight can manifest in different ways, though the end result is always a deadly, aggressive creature.

Stat Modifiers: This creature gains +1 PHY and either +6 vitality or +3 points to the Physique and Agility life spiral aspects, but suffers -1 INT and -2 WIL.

Ability Modifiers: A creature with this template gains two of the following abilities: Berserk, Chain Attack: Bleed Out, Dodger, and Night Vision.

Berserk – When this creature incapacitates or destroys one or more enemies with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.

Chain Attack: Bleed Out – When this creature hits the same living target with all its initial attacks, after resolving the attacks it can immediately make one additional melee attack against the target. If the additional attack hits, it does not inflict damage, but the target must forfeit either its movement or its action during its next activation.

Dodger – When this creature is missed by an enemy attack, it can immediately advance up to twelve feet (2") after the attack is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

Skill Modifiers: Tracking +1

EP Modifier: +3

Notes: This template cannot be applied to non-living characters.

CEPHALYX EXULON

Description: Members of an elite cephalyx caste, exulons are physically atrophied but gifted with immense psychokinetic power. They are powerful enough to direct their maddened monstrosities through sheer force of will and telepathic might.

Stat Modifiers: -1 PHY, +1 ARC, and +2 WIL

Ability Modifiers: Change this character's arcane tradition to **focuser** (*Core Rules*, p. 229). In addition, a character with this template gains the Bond, Psychocaustic Aura, and Sacrificial Pawn abilities.

Bond – This character can bond to and control a cephalyx monstrosity. He can allocate focus points only to a monstrosity he is bonded to, and he is bonded to his prosthetic blades weapon for the purpose of purchasing attacks and boosting rolls. This character can spend focus points to heal damage suffered by a monstrosity in his battlegroup and within his control area. For each focus point spent, remove 1 damage point from the affected monstrosity's damage grid.

Psychocaustic Aura – Living characters that begin their turn within twelve feet (2") of this character must make a WIL roll against a target number of 12 + this character's ARC. If the roll fails, the target suffers Paralysis. (The base DEF of a character suffering Paralysis becomes 7 and the character cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.)

Sacrificial Pawn – When this character is directly hit by a ranged attack, this character may choose a friendly non-incorporeal drudge or monstrosity within 3" to be directly hit instead. That character is automatically hit and suffers all damage and effects.

Skill Modifiers: Command +1, Medicine +1, and Research +2

EP Modifier: +3

Notes: None.

CEPHALYX MONSTROSITY SUBDUER

Description: Subduers specialize in capturing live specimens and destroying powerful opponents. The nets they fire can drag helpless opponents into range of their wicked arm blades or the clutches of their waiting masters.

Stat Modifiers: None.

Ability Modifiers: None.

Skill Modifiers: Detection +1 and Intimidation +1

EP Modifier: +2

Notes: Cephalyx monstrosity only. This template cannot be applied to a monstrosity unless it has the net launcher and impaling blade weapons.

CEPHALYX MONSTROSITY WARDEN

Description: Wardens are monstrosities manufactured to defend the cephalyx and their facilities from harm.

Stat Modifiers: +1 PER

Ability Modifiers: A creature with this template gains the Follow Up, Grand Slam, and Shield Guard abilities.

Follow Up – When this creature slams an enemy, immediately after the slam is resolved this creature can advance directly toward the slammed character up to the distance the slammed character was moved.

Grand Slam – This creature can make slam power attacks without spending focus or being forced. Characters slammed by this creature are moved an additional 6”.

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2” of this creature, this creature can choose to be directly hit instead. This creature cannot use this ability if it is incorporeal, knocked down, prone, or stationary.

Skill Modifiers: None.

EP Modifier: +2

Notes: Cephalyx monstrosity only. This template cannot be applied to a monstrosity unless it has the mecha fist and hard head weapons.

CEPHALYX MONSTROSITY WRECKER

Description: Wreckers specialize in bringing down fortifications and mowing through even the toughest resistance.

