### Monster List

Below is a sample list of monsters. This list is not exhaustive. It is meant to give players and GMs an idea of the creatures they might meet in the world of Bostonia. GMs are encouraged to use the monsters below as a guide to creating their own dangerous and interesting encounters.

The monsters below are grouped into categories for ease of comparison between different types and sizes of creature. The creature listings here are meant to represent average specimens. The GM could easily imagine and create a wererat whose human form is a skilled swordsman and has an attack skill of 20. Feel free to change things and keep your players guessing.

### Avatars

These mysterious, winged humanoids are almost never seen unless summoned by a mage. They resemble religious depictions of angels and that fact has spurred a hot debate as to their nature.

##### **Avatar (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Short Sword: 12, 2d8 |
| * **TOU** | 9 |
| **Swift** | 13 | **Def** | 13/12/10/9 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| **Hits** | 26 |
| **Init** | +1 |
| **Move** | 6 |
| * **Flight** | 11 |

**Special Abilities**

Aura of Light: Avatars radiate a soft, celestial glow in a 10 meter radius. They dispel most magical darkness if they enter it.

Bodyguard: If the avatar stands next to an ally, the ally gains a +2 to defense, but takes a -1 penalty to your defense while doing so.

##### **Avatar**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Sword: 15, 1d8+1d10  Shield: 15, 2d6 |
| * **TOU** | 12 |
| **Swift** | 13 | **Def** | 15/15/13/12/12/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 3 | | 5-7 | 3 | | 8-9 | 3 | | 10-12 | 3 | |
| **Perc** | 13 |
| **Hits** | 32 |
| **Init** | +1 |
| **Move** | 7 |
| * **Flight** | 13 |

**Special Abilities**

The avatar has the same abilities as his lesser cousin as well as some additional powers.

Rallying Cry: Once per combat, the avatar can bolster his allies’ resolve, returning 1d3 hit points of non-wound damage to them.

Shield Bash: Avatars carry a round shield and can bash with them for 2d6. If they take a -3 to both rolls, they can attack with both their sword and their shield in the same round.

##### **Avatar (Greater)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 18 | **Atk** | Sword: 17, 2d10  Shield: 17, 1d8+1d6 |
| * **TOU** | 15 |
| **Swift** | 13 | **Def** | 17/17/14/14/14/11 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 13 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 7 |
| * **Flight** | 13 |

**Special Abilities**

The avatar has the same abilities as his lesser cousin as well as some additional powers.

Hand of the Just: Greater Avatars have the rune Hand of the Just with a casting skill of 14-20.

### Bats

Bostonia is home to dozens of types of bat, most of them perfectly harmless. However, since the ruin, many monstrous species of bat have been found, several of which pose a threat to adventurers.

##### **Doom Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 13, 2d8  2x Wing Swipe: 13, 2d6 |
| **Swift** | 13 | **Def** | 12/10 (+3 flying) |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 5 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 34 |
| **Init** | +1 |
| **Move** | 3 |
| * **Flight** | 15 |

**Special Abilities**

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

Sonic Attack: Once each day, a doom bat can produce a powerful wave of sonic energy. This wave starts in the 3 hexes in front of the bat and extends 4 hexes forward. Anyone in the area of effect must make a TOU save vs. DL 12 or take 2d6 penetrating damage and be stunned for 1d3 combat rounds. Doom bats can use their sonic attack at any time during a round, including in the middle of a full move. A bat will often swoop through a group, stunning as many as possible before attacking.

Wing Swipe: Doom bats may swipe their wings at opponents in the two flanking hexes in addition to their normal bite attack. These two extra attacks are performed at the doom bat’s attack score of 13, do 2d6 damage and knock their targets prone if they hit (STR, AGI 13).

**Description**

Doom bats are 4 foot long bats that dwell in high mountain caves. In the early evening, they leave their caves to hunt. They can be found in temperate hills and forests all through the spring, summer and fall months.

They generally use their sonic attack to hunt small game, stunning them and eating them in a single swoop. Occasionally, they will hunt larger game, but will generally leave humans alone unless cornered.

##### **Realm Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 15, 2d10  Swoop: 13, 2d10 |
| **Swift** | 18 | **Def** | 14/12/10 (+3 flying) |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 3 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 38 |
| **Init** | +2 |
| **Move** | 3 |
| * **Flight** | 15 |

**Special Abilities**

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

Swoop: Realm Bats can attack mid-flight, buffeting or biting opponents as they fly by. Swooping creatures can attack at any point during a full move.

**Description**

Realm Bats are giant, flying predators that plague mountain areas. They hunt at night, in packs of 3-6, picking off farm animals, or travelers. They are fearless hunters that strike fear into even the most seasoned veterans.

They generally use their swoop attack to avoid melee and keep to the air, smashing and biting at prey as they zip in and out of range.

##### **Swamp Bat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | -5 | **Atk** | Bite: 7, 1d4+1  Drain: 1d3 |
| **Swift** | 15 | **Def** | 15 (+3 flying) |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 13 |
| **Init** | +1 |
| **Move** | 2 |
| * **Flight** | 9 |

**Special Abilities**

Blood Sucking: When a swamp bat hits an opponent and penetrates his armor, it latches onto the victim and automatically hits for 1d3 points of damage each round thereafter.

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded. Loud noises may “blind” them however. Any spell or effect that causes deafness will blind a creature that relies on sonar.

**Description**

Swamp bats are small bats that frequent the warmer southern swamps of Bostonia. They attack in small swarms numbering 10 or so. Generally, they feed on small animals, or on the backs of larger ones. This includes humans that they may come across. They will latch onto the back of their prey, suck blood until they are satiated (2-4 rounds worth), then fly away.

### Boars

Boars are large, wild swine that live in the woods of Bostonia. They eat fungus and grubs, and keep away from humans unless provoked. Provocation to a boar generally means getting too close, so attacks are frequent. Boars are hunted for their meat and for their tusks and for the thrill of hunting such dangerous game.

**Boar (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Gore: 13, 1d8+1d6  Trample: 13, 2d8+1d6 |
| **Swift** | 10 | **Def** | 12/9/9/6 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 8 |

**Boar (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Gore: 16, 1d12+1d6  Trample: 16, 2d12+1d6 |
| **Swift** | 10 | **Def** | 12/9/9/6 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 8 |
| **Hits** | 54 |
| **Init** | +1 |
| **Move** | 9 |

###### **Special Abilities**

Adrenal Rush: Boars have the advantage adrenal rush which gives them a +1 INI, +2 Attack, -1 Defense and +4 Damage when they are knocked to 50% of their hit points. In addition, boars do not roll for unconsciousness when they reach 50% of their hit points.

Knock Down: A blow to the chest that does 3 or more points of damage knocks the target down on a 4/12. A blow to the legs that does 3 or more points of damage knocks the target down on a 6/12.

Trample: A boar may trample a prone character. This attack can come at any time during a full move, and cannot be parried (but can be dodged). If it is successful, the trample does an extra die of damage.

Large: 2d8+1d6 trample damage

Giant: 2d12+1d6 trample damage

**Description**

The boar specimens presented here are wild and aggressive. They attack their opponent in an attempt to knock him off his feet, at which time they unleash their devastating trample attack.

The giant boar comes up to a man’s chest and is extremely dangerous, as anyone knocked prone is often incapacitated the round after.

### Bugs

This category includes beetles, centipedes and flies ranging from uncomfortably large to “Why the heck do you keep dumping alchemical waste into your sewers?”

**Acid Beetle**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 7 | **Atk** | Bite: 10, 2d6  Spit: 12, Special |
| * **TOU** | 10 | **Def** | 11/9/7/6 |
| **Swift** | 12 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 2 | | 5-7 | 4 | | 8-9 | 1 | | 10-12 | 2 | |
| **Ment** | -5 |
| **Perc** | 20 |
| **Hits** | 28 |
| **Init** | 0 |
| **Move** | 5 |

###### **Special Abilities**

Acid Spittle: This creature can spit a powerful acid up to 4 hexes away. When attacking with acid, the creature has an attack skill of 12. This acid does 1d4 points of damage to bare flesh each combat round for 10 rounds, or until it is washed off with alcohol.