Stat Modifiers: +2 PHY and +1 PER

Ability Modifiers: A creature with this template gains the Beat Back Mighty archetype benefit (*Core Rules*, p. 116) and the Chain Attack: Bloodbath ability.

Chain Attack: Bloodbath – If this creature hits the same target with both its initial attacks with a melee weapon, after resolving the attacks it can immediately make one melee attack with that weapon against each character in its LOS and in that weapon’s melee range.

Skill Modifiers: None.

EP Modifier: +2

Notes: Cephalyx monstrosity only. This template cannot be applied to a monstrosity unless it has the ball and chain weapon.

CHIEFTAIN

Description: Chieftains are the leaders of their wilderness tribes. Many of their responsibilities involve the day-to-day management of the tribe, but they are expected to lead the tribe’s warriors in times of battle. Many maintain their leadership position through pure martial ability, but some are prized for their intellect.

Stat Modifiers: +1 STR or INT and +1 PRW or POI

Ability Modifiers: A creature with this template gains either the Battle Plan: Call to Action ability or the Battle Plan: Coordinated Strike ability, as well as the Feat Points and Natural Leader abilities.

Battle Plan: Call to Action – This character can spend 1 feat point to use Battle Plan: Call to Action. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range who is under his command and knocked down immediately stands up or goes prone.

Battle Plan: Coordinated Strike – This character can spend 1 feat point to use Battle Plan: Coordinated Strike during a surprise round (*Core Rules*, p. 210) before a battle. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range can immediately make one attack. After these attacks, the surprise round ends and the characters are detected.

Feat Points – This creature starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can have up to 1 feat point at a time.

Natural Leader – This creature’s command range increases by 2”.

Skill Modifiers: Command +1 and either Hand Weapon +1 or Great Weapon +1

EP Modifier: +4

Notes: A chieftain is typically armed with the best weapons and armor in the tribe. This equipment can be worth up to 150 gc.

CROAK CONJOINED TWIN

Description: Some croaks are born conjoined, with two sets of arms and two heads growing from a single body. These twins are gifted spellcasters venerated for their sorcerous abilities.

Stat Modifiers: –1 PHY, –1 SPD, and +4 ARC

Ability Modifiers: A character with this template gains the Conjoined and Will Weaver abilities.

Conjoined – When this character becomes exhausted, his turn does not immediately end, but he still cannot cast spells next round.

Will Weaver – This character is a will weaver. Select a COST 2 spell and three COST 1 spells from the storm sorcerer spell list (*Core Rules*, p. 144).

Skill Modifiers: Lore (arcane) +2

EP Modifier: +2

Notes: Croak conjoined twins wear light armor worth up to 60 gc and rarely carry weapons.

DEVIL RAT MATRON

Description: Squatting at the heart of a devil rat nest, the devil rat matron is the mother of a brood, grown enormous and fat from scraps fed to her by her innumerable progeny.

Stat Modifiers: –2 SPD, +3 STR, –2 DEF, +4 ARM, and +6 vitality points

Ability Modifiers: A creature with this template gains the Mother of All Rats and Retaliatory Strike abilities.

Mother of All Rats – A devil rat swarm within twelve feet (2”) of this creature gains +1 to attack and damage rolls.

Retaliatory Strike – When this creature is hit by a melee attack made by an enemy at any time other than during this creature’s own turn, after the attack is resolved this creature can immediately make one normal melee attack against the enemy that hit it.

Skill Modifiers: Detection +1

EP Modifier: +4

Notes: A devil rat with this template is a medium-based creature, and its bite attack is POW 4.

DREGG PAIN MONGER

Description: All dregg perform body modification and ritual self-mutilation, but this vicious race's pain mongers are masters of the art. They respond instantly to harm, using it to fuel a savage retaliation.

Stat Modifiers: -1 DEF, +3 ARM, and +6 vitality points

Ability Modifiers: Replace this creature's Scavenged Weapons ability with the Retaliatory Strike and Two-Weapon Fighting abilities.