If the acid hits armor, it burns a hole in it, doing a point of damage each round until it matches the durability of the armor piece. Once it matches the armor’s durability, it starts burning the flesh of the victim for 1d4 damage each round. The effect lasts 10 rounds total.

A hit in the head has a 50% chance of splashing in the eyes. In that case, the character will be blinded for 1d6 hours, and at the end of that time, will have to make a TOU roll vs. DL 17 or be blinded until medical or magical help can be sought. If they are blinded, record how much damage was done to the eyes. A physician test vs. DL 17 can restore eyesight to the afflicted character, or any magical healing that can fully heal the damaged eyes in one attempt.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Vulnerability: This creature’s eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature’s eyes have 0 armor value. This location can be targeted with a called shot (at a -4 penalty).

Spider Walk: Like most insects, the giant centipede can walk on walls and ceilings.

###### **Description**

This is a large beetle, about 2 feet long. It is brightly colored with a green or blue shell. When provoked, it can spit a powerful acid.

**Beetle (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 11, 1d8+1d6 |
| * **TOU** | 15 | **Def** | 11/9/7/6 |
| **Swift** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 3 | | 5-7 | 5 | | 8-9 | 1 | | 10-12 | 3 | |
| **Ment** | -5 |
| **Perc** | 20 |
| **Hits** | 38 |
| **Init** | 0 |
| **Move** | 6 |

**Beetle (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 14, 2d10 |
| * **TOU** | 27 | **Def** | 13/11/10/8/7 |
| **Swift** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 4 | | 5-7 | 5 | | 8-9 | 3 | | 10-12 | 4 | |
| **Ment** | -5 |
| **Perc** | 18 |
| **Hits** | 62 |
| **Init** | -1 |
| **Move** | 8 |

**Beetle (Monstrous)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Bite: 14, 2d12 |
| * **TOU** | 40 | **Def** | 13/11/10/8/7 |
| **Swift** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6 | | 2-4 | 4 | | 5-7 | 6 | | 8-9 | 4 | | 10-12 | 4 | |
| **Ment** | -5 |
| **Perc** | 15 |
| **Hits** | 88 |
| **Init** | -2 |
| **Move** | 10 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Spider Walk: Like most insects, beetles can walk on walls and ceilings.

Vulnerability: This creature’s eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature’s eyes have 0 armor value. This location can be targeted with a called shot (at a -4 penalty).

###### **Description**

These huge, armored beetles can be found in desolate rocky locales, or in dark, dank holes. They occasionally find their way into civilized lands, making burrows near isolated farmsteads and feeding on livestock. Giant beetles range in size from 3 feet to 10 feet long. Their huge mandibles are as sharp as swords and do as much damage.

##### **Centipede (LARGE)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 7, 2d4, poison |
| **Swift** | 25 | **Def** | 13/11/9 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 0 | | 10-12 | 2 | |
| **Perc** | 5 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 7 |

##### **Centipede (GIANT)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 10, 2d6, poison |
| **Swift** | 25 | **Def** | 13/11/9 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 0 | | 10-12 | 2 | |
| **Perc** | 5 |
| **Hits** | 24 |
| **Init** | +4 |
| **Move** | 8 |

**Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Poison: The bite of the giant centipede injects a mild poison. The victim must make a TOU test. If they fail, they lose hit points and STR. If they succeed in the test, they take 1 hit point of extra damage, but suffer no other effects.

* Large Centipede: TOU 10, Lose 1d3 hits and 1 STR
* Giant Centipede: TOU 13, Lose 1d4 hits and 1d3 STR

Lost point of STR return at a rate of 1/day.

Spider Walk: Like most insects, the giant centipede can walk on walls and ceilings.

**Fiddler**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 8, 2d4  Song: Special |
| **Swift** | 5 | **Def** | 9 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 3 | | 2-4 | 3 | | 5-7 | 3 | | 8-9 | 1 | | 10-12 | 3 | |
| **Perc** | 10 |
| * **Hear** | 25 |
| **Hits** | 15 |
| **Init** | -2 |
| **Move** | 4 |

###### **Special Abilities**

Deadly Violinist: The fiddler bug takes strands of webbing and rubs its legs against it, making a hideous screeching noise. This noise has several effects.

First, any mages that can hear the noise have a –4 to their magic skill rolls when casting spells. The screech makes it hard to concentrate enough to cast spells. Second, all characters hearing the screeching must make an INT save vs. DL 16 or be confused for 1d4 rounds and behave in a random fashion. Roll a 1d12 to determine the action of a confused character.

|  |  |
| --- | --- |
| **Roll** | **Action** |
| 1-2 | Move a full move in a random direction, heedless of danger or obstacles in his path. (50% chance to drop anything he is holding.) |
| 3-6 | Stand motionless and in pain due to the terrible noise. (50% chance to drop anything he is holding.) |
| 7-8 | The confused character will attack the nearest creature to him, hoping that will stop the noise. |
| 9-11 | Move a full move toward the fiddler bugs, entranced by the noise. (50% chance to drop anything he is holding.) |
| 12 | Act normally this round and immediately get a new save (INT 16). |

Once the duration of the confusion has worn off, the character can save again, success means they are immune to the screeching for the rest of the day. Failure means reverting to the confused state for 1d4 rounds.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Spider Walk: Like most insects, fiddler bug can walk on walls and ceilings.

**Description**

Fiddler bugs look a lot like a ladybug about 1 foot in diameter. They have spinnerets like a spider and use them to create strands of webbing. The webbing is rubbed by the creature to create its deadly screech. Fiddlers tend to live in groups of 3-6. Often their lairs contain pits, pools, bridges and other dangerous terrain. They hunt by screeching from a distance, waiting until their prey is scattered, confused, injured from infighting or falling into a pit. When this happens, all the bugs will move to attack a single lone target.

##### **Gazzle Fly**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Sting: 18, 2d4, poison |
| **Swift** | 25 | **Def** | 19/18/18/15/12 |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 0 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 15 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 4 |
| * **Flight** | 15 |

###### **Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Poison: The sting of the gazzle fly injects a paralytic poison. The victim must make a TOU test vs. DL 13 or else lose 2d3 from his DEX, AGI and SPD scores. The effects of stings are cumulative and if any of the stats fall to zero, the character is paralyzed for 1d3 hours.

Spider Walk: Like most insects, the gazzle fly can walk on walls and ceilings.

###### **Description**

Gazzle flies are 3' long dragonflies that dwell in the many marshes and coastlands of Bostonia. They hunt singly or with a mate. Usually, they will leave humans alone, preferring to take down animals. However, they will attack humans close to their nests. They are sought after for their wings, which are used in various alchemical experiments.

##### **Mosquito (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 17, 1d4 Pierce(8)  Drain: 1d6 |
| **Swift** | 22 | **Def** | 17/16/16/14/12\* |
| **Ment** | -5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 0 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 12 |
| **Hits** | 8 |
| **Init** | +3 |
| **Move** | 3 |
| * **Flight** | 11 |

###### **Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Proboscis: Once this creature hits a target, it latches on and starts to feed, doing 1d6 hit points of damage each round until it is driven off, or killed. When feeding, the creature’s defense is 12.

Spider Walk: Like most insects, the giant mosquito can walk on walls and ceilings.

**Description**

These 1.5’ long mosquitoes are found in swamps to the south and on some of the southern islands. They usually travel in swarms of 5-10, moving from feeding ground to feeding ground. Goblins hunt and kill them for their proboscis, which can be filled with poison and used as blowgun darts.

### Demonspawn

In Bostonian lore, there are only five true demons. These fearsome creatures are exiled and are no longer able to walk the earth. However, they continue to serve their evil purposes by testing humanity and turning them from the light.

When the demons do need to exert their power on humanity, they do so by sending their minions, the demonspawn, into our world.

##### **Enforcer**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Claw: 20, 2d10 |
| **Swift** | 13 | **Def** | 18/17/15/14/12 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| **Hits** | 52 |
| **Init** | +1 |
| **Move** | 8 |

###### **Special Abilities**

Cleave: Enforcers have the cleave talent.

Enhanced Demonic Weapon Immunity: Enforcers are demons and as such take reduced damage from mundane attacks. Enforcers take no damage from non-magical, non-silver attacks.

Fighting Mastery: Once per session, an enforcer can reroll any single die roll pertaining to combat.

Infiltrator: Enforcers can take the form of anyone they have seen. They do this unerringly, with no chance to discover the deception. In addition, they have a special form of telepathy that allows them to read the minds of those around them so that they anticipate what is expected of their duplicated form, completing the deception. They can change forms at will, but doing so takes a couple combat rounds.

Stretching: Enforcers have malleable bodies. They can grow and shrink from ½x to 2x human size. In addition, They can stretch their limbs up to 5 hexes and attack from that distance.

###### **Description**

Enforcers are powerful demons used to track down and defeat enemies of demon kind. They use their unique abilities to gain access to their target, usually by killing someone close to the target and assuming his identity. Then, when the moment is right, they strike with deadly skill.

##### **Imp**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Fist: 12, 1d8+1d6 |
| **Swift** | 13 | **Def** | 12/9/6 |
| **Ment** | 12 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6 | | 2-4 | 6 | | 5-7 | 6 | | 8-9 | 6 | | 10-12 | 6 | |
| **Perc** | 10 |
| **Hits** | 26 |
| **Init** | +1 |
| **Move** | 6 |

###### **Special Abilities**

Demonic Weapon Immunity: Imps are demons and as such take reduced damage from mundane attacks. Imps take ½ damage from non-magical, non-silver attacks.

Earth Walking: In addition, they have the ability to "sink" into stone and earth, passing through it as though it were air. They can do this at will, and often do so to escape combat. They cannot be carrying anything with them as they do this, however.

###### **Description**

Imps are 3.5 - 4 feet tall, gray creatures that resemble the gargoyles of gothic architecture. They are very minor demons and often do the dirty work for an evil mage, or a beast higher up in the demonic hierarchy.

##### **Sinister Eye**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Zap: 9, 2d6 or paralyze |
| **Swift** | 18 | **Def** | 15 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 5 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +3 |
| **Move** | 7 |

###### **Special Abilities**

Demonic Weapon Immunity: Eyes are demons and as such take reduced damage from mundane attacks. Eyes take ½ damage from non-magical, non-silver attacks.

Fire Bolt: Sinister eyes shoot a bolt of fire as their main attack. The fire does 2d6 points of damage if it hits.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Paralysis Ray: Sinister eyes can fire a beam of white light that if it hits, requires the target to make a TOU save vs. DL 10 or be paralyzed for one hour.

Spider Walk: Sinister eyes can walk on walls and ceilings.

###### **Description**

Sinister eyes are watchers for their demonic masters. They are often sent in large numbers to track down intruders and capture them. They are eyeballs about 1 foot in diameter with 6 insect-like metal legs.

##### **Unkillable**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Any: 16, 2d8+special |
| * **TOU** | 26 |
| **Swift** | 15 | **Def** | 15/12/11 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 21 |
| **Perc** | 10 |
| **Hits** | 60 |
| **Init** | +1 |
| **Move** | 7 |

**Special Abilities**

Regeneration: The unkillable regenerates 2d4 hit points each combat round. The only way to permanently destroy it is to submerge it in water. An unkillable submerged in water takes 2d10 penetrating damage each round until it is destroyed.

Unkillable: Unkillable do not suffer any ill effects from wounds. Instead, if they take 10 or more points of damage in one blow, they suffer an effect that looks like a wound. An arm might sever; an eye put out; a belly cut open, exposing slimy entrails.

This does not slow the creature down however. On the contrary, the unkillable can animate its disembodied parts and use them to attack his opponents. Each such “wound” gives the unkillable another attack each round. Severed arms will grab at legs, crawl up character’s clothing and go for the neck. Entrails will grasp and spit acid. Jutting pieces of bone will fly at characters. Eyes will float and generally annoy opponents. The GM is encouraged to be creative with these attacks.

Description

Unkillable look like misshapen humanoids with powerful, knotted muscles. These creatures are grotesquely twisted and often have limbs that are different sizes, or look broken. Bones stick out of their bruised and battered skin.

### Elementals

Living embodiments of the primal forces, elementals are usually found near rune sites, or at the command of powerful mages.

##### **Earthen Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 12, 2d6 |
| * **TOU** | 10 |  |  |
| **Swift** | 13 | **Def** | 13/12/10/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 17 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 8 |

###### **Special Abilities**

Body of Earth: Earthen wolves are made of earth. Blunt weapons do no damage. Piercing weapons do ½ damage. Cutting and slashing weapons do full damage.

Earth Walk: Earthen wolves burrow into the earth and tunnel to move. They may disengage without suffering a free attack.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Vines: Earthen wolves can create tendrils of vines that grab and drag opponents to the ground. The vines can extend 3 hexes and require a save to avoid (AGI 13). If the victim fails their save, they are entangled and dragged to the ground (STR 13 to escape).

###### **Description**

The earthen wolf is a minor earth elemental. It looks like a wolf made of branches, mud and leaves as opposed to flesh and muscle. Its favorite mode of attack is to subdue its target with vines before snapping at its exposed throat.

##### **Firebird**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Claw: 13, 2d8 Ignite(4) |
| **Swift** | 17 | **Def** | 14/11/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 24 |
| **Init** | +3 |
| **Move** | 0 |
| * **Flight** | 17 |

###### **Special Abilities**

Body of Fire: Firebirds are made of elemental flame. They take ½ damage from non-magical attacks. However, they take 2x damage from all water and ice-based attacks. In addition, normal water damages them for 2d6 hit points for each water skin or bucket thrown on them.

Nimble Flyer: Nimble flyers get +3 to their defenses when flying.

Not Alive: Firebirds take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Swoop: Firebirds can attack mid-flight, buffeting or clawing opponents as they fly by. Swooping creatures can attack at any point during a full move.

###### **Description**

Firebirds are small fire elementals that are shaped like large hawks.

##### **Fire Elemental (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bolt: 13, 2d8 Ignite(4) |
| **Swift** | 20 | **Def** | 15 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 8 |
| **Hits** | 18 |
| **Init** | +4 |
| **Move** | 10 |

##### **Fire Elemental**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bolt: 15, 2d10 Ignite(6) |
| * **TOU** | 12 |  |  |
| **Swift** | 20 | **Def** | 15 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 8 |
| **Hits** | 32 |
| **Init** | +4 |
| **Move** | 12 |

###### **Special Abilities**

Body of Fire: Firebirds are made of elemental flame. They take ½ damage from non-magical attacks. However, they take 2x damage from all water and ice-based attacks. In addition, normal water damages them for 2d6 hit points for each water skin or bucket thrown on them.

Fire Aura: Anyone standing adjacent to a fire elemental takes penetrating fire damage each round.

Lesser Fire Elemental: 1d6 damage/round

Fire Elemental: 2d4 damage/round

Fire Bolt: Fire elementals can shoot bolts of fire from their bodies up to 30 hexes.

Fire Immunity: Fire elementals are immune to all fire and heat damage.

Melting Aura: Anytime a non-magical weapon strikes a fire elemental, roll 1d6. If you roll greater than the weapon’s durability, the weapon melts or burns and is destroyed.

###### **Description**

Fire elementals look like large flames that burn with no fuel and move and leap without any breeze. Close inspection reveals the faint outline of a face in the dancing flames.

##### **Water Elemental (Lesser)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Slam: 12, 1d6+1d8  Grab: 12 |
| **Swift** | 17 | **Def** | 15/13 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 24 |
| **Init** | +2 |
| **Move** | 0 |
| * **Swim** | 12 |

##### **Water Elemental**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Slam: 16, 2d8+2  Grab: 16 |
| **Swift** | 15 | **Def** | 15/13 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 0 |
| * **Swim** | 13 |

###### **Special Abilities**

Body of Water: Water elementals are made of water and thus weapons that do not create a lot of splash do not affect them as much. Piercing weapons, and most missile weapons do ¼ damage. Edged weapons do ½ damage. Blunt weapons do full damage. In addition, water elementals are not affected by fire or water based attacks.

Drowning Attack: If the elemental hits a character in the head, the character takes extra damage from swallowing water. This damage cannot cause a wound.