Retaliatory Strike – When this creature is hit by a melee attack made by an enemy at any time other than during its own turn, after the attack is resolved this creature can immediately make one normal melee attack against the enemy that hit it.

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, this creature gains an additional attack for the second weapon but suffers -2 on attack rolls with the second weapon while doing so.

Skill Modifiers: Hand Weapon +2 and Intimidate +1

EP Modifier: +3

Notes: This template cannot be applied to creatures other than dregg. A dregg with this template is always equipped with a pair of arm blades.

DREGG RAID MASTER

Description: Raid masters are the fierce leaders of dregg raiding parties. Distinguished by their superior equipment and martial ability, they command and coordinate their subordinates in battle.

Stat Modifiers: +1 DEF and +2 ARM. In addition, replace this creature's vitality with the following life spiral:



Ability Modifiers: A creature with this template loses the Scavenged Weapons ability and gains the Master Scavenger ability.

Master Scavenger – When designing an encounter with this creature, roll a d6. On a roll of 1, this creature does not own a scavenged weapon. On a roll of 2-4, this creature is also armed with a melee weapon of the Game Master's choice. On a roll of 5-6, this creature is also armed with a pistol or rifle of the Game Master's choice with sufficient ammunition for ten shots.

Skill Modifiers: Command +1 and Hand Weapon +2

EP Modifier: +4

Notes: This template cannot be applied to creatures other than dregg. A dregg with this template is always equipped with a single arm blade, in addition to whatever it gains from its Master Scavenger ability.

DUSKWOLF MALE

Description: Far less common than the female of the species, a male duskwolf is typically the chief hunter of its harem.

Stat Modifiers: +1 PRW, +2 DEF, and +2 ARM. In addition, replace this creature's vitality with the following life spiral:



Ability Modifiers: A creature with this template loses the Shadow Camouflage ability and gains the Unnerving Howl ability.

Unnerving Howl – Once per encounter, this creature can spend a quick action to unleash a terrifying howl. For one round, this creature has Terror [16]. Other creatures of this creature's type are not affected by this ability.

Skill Modifiers: None.

EP Modifier: +4

Notes: A pack of duskwolves normally has only a single male, though some packs have several juvenile males after the breeding season.

HUNTER

Description: Hunters come from every race and region, honing their skills so they can confront and defeat the beasts of Immoren's wilderness. Though some utilize primitive armaments, others carry impressive modern weapons.

Stat Modifiers: +2 STR and +2 ARM

Ability Modifiers: A creature with this template gains the Hunter, Pathfinder, and Prowl abilities.

Hunter – This creature ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Pathfinder – This creature can move over rough terrain without penalty.

Prowl – This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Skill Modifiers: Survival +1, Tracking +2, and your choice of Archery +2, Rifle +2, or Thrown Weapon +2

EP Modifier: +4

Notes: Hunters wear armor worth up to 85 gc. A hunter is equipped with either a great bow and a quiver of ten arrows, a javelin quiver and five javelins, or a long rifle with ten rounds of ammunition.

JUVENILE

Description: A juvenile is a young member of its species, smaller and less resilient than an adult. Though unable to withstand the damage an adult can, a juvenile is more likely to go unnoticed in the heat of battle.

Stat Modifiers: -2 STR, -1 PRW, +1 DEF, and either -3 vitality points or -1 vitality point from the Physique, Agility, and Intellect life spiral aspects

Ability Modifiers: A character with this template gains the Find Cover ability.

Find Cover – At the start of combat, before initiative is rolled, this character can immediately advance up to twelve feet (2") and perform a quick action to take cover or go prone.

Skill Modifiers: None.

EP Modifier: -2

Notes: Juvenile characters tend to stay away from combat when possible and rely on adult characters to protect them.

LARGE SPECIMEN

Description: All creatures occasionally produce massive examples of their kind—specimens able to mete out and withstand more punishment than normal. These enormous creatures possess great strength, but their movements can be ponderous, and moving without being detected is much more difficult for them.