Lesser Water Elemental: 1d6 damage

Water Elemental: 1d8 damage

Grab Attack: Minor water elementals generally try to grab an opponent and drag him underwater. This is a normal attack. If the elemental hits, the victim must make a STR test to keep from being dragged underwater. Each round underwater, the victim takes 1d6 damage (no armor) and can break from the elemental’s grip by succeeding in the STR test. The elemental can hold one character underwater while he makes his normal attacks.

Lesser Water Elemental: STR 14 to break out

Water Elemental: STR 22 to break out

Invisible in Water: Water elementals are invisible in water when they are not attacking. When they attack, they rise out of the water and can be seen as a watery pseudopod.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Regeneration: If a water elemental is near a sufficient quantity of water (a pool, well, lake or sea), it will regenerate each round.

Lesser Water Elemental: 1d6 hit points/round

Water Elemental: 1d8 hit points/round

###### **Description**

Water elementals are invisible as they lurk in magical pools or lakes. When they attack, they rise out of the water like serpents, or waves and crash down on opponents.

### Giants and Trolls

Giants and trolls are powerful humanoids who through magic or mutation have grown to enormous size and strength.

Every giant and troll is unique and these stat blocks are presented here as a guide. The GM should feel free to make unique giants and trolls to suit his party and the adventure.

##### **Fire Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 30 | **Atk** | Fire Bolt: 15, 2d10  Sword: 14, 2d12+1d6 |
| **Swift** | 13 |
| **Ment** | 12 | **Def** | 13/11/10/8 |
| * **SPI** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 8 |
| **Hits** | 68 |
| **Init** | +1 |
| **Move** | 10 |

###### **Special Abilities**

Fire Bolt: Fire giants can cast fire bolts from their hands in lieu of their normal attack. Such bolts have a range of 20 hexes (5/10/15/20), and do 2d10 points of damage.

Fire Control: Fire giants can control normal fires around them, making them burn brighter and hotter, or shrinking them to nothing. A flame so controlled can spark and “jump” from flammable item to flammable item, moving up to 2 hexes each combat round.

Fire Immunity: Fire giants are immune to normal fire and get a +6 to any saves dealing with fire spells. In addition, any effects from fire spells that do affect the giant are reduced by 3 points/die.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Spell Caster: Some fire giants are spell casters and have runes in addition to their natural powers. Fire Winder is an obvious choice, but any fiery rune will do. They are often 3rd circle with a level of about 18-20.

###### **Description**

Fire giants are bronze-skinned titans standing over 12’ tall. Smoke and steam continuously rise from their heads and shoulders. They are imbued with elemental energy and have control over any flames near them. They are often found near ancient sites dealing with fire. It is not known whether this species occurs naturally, or through some elemental summoning magic.

##### **Ice Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 24 | **Atk** | Ice Shards: 15, 2d8  Spear: 13, 1d12+1d10 |
| * **TOU** | 30 |
| **Swift** | 10 |
| **Ment** | 13 | **Def** | 12/10/9 |
| * **SPI** | 17 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6\* | | 2-4 | 6\* | | 5-7 | 6\* | | 8-9 | 6\* | | 10-12 | 6\* | |
| **Perc** | 10 |
| **Hits** | 68 |
| **Init** | 0 |
| **Move** | 8 |

###### **Special Abilities**

Ice Armor: Ice giants cover themselves in a coating of icy armor. This armor is reduced by one point every time it is hit. The giant can replenish this armor once a combat by using a full action.

Ice Immunity: Ice giants are immune to normal cold and get a +6 to any saves dealing with cold/ice spells. In addition, any effects from cold/ice spells that do affect the giant are reduced by 3 points/die.

Ice Shards: Ice giants can cast ice shards from their hands in lieu of their normal attack. This attack has a range of 30 hexes (5/12/20/30), and does 2d8 points of damage. Once per combat, they may use this power to fire at three targets at once.

Ice Wall: 3 times/day an ice giant may create a wall of ice as per the spell in the Blizzard Rune.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Spell Caster: Some fire giants are spell casters and have runes in addition to their natural powers. The Blizzard is an obvious choice, but any cold or wind rune will do. They are often 3rd circle with a level of about 18-20.

Summon: Once per combat, an ice giant can summon a winter wolf to its defense.

Winter Walk: Ice giants leave a 10 hex wide trail of frost behind them as they travel, blanketing the earth behind them in snow and ice as though a heavy winter storm had recently passed through the affected area. This leaves anywhere from a few inches to a foot of snow on the ground, and gives fire mages in the area a –1 to all magic skill tests.

###### **Description**

Frost giants are albino giants standing over 12’ tall. Their hair and beards are always tinged in frost and snow and ice are created wherever they walk, causing their path to look like the dead of winter even on the warmest of summer days.

##### **Stone Giant**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 35 | **Atk** | Fist: 11, 2d12  Slam: 2d10 |
| * **TOU** | 40 |
| **Swift** | 5 |
| **Ment** | 13 | **Def** | 11 |
| **Perc** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 10 | | 2-4 | 10 | | 5-7 | 10 | | 8-9 | 10 | | 10-12 | 10 | |
| **Hits** | 88 |
| **Init** | -2 |
| **Move** | 7 |

###### **Special Abilities**

Earth Walk: Stone giants burrow into the earth and tunnel to move. They may disengage without suffering a free attack.

Massive Attack: A giant’s attack is so large and powerful, that all parries are at a –3. However, dodges are at a +2.

Mud: A stone giant can make all the ground within 3 hexes of him the consistency of thick mud. Movement in this zone is halved and characters without free action have their attacks and defenses reduced by 1.

Slam: A stone giant can slam the ground around it, hitting everyone adjacent for 2d10 and knocking them prone (STR, AGI 18). They may perform this attack after a full earth walk, erupting from the ground with amazing force.

Summon: Once per combat, a stone giant can summon 1d3 earthen wolves to its defense.

**Description**

Stone giants are massive, 20 foot tall, humanoid mounds of earth. Their rocky skin makes them extremely hard to damage and their attacks, though ponderous, can hit a large area. This, coupled with the fact that they are never more than a shout away from summoning allies, makes them very dangerous foes.

##### **Rock Troll**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 25 | **Atk** | Club: 13, 2d10  Throw Rock: 15, 2d10 |
| **Swift** | 3 |
| **Ment** | 5 |
| **Perc** | 5 | **Def** | 13/11/10/8 |
| **Hits** | 58 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 5 | | 2-4 | 5 | | 5-7 | 5 | | 8-9 | 5 | | 10-12 | 5 | |
| **Init** | -3 |
| **Move** | 5 |

##### **Troll**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Club: 13, 2d10 |
| **Swift** | 5 |
| **Ment** | 5 |
| **Perc** | 5 | **Def** | 13/11/10/8 |
| **Hits** | 54 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Init** | -1 |
| **Move** | 6 |

**Description**

Trolls (also called ogres or half-giants) are large (8’ tall) humanoids that are often found near the ruins of ancient sites (though no one knows why). They can also be found in barren hills and crags. Most are solitary and are not afraid to drive intruders out of their territory by force.

### Goblins

Goblins are primitive, tribal humanoids that are found in every Bostonian environment. Though some have adapted to presence of humans, and have even integrated into Bostonian society, most goblins have retreated away from civilization and have taken their tribes deeper into the wilderness.

##### **Goblin Runt**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 9 | **Atk** | Club: 8, 2d6 |
| **Swift** | 13 |
| **Ment** | 10 | **Def** | 10/9/7 |
| **Perc** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Hits** | 26 |
| **Init** | 0 |
| **Move** | 6 |

##### **Goblin Grunt**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Sword: 10, 1d8+1d6 |
| * **TOU** | 12 |
| **Swift** | 13 | **Def** | 11/10/8/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| **Hits** | 32 |
| **Init** | 0 |
| **Move** | 6 |

##### **Goblin Warrior**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Axe: 13, 1d10+1d8 |
| * **TOU** | 17 |
| **Swift** | 13 | **Def** | 14/12/11/9/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 42 |
| **Init** | +1 |
| **Move** | 6 |

##### **Goblin Champion**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Axe: 16, 1d10+1d8 |
| * **TOU** | 19 |
| **Swift** | 15 | **Def** | 15/13/12/10 |
| **Ment** | 11 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 13 |
| **Hits** | 46 |
| **Init** | +2 |
| **Move** | 7 |

##### **Goblin Shaman**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Staff: 13, 2d6 |
| * **TOU** | 14 |
| **Swift** | 13 | **Def** | 15/13/12/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 15 |
| **Hits** | 36 |
| **Init** | +2 |
| **Move** | 7 |

###### **Special Abilities**

Spell Caster: Goblin Shamans are spell casters with a few ritual spells and often a rune. Suitable runes are Earthsblood, Fire Winder, Marsh Song, The Blizzard, Hand of the Tyrant and Widow Weave. Their spell casting level is up to the GM, but 2nd circle and 13-15 is a good average.

###### **Description**

Goblins are thin, lanky humanoids about 5 ½ - 6 feet tall. However, they are generally hunched over, making them seem much shorter. They have hairless skin ranging from gray and brown to green in color. They have flat heads and bulging eyes. Goblins come in all shapes and sizes and these statistics should be considered a guideline for average Goblins or Goblin warriors.

### Hags

Hags are magical spirits that take on the form of old, decrepit women. They are filled with hatred for humankind and use their substantial magical powers to cause harm and sow discord wherever they can.

##### **Cloaked Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Touch: 11, 2d4 |
| * **TOU** | 13 |
| **Swift** | 17 | **Def** | 19/16/14/12 |
| **Ment** | 23 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 17 |
| **Hits** | 34 |
| **Init** | +3 |
| **Move** | 8 |

###### **Special Abilities**

Curse Aura: Everyone within 10 hexes of a cloaked hag has the *cursed* status.

Innocuous Aura: Cloaked hags look much like oddly-dressed old women and keep the charade up for as long as possible. A perception test (DL 23) is required to notice something is wrong with the kindly old woman.

Luck: Three times per encounter, a cloaked hag can reroll any failed roll as though they had a relevant mastery talent.

Regeneration: A cloaked hag regenerated 2d6 hit points whenever someone in her curse aura rolls a 1 on a d12 roll (initiative, damage, attack, skill check, etc.). In addition, the hag can also regenerate 2d6 hit points by “using” one of her lucky rolls for the night.

Runic Magic: Cloaked hags will typically have bound one or more runes.

Sense Magic: Cloaked hags can sense magic items and runes up to 1000 meters away.

###### **Description**

Cloaked hags look like wizened old women dressed in flowing black robes. They tend to frequent areas with high traffic, so they can be found in towns, taverns and along roads. They try to frequent the same place if possible, or find an excuse to travel with and be near a specific individual or group. They will try to touch their victims. Once contact is made, the hag feeds off of the misfortune and discord that it causes.

##### **Ice Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 13, 2d8+1  Claw: 14, 2d6 |
| * **TOU** | 18 |
| **Swift** | 10 | **Def** | 15/14/12/11 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 42 |
| **Init** | +1 |
| **Move** | 6 |

###### **Special Abilities**

Blizzard: Once each day, an ice hag can cause a blizzard within a 10 hex radius of her for 6 rounds. Everyone in the blizzard will be *chilled* unless they save (TOU 15) and take 1d4 penetrating cold damage each round.

Cold Immunity: Ice hags get a +4 to save against cold effects and -1 effect/die.

Frenzied Attack: Ice hags can attack with both their bite and claw attacks in a single round.

Mountain Climber: Ice hags have the climb skill at a level of 21 and never suffer penalties for slippery surfaces or rough terrain.

Regeneration: An ice hag regenerates 1d4 hit point each combat round when she is in a cold climate.

Stunning Blow: Ice hags have the stunning blow talent.

###### **Description**

Ice hags look like naked, crazed, windswept human women… except for the bluish tint to their skin, the wicked claws, the razor sharp teeth, and the murder in their eyes.

##### **Sea Hag**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Claw: 10 (16), 2d8  Kiss: 10 (16), 2d12  Water Jet: 16, 2d6 |
| **Swift** | 10 | **Def** | 12/10/9/7 (+5 in water) |
| * **Water** | 20 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 8 |
| * **Water** | 17 |
| **Hits** | 45 |
| **Init** | 0 |
| **Move** | 5 |
| * **Swim** | 9 |

###### **Special Abilities**

Ink Cloud: Once each day, a sea hag can fire a cloud of ink into the air or water. The cloud expands to a 3 hex radius (6 hexes underwater) and lasts for 2d3 rounds (2d6 underwater). Anyone relying on normal sight will be unable to see through this cloud. The sea hag is immune to her own ink and will use the ink to flee, or attack her opponents from a position of advantage.

Regeneration: A sea hag regenerates 1d4 hit point each combat round when she is underwater.

Summon Sea Serpent: Once each day, a sea hag can summon a giant sea serpent. This creature has the stats of a giant venomous snake, but does not have a poison bite.

Underwater Mastery: Sea hags get bonuses to swiftness, perception, movement, attack and defense when fighting in water.

Underwater Stealth: Underwater, sea hags have the equivalent of an 18 stealth skill.

Water Jet: Instead of taking their normal attack, hags can create a powerful jet of water and shoot it at opponents. The jet hits one creature and the hag has a 16 attack skill with it. If it hits, the target takes 2d6 points of damage and is bowled over, thrown back 2 hexes and knocked down (underwater, they aren’t knocked down, but still need to take a ½ phase to right themselves).

Watery Kiss: If a sea hag can grab her opponent and kiss them, the target will have to make a SPI save vs. DL 12 or take 2d12 penetrating drowning damage. Damage taken from drowning cannot cause a wound, but anyone reduced below an unconsciousness threshold does not get to save; they will fall unconscious.

###### **Description**

Sea hags are sea creatures that take the form of hunched and twisted hags. They frequent undersea grottos, coves and caves, but can sometimes be found on beaches or islands. Hags are slow and ungainly on land, but in the water, they are fast, graceful and dangerous.

**Miscellaneous Menaces**

There are a few creatures that fall under no category, but are interesting enough to include in this list.

##### **Gaunt (Fledgling)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Claw: 10, 2d6  Grab: 10, STR 13  Swoop: 12, 2d6 |
| * **Grasp** | 13 |
| **Swift** | 10 | **Def** | 10/8/6 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Sight** | 15 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 5 |
| * **Fly** | 11 |

##### **Gaunt (Adult)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 12, 2d8  Grab: 12, STR 18  Swoop: 14, 2d8 |
| * **Grasp** | 18 |
| **Swift** | 10 | **Def** | 12/10/8 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 3 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Sight** | 18 |
| **Hits** | 34 |
| **Init** | +1 |
| **Move** | 6 |
| * **Fly** | 13 |

##### **Gaunt (Greater)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Claw: 14, 1d8+1d10  Grab: 12, STR 20  Swoop: 16, 1d8+1d10 |
| * **Grasp** | 20 |
| **Swift** | 10 | **Def** | 14/13/11 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Sight** | 20 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 6 |
| * **Fly** | 15 |

###### **Special Abilities**

Grab and Head Smash: Gaunt often attempt to grab characters. They will do this on a swoop attack, or when standing next to a victim. The grab is a regular attack that does no damage. Instead, the grab will envelop the victim in the gaunt’s wings, pinning the victim’s arms. Once grabbed, the gaunt will pound at its prey’s head, automatically hitting that location, until the victim is dead or unconscious. Breaking a grab requires a STR test.

* Fledgling: STR 13
* Adult: STR: 18
* Greater: STR: 20

Swoop Attack: Gaunt swoop and either knock down or grab their victims. When they swoop, they get a +2 to attack.

###### **Description**

Gaunt are man-sized beings with powerful wings instead of arms.  They have bird-like beaks with which they strike prey. Gaunt often hunt in small packs. They circle and swoop toward prey, hoping to confuse and overwhelm them. Gaunt have wonderful eyesight and their eyes are often sought for their alchemical properties.

##### **Ghoul**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 13, 1d8+1d6  Bite: 15, 2d8+1 |
| **Swift** | 13 | **Def** | 13/10/9/7 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Smell** | 15 |
| **Hits** | 34 |
| **Init** | 0 |
| **Move** | 6 |

###### **Special Abilities**

Grab Attack: A ghoul can grab an opponent, doing no damage that round. Each round afterward, the ghoul can attack the grabbed opponent with a vicious bite at a +2 attack skill, doing 2d8+1 damage. They attack in this fashion until dislodged, or killed.