Stat Modifiers: -1 DEF, +2 ARM, and either +6 vitality points or +3 vitality points to the Physique and Agility life spiral aspects

Ability Modifiers: A character with this template gains the Brute Force and Big 'Un abilities.

Brute Force – This character gains an additional die on melee damage rolls.

Big 'Un – This character is treated as being one base size larger than normal, up to a maximum of large-based. A small-based character is treated as medium-based, and a medium-based character is treated as large-based.

Skill Modifiers: Sneak -2

EP Modifier: Base cost x 2

Notes: None.

LONE WOLF

Description: Lone wolves are creatures that have adapted to hunting, fighting, and living alone. In animals, this is the product of territorial behavior. Young males seen as a threat to an alpha's dominance of a pack are driven out of its territory. In intelligent races, lone wolves are exiles from their society driven out for some crime or misdeed, or simply those who prefer to live alone. Such solitary creatures are often fierce fighters that rely only on their own talents and capabilities to survive.

Stat Modifiers: +1 STR, +1 PRW, +1 PER, and +1 INIT

Ability Modifiers: A character with this template gains the Feat Points and Lone Fighter abilities.

Feat Points – This character starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can have up to 1 feat point at a time.

Lone Fighter – This character gains +1 to attack and damage rolls if it is the only character engaging a target.

Skill Modifiers: Survival +1 and Tracking +1

EP Modifier: +5

Notes: Though lone wolves are not accompanied by other creatures, they can be encountered while attacking other creatures.

MAN-EATER

Description: Many creatures consume the flesh of mankind, but some develop such a taste for it that they go out of their way to prey on human targets. These bloodthirsty specimens have honed their killing prowess in order to sate their discriminating palate.

Stat Modifiers: +1 PRW

Ability Modifiers: A creature with this template gains the Blood Thirst, Critical Shred, and Snacking abilities.

Blood Thirst – This creature gains +2" movement when it charges a living character.

Critical Shred – On a critical hit with a melee attack, after the attack is resolved this creature can make one additional melee attack against the character hit.

Snacking – This creature can spend a quick action to devour any destroyed living character within its melee range to immediately regain d3 vitality points.

Skill Modifiers: None.

EP Modifier: +4

Notes: Man-eaters prioritize living and undead characters as targets and ignore steamjacks and other constructs unless attacked by them.

PACK HUNTER

Description: Pack hunters hunt as a group. Working in tandem, they exploit opportunities created by their pack mates to bring down larger prey.

Stat Modifiers: +1 PER

Ability Modifiers: A creature with this template gains the Pack Tactics and Pull Down abilities.

Pack Tactics – If this creature misses an attack against a target engaged by one or more friendly creatures of this creature's type with the Pack Tactics ability, it can reroll the attack.

Pull Down – On a critical hit with a melee attack against a target with an equal- or smaller-sized base, the target is knocked down.

Skill Modifiers: Tracking +1

EP Modifier: +2

Notes: None.

PESTILENT HOLLOWED

Description: In its wanton attempts to sate the supernatural hunger driving it, a hollowed is often exposed to diseases carried by its prey. Most diseases cannot thrive on the dead flesh of a hollowed, but the creature is occasionally exposed to a strain capable of flourishing within it. This pestilent variant is more dangerous than typical hollowed. Even those who escape death at its claws run the risk of a prolonged and excruciating death from the pestilence it carries.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Pestilent and Rupture abilities.

Pestilent – A living character damaged by an unarmed melee attack made by this creature has a chance of being infected. Immediately after the attack has been resolved, the damaged character must make a PHY roll against a target number of 14. If the roll succeeds, the character resists the disease. If the roll fails, the character is infected. The first symptoms manifest after d6 + 6 hours, at which time the character suffers nausea and an elevated temperature. Every six hours thereafter, the character must make an additional PHY roll against a target number of 16. (Reduce this number to 12 if the character remained in bed for the previous six hours.) If the character passes three of these rolls, he fights off the disease. If the character fails three of these rolls, the disease moves on to the advanced stage.

During the disease's advanced stage, the character must make a PHY roll against a target number of 16 every three hours. (Reduce this number to 12 if the character remained in bed for the previous six hours.) For each roll that fails, reduce the character's PHY by 1. If the character's PHY is reduced below 1, he dies. If the character passes three of these rolls, he fights off the disease.

Rupture – When this creature is destroyed by an attack, center a 4' AOE on it. All living characters within the AOE must make a PHY roll with a +2 bonus to resist infection.

Skill Modifiers: None.

EP Modifier: +4

Notes: None.

PISTOL WRAITH DEATH DEALER

Description: Death dealers are vicious pistol wraiths proficient in dual-wielding deadly wraithlock pistols.

Stat Modifiers: None.

Ability Modifiers: Death dealers gain the Ambidextrous, Chain Attack: Death Chill, and Two-Weapon Fighting abilities.

Ambidextrous – This character does not suffer the second weapon penalty while using the Two-Weapon Fighting ability.

Chain Attack: Death Chill – If this character hits the same target with both his initial pistol attacks, after resolving the attacks he can immediately make one additional ranged attack against that target. If the additional attack hits, it does not inflict damage, but the target hit must forfeit either its movement or its action during its next activation.

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, this character gains an additional attack for the second weapon but suffers –2 on attack rolls with the second weapon while doing so.

Skill Modifiers: None.

EP Modifier: +3

Notes: Pistol wraith only. A pistol wraith with this template carries two wraithlock pistols.

PISTOL WRAITH SPELLSLINGER

Description: Spellslingers are pistol wraiths risen from gun mages. Able to utilize the magic they possessed in life, they are extremely deadly combatants.

Stat Modifiers: A spellslinger is a will weaver with ARC 4. The Game Master should select one COST 2 and two COST 1 spells from the following list:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
RUNE SHOT: ACCURACY The spellcaster's next rune shot ranged attack roll this turn is boosted.	1	SELF	—	—	NO	NO
RUNE SHOT: BRUTAL The spellcaster's next rune shot ranged attack gains a boosted damage roll against the target directly hit.	1	SELF	—	—	NO	NO
RUNE SHOT: IRON ROT If the spellcaster's next rune shot ranged attack this turn directly hits a steamjack, the steamjack suffers d3 damage points in addition to any other damage and effects from the attack.	1	SELF	—	—	NO	NO
RUNE SHOT: MOLTEN SHOT If the spellcaster's next rune shot ranged attack this turn directly hits a target, the target directly hit suffers the Fire continuous effect.	1	SELF	—	—	NO	NO
RUNE SHOT: SHADOW FIRE: If the spellcaster's next rune shot ranged attack this turn hits a target, for one round friendly characters can ignore the target when determining LOS and making ranged or magic attacks.	2	SELF	—	—	NO	NO
RUNE SHOT: SILENCER The spellcaster's next rune shot ranged attack is completely silent and gives no sign of being fired. Neither the firing of the weapon nor the impact of its ammunition causes a sound. Any immediate sound from a target that is hit, such as a scream, a shout, or the fall of a body, is silenced.	1	SELF	—	—	NO	NO
RUNE SHOT: SPONTANEOUS COMBUSTION: If the spellcaster's next rune shot ranged attack destroys a living character, center a 3' AOE cloud effect on the destroyed character, then remove the destroyed character from the table. The AOE remains in play for one round.	1	SELF	*	—	NO	NO
RUNE SHOT: THUNDERBOLT If the spellcaster's next rune shot ranged attack this turn directly hits a target, the target is pushed d3' directly away from the spellcaster. On a critical hit, the target is knocked down after being pushed.	1	SELF	—	—	NO	NO
RUNE SHOT: TRICK SHOT If the spellcaster's next rune shot ranged attack this turn directly hits a target, choose a character within twenty-four feet (4') of the target. After the attack is resolved, the spellcaster immediately makes a ranged attack roll against the chosen character. If the chosen character is hit, he suffers a magic damage roll with a POW equal to that of the spellcaster's ranged weapon but does not suffer any effects of other rune shot spells cast on the original attack. The point of origin for this damage is the target originally hit.	2	SELF	—	—	NO	NO

Ability Modifiers: None.