Iron Stomach: Ghouls are immune to poison and disease. They can eat almost anything to sustain themselves.

###### **Description**

Ghouls are often thought to be undead creatures. However, they are simply humanoid mutants who emerged from their watery enclaves too early and were changed by the poisoning of the world. They are cannibals that crave human flesh – even rotting flesh – over all other foods.

Ghouls travel in packs of 6-20. They are insane, gaunt creatures with white leathery flesh. They hunt together, acting on instinct and cunning to capture and kill their prey.

##### **Wisp**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | -- |
| **Swift** | 35 | **Def** | 22 |
| **Ment** | 25 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +6 |
| **Move** | 12 |

###### **Special Abilities**

Command: Wisps can cast a spell of command. Victims must make a WIL save vs. DL 15 or succumb to the command “Follow me.” The command lasts for 10 minutes, at which time the victim can attempt to save again. Once a character saves against this spell, he is immune to the wisp’s charm for a day.

Teleport: Once each combat round, wisps can teleport up to 30 hexes, but this takes their entire action.

###### **Description**

Wisps are often seen as small glowing globes. They frequent swamps, tombs and monster lairs. Anywhere there is danger; wisps will hang around waiting for a mortal to stumble nearby. When they do, the wisps will attempt to command the victim, leading them into the danger. As they are killed, the wisps feed off the life force.

If a wisp encounters a lone traveler, he will follow the character, tormenting him and using its command power to lure him to his death. If a wisp meets a group of characters, it will try to command and confuse the group separating them until it can trap a straggler. If a wisp determines that it cannot trap an individual, it teleports to safety.

**Rats**

A scourge common to all of Bostonia, rats dwell anywhere large amounts of waste and garbage can be found.

##### **Plauge Rat**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 13, 2d6+1 |
| **Swift** | 8 | **Def** | 11/10/8 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 6 |

###### **Special Abilities**

Control Rats: Plague rats can control normal and giant rats within 20 hexes of them.

Plague Bite: The bite of a plague rat has a chance of causing Gnawing Fever. A character that is bitten by a plague rat has a 50% chance of *possibly* contracting the disease. A character that might contract the fever can make a TOU or SPI check vs. DL 13 to avoid it. See the section on Diseases for more details.

###### **Description**

Mangy, 4-foot long rats often covered in dung and garbage. Plague rats are found in the sewers and garbage dumps of Bostonia’s cities and towns. Anywhere, they are found, hordes of diseased rats are sure to be found.

##### **Rat (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 8, 2d3 |
| **Swift** | 10 | **Def** | 12/12/9/8 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 10 |
| **Init** | +1 |
| **Move** | 5 |

##### **Rat (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 10, 2d6 |
| **Swift** | 10 | **Def** | 13/12/10/8 |
| **Ment** | 3 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 10 |
| * **Smell** | 16 |
| **Hits** | 24 |
| **Init** | +1 |
| **Move** | 6 |

###### **Description**

This is a particularly large rat, measuring about 2-4 feet long. Alone, it is not particularly dangerous, but giant rats often travel in large swarms numbering 12-24 rats.

### Spiders

Giant spiders are found all over Bostonia, dwelling in caves, or particularly dense, dark patches of forest. Most scholars think that these creatures are the product of magic gone wrong.

##### **Ice Spider**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 14, 2d6, chill |
| **Swift** | 18 | **Def** | 14/13/11 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 6\* | | 2-4 | 6\* | | 5-7 | 6\* | | 8-9 | 6\* | | 10-12 | 6\* | |
| **Perc** | 13 |
| **Hits** | 24 |
| **Init** | +4 |
| **Move** | 9 |

###### **Special Abilities**

Chilling Bite: The bite of an ice spider chills its victim. The target will take a -1 penalty to attack, damage, initiative, skill use and movement until the end of hit next action.

Ice Armor: Ice spiders routinely cover themselves in a thin, but strong coating of ice. This coating gives them great protection, providing 6 value armor on all locations of their body.

Every attack that does damage through the armor degrades it, reducing the armor value by one. Fire attacks protect for a single hit, but then the coating melts away, leaving the ice spider without armor.

Entomb: Once per combat, the ice spider can spew a mass of freezing liquid onto an opponent. The victim must save (AGI, STR 15) or be trapped in a prison of ice. A trapped character can save again in 6 rounds (STR 15) to free himself, or he can be freed by allies if they do 50 points to the prison.

Freezing Aura: Ice spiders exude a bone-chilling cold that extends into all adjacent hexes. Anyone in an affected hex must save (TOU 13) every round, or take 1d4 points of penetrating cold damage.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Spider Walk: Spiders can walk on walls and ceilings.

Weak to Fire: Ice spiders have a -1 to save against fire effects and take +1 effect/die.

Whiteout: Ice spiders have a stealth skill of 18 in snowy regions.

**Description**

Ice spiders roam the frozen lands north of Bostonia as well as the mountain peaks that ring the human lands. They are dangerous predators, using their coloring to hide in the snow and wait for prey to stumble close. When it does, the will charge out and freeze their victim before dragging it back to its lair.

These creatures tend to hunt alone, or in small packs (2-4). Packs of these creatures are extremely dangerous due to their ability to quickly incapacitate large numbers of hapless adventurers before a single blow has been struck.

##### **Puppeteer Spider**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 5 | **Atk** | Bite: 11, 2d4+1  Web: 17, special |
| **Swift** | 13 | **Def** | 15/13/10 |
| **Ment** | 13 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 18 |
| **Hits** | 20 |
| **Init** | +1 |
| **Move** | 9 |
| * **Float** | 9 |

###### **Special Abilities**

Dreaded Puppeteer: Puppeteer spiders have special, super-thin webbing (PER 24 to detect) that they dangle from their abdomens. When the web touches a victim, it enters the skin and interferes with his nervous system.

When hit by the puppeteer’s webbing the victim gets a willpower save (DL 13) to retain control of his mind. He must save each round, with the difficulty increasing by 2 each time, until the spider’s contact is severed, or the victim falls under the spider’s control.

Once the victim succumbs, the spider can control his actions and has access to his skills, languages and magical abilities. The puppeteer also gains knowledge of his puppet’s memories, going back about two days.

Once it exerts control over a victim, the only way to free him is to kill the spider, or cut the invisible webs that allow the spider to maintain his hold.

Gas Bag: Puppeteer spiders can float silently in the air.

Invisible: Puppeteer spiders can become invisible as a full round action. It takes a perception test (DL 24) to see them. They may be detected by their effect on the environment with a perception roll at the GM’s discretion.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Spider Walk: Spiders can walk on walls and ceilings.

**Description**

Puppeteer spiders are intelligent spiders. Though small (1 foot across) and weak in terms of their giant brethren, their ability to mind-control creatures allows them to gain access to food with little danger to themselves.

Many puppeteers roam the wilds, but some are drawn to settlements where their abilities serve as a source of amusement as well as food.

##### **Spider (Large)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 0 | **Atk** | Bite: 14, 2d3, poison |
| **Swift** | 15 | **Def** | 16/14/13/10 |
| **Ment** | 2 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 10 |
| **Init** | +3 |
| **Move** | 7 |

##### **Spider (Giant)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 15, 2d8, poison |
| **Swift** | 15 | **Def** | 14/13/11/10/8 |
| **Ment** | 7 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| **Perc** | 15 |
| **Hits** | 35 |
| **Init** | +2 |
| **Move** | 9 |

##### **Spider (Monstrous)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 23 | **Atk** | Bite: 17, 2d12, poison |
| **Swift** | 10 | **Def** | 14/13/11/10/8 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| **Hits** | 60 |
| **Init** | 0 |
| **Move** | 7 |

###### **Special Abilities**

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Poison: A spider’s bite injects a paralytic poison. If the bite penetrates armor, the victim must roll a TOU save to avoid additional damage and a loss of DEX, SPD and AGI. If any of these stats drops to zero, the victim is paralyzed for 1d6 hours.

Large: TOU 10, 1d6 hits, 1d3+1 stat loss

Giant: TOU 14, 1d8 hits, 2d3 stat loss

Monstrous: TOU 17, 1d12 hits, 2d4+1 stat loss

Once victim recovers from being paralyzed, he will have his full DEX, SPD and AGI.