Skill Modifiers: None.

EP Modifier: +5

Notes: Pistol wraith only. A pistol wraith with this template carries two wraithlock pistols.

PREDATOR

Description: Equally cautious and deadly, predators use shadows and terrain to their advantage as they wait for the perfect strike. Some species are natural predators, while others have learned to perfect their methods through repeated conflicts.

Stat Modifiers: +1 AGL

Ability Modifiers: A creature with this template gains the Ambush, Hunter, and Prowl abilities.

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

Hunter – This creature ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Prowl – This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Skill Modifiers: Sneak +1

EP Modifier: +3

Notes: None.

PROTECTOR

Description: Some creatures protect their young to such an extreme that they will shield them from harm with their own bodies. Anything that manages to injure these creatures' offspring is ferociously attacked.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Defender and Shield Guard abilities.

Defender – Once per round, when a friendly creature of this creature's type within its command range is hit with an enemy attack, immediately after the attack has been resolved this creature can advance toward the enemy up to twelve feet (2") and make one melee attack.

Shield Guard – Once per turn, when a friendly creature of this creature's type is directly hit by an attack while within 2" of this creature, this creature can choose to be directly hit instead. This creature cannot use Shield Guard if it is incorporeal, knocked down, prone, or stationary.

Skill Modifiers: None.

EP Modifier: +2

Notes: None.

RAZORBAT KING

Description: The razorbat king is a massive razorbat breed with an extremely wide range of territory. Its saliva is a potent anticoagulant, which it uses to coat its barbed tail.

Stat Modifiers: +2 SPD, +3 STR, and –2 DEF

A razorbat with this template is a medium-based model and has 10 vitality points.

Ability Modifiers: Replace this creature's Distracting and Kill Shot abilities with the Ride-By Attack ability.

Ride-By Attack – This creature can combine its movement and action during its turn to make a ride-by attack. To use this ability, this creature must declare a ride-by attack at the start of its activation. It then makes a full advance and can halt its movement at any point to make its attacks. After its attacks, it resumes its normal movement.

Skill Modifiers: Detection +1

EP Modifier: +4

Notes: Replace this creature's sonic screech and slash weapons with the following:



BARBED TAIL

MAT	POW	P+S
6	6	12

Wounding – A character who suffers damage from this weapon suffers 1 damage point during each of his Maintenance Phases until the wound

is treated by a character with at least one level in the Medicine skill. A character must spend a full action to treat the wound but does not need to make a skill roll.

RESILIENT

Description: Whether because of their regenerative capability, magical endowment, or sheer orneriness, some creatures are just harder to kill than others.

Stat Modifiers: +6 vitality points or +2 vitality points to the Physique, Agility, and Intellect life spiral aspects

Ability Modifiers: A creature with this template gains the Tough ability.

Tough – When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

Skill Modifiers: None.

EP Modifier: +3

Notes: None.

RUNT

Description: Runts are stunted due to disease, malnutrition, or both. Though most runts are unable to withstand much damage, they can still drag larger prey down to their level.

Stat Modifiers: –1 PHY, –1 STR, +1 DEF, and either –3 vitality points or –1 vitality point from the Physique, Agility, and Intellect life spiral aspects

Ability Modifiers: A creature with this template gains the Pull Down and Small Fry abilities.

Pull Down – When this creature critically hits a character with an equal- or smaller-sized base with a melee attack, the target is knocked down.

Small Fry – This creature is treated as being one base size smaller than normal, to a minimum of small-based. A medium-based creature is treated as small-based, a large-based creature is treated as medium-based, and a huge-based creature is treated as large-based. Increase the distance of all push, slam, and throw Power attacks made against this creature by six feet (1").

Skill Modifiers: None.

EP Modifier: None.

Notes: None.