Spider Walk: Spiders can walk on walls and ceilings.

Web: Spiders can spin a web to trap their prey. A web can be cast up to 8 hexes away and covers an area of one hex. Anyone in the target hex must make an AGI save vs. a DL of 14 or be trapped. Trapped characters may break out with a STR.

Others can help the trapped character escape and each person doing so gives a +1 to the STR roll. However, each helper has a 25% chance to become trapped each round they assist the victim.

Large: STR 12 to break out

Giant: STR 15 to break out

Monstrous: STR 18 to break out

**Description**

The spiders listed here range from between 1-15 feet long. They are able to deliver powerful bites which inject a paralytic poison. The larger spiders sport a malevolent intelligence and will use cunning and trickery to trap their prey.

### Talak

Talak are wild barbarians that dwell in the high reaches of the Teeth Mountains. Tribes of these berserkers are small, consisting of a couple dozen warriors, a witch and possibly a few other stragglers that do not fight, but support the tribe in other ways. They are crazed and fearless warriors, living off the spoils of their raids on Bostonian villages and farms. Talak stand 6-7’ tall and are powerfully built. Male Talak have little or no body hair and often adorn their skin with paint and dye.

Talak witches are said to have mastered powerful rituals that allow flesh to merge with iron and steel. Talak warriors often use this ritual to meld weapons and armor, as well as ornamental pieces to their bodies. Some Talak have spikes jutting from their foreheads, others have armor grafted to their chests and still others have replaced limbs with swords or axes.

Witches are the undisputed leaders of the Talak tribes. They provide the magic and leadership upon which the tribe depends. Witches are shrewd tacticians, understanding how to use the Talak advantages of strength and fearlessness. In addition, they learn magic that allows them to augment their warriors’ strength through melding metal to flesh and summoning the terrifying demon horses the Talak ride into battle.

##### **Talak (Mundane)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 14 | **Atk** | Weapon: 11, 2d8+2 |
| **Swift** | 10 | **Def** | 13/11/10 |
| **Ment** | 10 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 10 |
| **Hits** | 32 |
| **Init** | 0 |
| **Move** | 6 |

##### **Talak (Warrior)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 20 | **Atk** | Weapon: 15, 2d10+2 |
| **Swift** | 10 | **Def** | 16/14/13/11/10 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **WIL** | 15 |
| **Perc** | 10 |
| **Hits** | 48 |
| **Init** | 0 |
| **Move** | 6 |

##### **Talak (Champion)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Weapon: 18, 1d12+1d10+2 |
| **Swift** | 10 | **Def** | 18/16/15/13/12 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **WIL** | 20 |
| **Perc** | 10 |
| **Hits** | 60 |
| **Init** | 0 |
| **Move** | 7 |

###### **Special Abilities**

Body Weaponry: Many Talak have weapons, armor and various metal bits grafted to their bodies. This means they cannot lose the item in questions. More importantly, some of the more outlandish specimens gain special attacks due to their unique body weaponry. For instance, a Talak with spikes in his forehead may gain a special attack when head butting opponents. The exact effects are left up to the creativity of the GM.

Cleave: Warriors and champions have the cleave talent.

Stand Ground: Talak are immune to all fear effects as well as effects that press them, knock them back, or knock them prone.

Strike True: Talak champions have the ability to reroll a grazed wound roll.

Tough: Once per session, Talak warriors and champions can ignore a wound effect. They still take damage, but are not impaired or otherwise affected by a wound.

##### **Talak (Witch)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Weapon: 15, 2d8 |
| **Swift** | 15 | **Def** | 17/15/14/13 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 38 |
| **Init** | +2 |
| **Move** | 7 |

###### **Special Abilities**

Fearless: Talak are immune to all fear effects.

Rally Cry: Talak witches can call out to their tribe and heal them for 1d6 points of damage once a combat.

Runic Magic: Many Talak witches have bound runes. Good candidates are The Blizzard, Fire Winder, Hand of the Tyrant, Third Eye, and Widow Weave. They will have the rune at a level between 14 and 18.

### Undead

The world of Bostonia is haunted by the spirits of the Ancients who died when the gods purged the world with fire. These spirits sometimes enter bodies that have not been properly blessed by priests. Other times, the spirits are coerced into service by unscrupulous wizards wielding forbidden magic.

##### **Necroworm**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 8 | **Atk** | Bite: 16, 2d6+poison |
| **Swift** | 20 | **Def** | 15/13 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 14 |
| **Perc** | 15 |
| **Hits** | 24 |
| **Init** | +3 |
| **Move** | 11 |

###### **Special Abilities**

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Necroworms take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

Poison: Anyone bitten by a Necroworm must make a SPI save vs. DL 13 or the location hit becomes numb. In the case of an arm or a leg, the limb becomes useless. In the case of the head or chest being hit, the victim falls unconscious. The effects last for 10-120 minutes.

###### **Description**

The Necroworm is an undead construct created by a powerful necromancer or demon. It has what looks to be a 8-10' long human spine upon which sets a ribcage and a human skull. It slithers along the ground like a snake and strikes by biting its opponents.

##### **Restless Walker**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 20 | **Atk** | Claw: 14, 1d10+1d8 |
| **Swift** | 5 | **Def** | 13/10/10/7 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| * **SPI** | 17 |
| **Perc** | 10 |
| **Hits** | 50 |
| **Init** | 0 |
| **Move** | 5 |

**Special Abilities**

Fearless: This creature is immune to fear effects.

Restless Dead: Walkers have the terrible power to animate corpses to do their bidding. As they walk, they animate any dead body within 50 meters. Buried bodies will try to dig themselves from their graves. They will succeed unless they are secured in some fashion, or the ground is holy (major consecration).

Undead: Walkers take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

###### **Description**

The walker looks like a particularly well-composed zombie with one minor difference -- his eyes glow with a dim green light. The horrors that he creates also have this glow to their eyes.

##### **Shambling Corpse**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 22 | **Atk** | Smash: 15, 1d12+1d6 |
| **Swift** | 9 | **Def** | 13/10/8 |
| **Ment** | 6 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 19 |
| **Perc** | 10 |
| **Hits** | 52 |
| **Init** | -1 |
| **Move** | 6 |

###### **Special Abilities**

Undead: Shambling Corpses take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage per vial.

No Bones: Shambling Corpses take ½ damage from blunt weapons.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Bleeds Bugs: Each successful hit on the Shambling Corpse by a cutting or piercing weapon causes its skin to split and a horde of bugs pour into the attacker's hex. These bugs move 2 hexes/round and will try to attack by crawling on an opponent.

If they are ever in the same hex as an opponent, the victim must make an AGI save vs. DL 14 or be covered in bugs. The bugs do 2d4 damage on the first round of their attack. On subsequent rounds, the bugs automatically succeed in their attack (no save allowed) and the damage is penetrating.

These bugs can be killed by a large crushing attack (such as rolling a barrel or body over them), or by the application of at least a torches-worth of flame. It takes a full round of crushing or flame will kill one "hex" of bugs.

Crawling Kiss: If the Shambling Corpse hits a character in the head, it has grabbed the head of its victim. This does no damage, but on the next round, bugs pour from the corpse’s hands and into the victim’s nose and mouth, choking him.

The victim of such an attack must make a SPI save vs. DL 12 or die. A successful save still leaves the victim nauseated for 2d4 rounds. During this time, he cannot attack, can only make ½ moves, and can defend at a -2.

###### **Description**

The Shambling Corpse looks like a slightly decomposed corpse. Closer inspection will reveal the ever-crawling skin and a jerky gait reminiscent of a puppet on a string. Beetles and centipedes crawl in and out of the eye sockets, nose, and ears.

##### **Skeleton (Mundane)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Sword: 9, 1d8+ 1d6 |
| **Swift** | 10 | **Def** | 10/9/8/6 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 11 |
| **Perc** | 5 |
| **Hits** | 20 |
| **Init** | 0 |
| **Move** | 6 |

##### **Skeleton (Heroic)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Sword: 14, 1d10+1d8 |
| **Swift** | 13 | **Def** | 14/14/11/11/8 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 2 | | 2-4 | 2 | | 5-7 | 2 | | 8-9 | 2 | | 10-12 | 2 | |
| * **SPI** | 14 |
| **Perc** | 5 |
| **Hits** | 30 |
| **Init** | 0 |
| **Move** | 7 |

###### **Special Abilities**

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Skeletons take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

###### **Description**

These fleshless undead are often called to serve necromancers and evil spirits. Occasionally, sites of great death will cause the dead to rise spontaneously creating a small army of skeletons.