SKITTISH

Description: Many creatures innately distrust new and unusual surroundings. Such creatures always check their surroundings and move cautiously to avoid being caught in a trap or an ambush. This caution makes them likely to flee combat once it commences.

Stat Modifiers: +1 PER, -1 INIT, and -2 WIL

Ability Modifiers: A creature with this template gains the Dodger ability.

Dodger – When this creature is missed by an enemy attack, it can immediately advance up to twelve feet (2") after the attack is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.

Skill Modifiers: Sneak +1

EP Modifier: -2

Notes: Skittish creatures are more likely to flee from combat than to fight to the bitter end. If a skittish creature is presented with a good avenue of escape, it will try to take it.

SPECTER, EPIC

Description: These beings are the spirits of the most powerful and deranged dead, many of which have lingered on Caen for centuries. Their prolonged, awful existence has ripped away any vestige of sanity or compassion they had, rendering them violent and unstable.

Stat Modifiers: WIL 16 and +4 Command Range

Ability Modifiers: A creature with this template can have up to seven deathly endowments.

Skill Modifiers: A creature with this template retains any skills it had in life, and it has level 4 in each skill.

EP Modifier: See Specter, p. 76.

Notes: Specter only. A specter with this template cannot have the Specter, Veteran template.

SPECTER, VETERAN

Description: These beings are the spirits of those with very powerful wills lingering on Caen. They are able to manipulate the physical world and those who trespass in their domain.

Stat Modifiers: WIL 14 and +2 Command Range

Ability Modifiers: A creature with this template can have up to five deathly endowments.

Skill Modifiers: A creature with this template retains any skills it had in life, and it has level 3 in each skill.

EP Modifier: See Specter, p. 76.

Notes: Specter only. A specter with this template cannot have the Specter, Epic template.

STARVING

Description: Finding food in the wilderness is a daily struggle. Desperate, starving creatures venture into dangerous situations they would otherwise avoid when the promise of a meal is at stake.

Stat Modifiers: -1 PHY, -1 STR, +1 PRW, and either -3 vitality points or -3 vitality points from the Physique life spiral aspect

Ability Modifiers: A creature with this template gains the Desperate ability.

Desperate – This creature can reroll a failed WIL roll to ignore the effects of fear. For the purposes of Intimidation skill rolls, this creature is always treated as having a stat + Intimidation level equal to that of the intimidating character.

Skill Modifiers: None.

EP Modifier: -3

Notes: This template cannot be applied to non-living characters.

STEALTHY

Description: Stealthy creatures possess talents or natural camouflage that allows them to blend in with their surroundings and move unnoticed.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Prowl and Sneaky abilities.

Prowl – This creature gains stealth while within terrain that grants cover or provides concealment, the AOE of a spell that grants cover or provides concealment, or the AOE of a cloud effect.

Sneaky – This creature gains boosted Sneak skill rolls.

Skill Modifiers: Sneak +1

EP Modifier: +2

Notes: None.

SWARM

Description: Some creatures work together in enormous swarms of hundreds of individuals to drive off intruders or bring down prey. They overwhelm even large creatures by enveloping them, crawling through gaps in their armor, and killing them with countless bites and scratches.

Stat Modifiers: +6 vitality points per base

Ability Modifiers: A creature with this template gains the Anatomical Precision, Circular Vision, and Swarm abilities.

Anatomical Precision – When this creature hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

Circular Vision – This creature's front arc extends to 360°.

Swarm – A swarm is composed of dozens or even hundreds of individuals. Rather than representing each individual as a separate model on the tabletop, a swarm should be represented as a single character on a large base. Bigger swarms could be represented as 3 to 5 (or more) large-based models in play. A swarm cannot be targeted by free strikes. A character attacking a swarm rolls one less die on his non-AOE or non-spray attack damage rolls against the swarm. When a swarm suffers sufficient damage to be incapacitated, instead of being completely destroyed the swarm is generally considered to have scattered.

Skill Modifiers: None.

EP Modifier: +2 per base

Notes: Each melee weapon this creature has gains Thresher.