##### **Wraith**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Tentacle: 14, special  Throw: 15, 2d8  Weapon: 14, 1d10+1d6 |
| * **STR** | 20 |
| **Swift** | 20 | **Def** | 16/14/13/11 |
| **Ment** | 20 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| **Perc** | 15 |
| **Hits** | 30 |
| **Init** | +3 |
| **Move** | 10 |

###### **Special Abilities**

Animate Corpse: If the body of the wraith's mortal is still intact, the wraith may animate it. In addition, if the wraith has killed anyone and its body is in the tomb, the wraith can animate these as well. Animated bodies fight like Heroic Skeletons.

Black Tentacles: Wraiths can attack with black tentacles. The tentacles attack at skill 14 and have a strength of 20. If the tentacles grab a character, they are slowly squeezed, taking 1d10 points of damage until they are rendered unconscious. Though the wraith gets only one attack per round with his tentacles, he can grab up to three people and still attack.

The damage taken is magical in nature and is not real. However, a person rendered unconscious by this attack can then be eaten by the wraith and that DOES hurt.

Fear: Any mortal coming within 1" of a wraith must make a WIL save with a DL of 15. Failure means the victim will be paralyzed for 1d3 rounds and once they regain their senses, be so terrified so as to move at least a full move away from the creature as soon as possible.

Feeding Attack: Wraiths attack creatures by enveloping them in the folds of their shadows. This attack does 2d6 penetrating damage, but only to a victim who has been knocked unconscious or is otherwise not struggling.

Immune to Normal Weapons: Wraiths are immune to normal weapons, but can be harmed by magic weapons, spells and holy water, taking 2d6 from each vial poured on them.

Regeneration: Wraiths regenerate while in their tomb, regaining 1d4 hit points each round.

Telekinesis: Wraiths have telekinesis and can control the objects in their tombs. Up to three objects can be thrown this way. Though wraiths will use this power to attack foes, they often use it to sow confusion and fear. With the telekinesis, wraiths can open or close doors, pull curtains down over attackers, move suits of armor, create creaks and footfalls and a host of other "tricks" to lure victims away from their friends.

Undead: Wraiths take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

###### **Description**

Wraiths inhabit dark tombs and dank ancient sites. Their appearance is that of a shadowy cloak through which no light can penetrate. When not in combat, they have no visible limbs or features aside from their glowing red eyes. When aroused, they attack with tentacles that look, feel, and smell of black cloth soaked in blood.

##### **Zombie**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Claw: 11, 2d8 |
| **Swift** | 5 | **Def** | 9/8/6 |
| **Ment** | 0 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 0 | | 2-4 | 0 | | 5-7 | 0 | | 8-9 | 0 | | 10-12 | 0 | |
| * **SPI** | 13 |
| **Perc** | 3 |
| **Hits** | 26 |
| **Init** | -2 |
| **Move** | 5 |

###### **Special Abilities**

Choking Attack: If a zombie hits an opponent in the head, they are considered to have grasped the throat. They will automatically do their damage each round until hit in the arm, or for nine or more points.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Zombies take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Undead also take damage from water blessed by Stratus or Aestra. Such water does 2d6 damage for each vial poured on them.

###### **Description**

A stronger and slower form of undead, Zombies are not dangerous unless they are encountered in large numbers.

### Wolves

Wolves are common in Bostonia. The Bostonian wolf is quick and powerful. Wolves travel in packs and well generally leave humans alone unless provoked or controlled in some way. However, farmsteads on the edge of the wilderness often find their livestock the target of a hungry wolf pack.

##### **Common Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 10 | **Atk** | Bite: 10, 2d6  Leap: 10, special |
| **Swift** | 13 | **Def** | 11/10/9 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| * **Hear, Smell** | 23 |
| **Hits** | 28 |
| **Init** | +1 |
| **Move** | 8 |

**Special Abilities**

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

##### **Dread Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 15 | **Atk** | Bite: 16, 2d8+2  Leap: 15, special |
| **Swift** | 15 | **Def** | 13/11/10 |
| **Ment** | 15 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4 | | 2-4 | 4 | | 5-7 | 4 | | 8-9 | 4 | | 10-12 | 4 | |
| **Perc** | 15 |
| * **Hear, Smell** | 23 |
| **Hits** | 45 |
| **Init** | +2 |
| **Move** | 9 |

**Special Abilities**

Alpha: Dread wolves can control normal wolves in a 200 hex radius and lead unusually large packs when hunting.

Cursed Bite: The dread wolf’s bite *curses* his victim (SPI 13). This curse can only be removed by the blessing of a priest or priestess of the victim’s religion.

Fear Aura: At night, opponents that fail a SPI save vs. DL 13 are *chilled*.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

Night Vision: Dread wolves can see in the dark.

###### **Description**

Dread wolves are huge, intelligent and evil. They are found in the darkest Bostonian forests leading wolf packs that number from a dozen to over a hundred. They have gleaming red eyes, and jet-black coats.

##### **Mountain Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 17 | **Atk** | Bite: 17, 2d10 |
| * **TOU** | 25 |
| **Swift** | 10 | **Def** | 15/12/10/7 |
| **Ment** | 5 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 4/10 | | 2-4 | 4/10 | | 5-7 | 4/10 | | 8-9 | 3/7 | | 10-12 | 4/10 | |
| **Perc** | 10 |
| * **Hear, Smell** | 18 |
| **Hits** | 58 |
| **Init** | 0 |
| **Move** | 9 |

Armor Piercing: The claws of the mountain wolf are said to “see no metal or stone.” Their attacks have Pierce (9) against such armor, cannot be blocked or parried by metal implements.

Blends Into Background: The mountain wolf has a dull gray coat, mottled with brown. In mountainous and hilly terrain, this gives it stealth at a skill level of 14.

Climbing: The claws of the mountain wolf allow them to move on any stone slope as though it were level terrain.

Tough Hide: Mountain wolves have hide that is strong and repels metal. Against metal weapons, use the higher armor values. Against wooden weapons, use the lower armor values.

###### **Description**

Mountain wolves are extremely large (the size of a pony), 6-legged, wolves that dwell in the Teeth Mountains to the west of Bostonia. They are quick, strong and can move through any rocky terrain. Though they often stay in their mountainous hunting grounds, small family groups will occasionally wander into the lower lands and plague towns by killing much of the livestock. Their size, strength and incredible staying power make them one of the most feared beasts in all of Bostonia.

##### **Winter Wolf**

|  |  |  |  |
| --- | --- | --- | --- |
| **Phys** | 13 | **Atk** | Bite: 14, 2d6+2  Leap: 14, special |
| **Swift** | 15 | **Def** | 14/12/11/9 |
| **Ment** | 8 | **Arm** | |  |  | | --- | --- | | **Loc** | **AV** | | 1 | 1 | | 2-4 | 1 | | 5-7 | 1 | | 8-9 | 1 | | 10-12 | 1 | |
| **Perc** | 13 |
| * **Hear, Smell** | 23 |
| **Hits** | 38 |
| **Init** | +1 |
| **Move** | 8 |

###### **Special Abilities**

Blends Into Background: The winter wolf has a white coat, mottled with brown. In icy terrain, this gives it stealth at a skill level of 14.

Go For The Throat: If a wolf attacks a prone opponent, it gets a +1 to hit and +2 damage.

Frost Breath: Once each day, the winter wolf can breathe a cone of frost that is 1 hex wide by 3 hexes long. It does 2d8 damage. Armor will reduce this damage, but if any of it gets through, it *chills* the victim for 2-5 rounds.

Leap: Wolves can leap at their opponents, knocking them to the ground (STR, AGI 12).

###### **Description**

Winter wolves are wolves native to the northern edge of Bostonia. They are very rare, but when encountered it is usually in small packs of 3-6 creatures. They are regular-sized wolves with white, or light gray coats. Their eyes are ice blue and their breath is misty with frost.