Thresher – When this creature makes a melee attack with this weapon, make one melee attack against each creature or character in this creature's LOS and this weapon's melee range.

SWIFT

Description: Ideally suited to running down prey or avoiding predators, swift creatures are lean natural hunters able to cross great distances in mere moments.

Stat Modifiers: -1 PHY, +1 SPD, and +1 DEF

Ability Modifiers: A creature with this template gains the Fleet Foot ability.

Fleet Foot – When this creature runs, it does so at SPD x 3.

Skill Modifiers: None.

EP Modifier: +1

Notes: None.

TRAINED

Description: Some creatures are trained to serve as watchdogs and hunting companions. They are taught to follow simple commands, such as attacking selected targets, retrieving objects, tracking prey, and defending locations or individuals. Having learned to rely on their masters for food and safety, trained animals are less clever than wild specimens.

Stat Modifiers: -1 INT and +1 PER

Ability Modifiers: A creature with this template gains the Trained ability.

Trained – This creature automatically follows simple commands given to it by its owner or trainer, such as coming closer or moving in a particular direction. To give this creature a complex command such as to attack, the character must spend a quick action and make an Animal Handling skill roll against a target number of 12. If the roll succeeds, this creature follows the command to the best of its ability. A trained creature acts according to the Game Master's discretion.

Skill Modifiers: Detection +1 and either Intimidation +1 or Tracking +1

EP Modifier: +2

Notes: To train a wild creature, a character must have control of it and must spend a number of weeks training it equal to half its WIL. At the end of this time, the character makes an INT + Animal Handling skill roll against a target number equal to the creature's WIL + 2. If the roll succeeds, the character successfully trains the animal. If the roll fails, the character can make a new skill roll after another week of training.

VEKTISS QUEEN

Description: Vektiss queens are female vektiss that implant eggs in the colony's prey, turning them into hosts for their young. Larger than the males, vektiss queens command a colony of between five and thirteen adults and attend to dozens of larval vektiss.

Stat Modifiers: +1 PHY and +2 STR

Ability Modifiers: A creature with this template gains the Implant Egg ability.

Implant Egg – This creature can implant an egg in an incapacitated character. The egg will hatch d3 days after implantation, after which the larva will begin to consume the character's flesh from within. Once the larva hatches, the character cannot regain vitality points by any means and suffers d3 damage every six hours. If the host character is incapacitated, he dies and a juvenile vektiss emerges from his corpse.

To extract an implanted egg or a larval vektiss from a host, a character must make an INT + Medicine skill roll against a target number of 15. If the roll succeeds, the character safely extracts the egg or larval vektiss. If the roll fails, the host immediately suffers d3 damage points.

Skill Modifiers: None.

EP Modifier: +4

Notes: None.

WILD IRON MAIDEN

Description: Iron maidens that have broken the bonds enslaving their spirits are savage killers. Driven to murder the living as repayment for centuries of servitude, wild iron maidens are swift and deadly combatants often found in the overgrown ruins of their former masters' estates. A wild iron maiden's hatred of the living is so great it will continue to rend a victim's body even after it has been slaughtered.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Berserk, Chain Attack: Laceration, Relentless Charge, and Savagery abilities.

Berserk – When this creature incapacitates or destroys one or more enemies with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.

Chain Attack: Laceration – If this creature hits the same living target with its initial melee attacks, after resolving the attacks it can immediately make one additional melee attack against that target. If the additional attack hits, it does not inflict damage, but the target suffers 1 damage point to each branch of its life spiral.

Relentless Charge – This creature ignores penalties for rough terrain while charging.

Savagery – When this creature incapacitates a living character with a melee attack, this creature must make a WIL roll against a target number of 16. If the roll succeeds, this creature can act normally. If the roll fails, this creature must spend its next activation attacking the incapacitated target.

Skill Modifiers: None.

EP Modifier: +5

Notes: Wild iron maidens dwell in abandoned wilderness ruins, often the site of the imprisoned spirit's home. They ignore the passage of wild animals but treat intelligent races as intruders and enemies.