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# Witchers and the Witcher’s Bestiary in Mythras

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# Witcher Profession

An itinerant monster-hunter for hire, Witchers are mutated beyond human capability and trained extensively to fulfil their duty.

Created by mages in the distant past when monsters were an ever-present threat, they have since made themselves nearly obsolete by slaying most of the monsters.

Few Witchers remain roaming the roads of the Continent; those that remain are objects of fear and scorn from the general populace, that is until they need the Witcher’s services.

Stories of the emotionless Witchers stealing children and wives from the common folk are rife, though it is also known that they will hold to their duty to slay monsters if they are paid.

## Standard Skills

* Athletics
* Brawn
* Endurance
* Evade
* First Aid
* Perception
* Unarmed
* Willpower
* Combat Style (Witcher) - Longsword, Dagger, Trait: Daredevil

## Professional Skills

* Literacy
* Lore (Witcher Potions)
* Lore (Monsters)
* Navigation
* Survival
* Track
* Witcher Signs

## Monster Expert

A Witcher is schooled extensively in the monsters of the continent, they learn identification, tracking, habits, tactics, and most importantly the weaknesses of monsters.

A Witcher can use Lore (Monsters) to identify a creature visually, at a Formidable level as standard. Every clue they can gather reduces the difficulty by one grade. Clues to identify a monster may include, but are not limited to, things such as;

* Footprints
* Droppings
* Blood
* Feathers/Fur
* Wounds inflicted by the monster
* Attack patterns

If a monster is successfully identified by the Witcher (Tas Rounds, roll per clue found), they may calculate their critical success range in combat based on their Witcher Combat Style plus their Lore (Monsters) skill.

For example, a Witcher with Combat Style 80% and Lore (Monsters) 80% would achieve a critical success on a roll of 0-16 rather than 0-8.

## The Witcher Code

Witchers must take The Witcher Code as one of their Passions.

* Respect legitimate authority, and abide by the rules and customs of the host land
* Act with honour (not cheating, using poisons, nor fighting unarmed opponents, and so forth)
* Help those in need and protect the innocent (with violence as a last resort)

## 

# Witcher Mutations

As a child the prospective Witcher is subjected to a wide variety of often deadly alchemical processes and mutagenic compounds. It is widely believed that Witchers are stripped of human emotion, while this is not true, the rigorous physical and mental training does often leave the Witcher with a detached and untrusting outward personality.

Those who survive are gifted and/or cursed with the following effects:

### Enhanced Eyes

Witchers have fine control over their pupils, allowing them to see in blinding light or near pitch darkness.

Grants the Witcher a modified version of the Night Sight Trait, which allows them to see normally in any level of limited light. The Witcher still requires light to see however, so cannot naturally see in pure darkness.

### Enhanced Smell and Taste

Witchers have enhanced taste/smell, allowing them to identify species of animals and monsters by the taste and scent of their blood.

Grants the Witcher the ability to know the genus of creature from tasting and / or smelling it’s blood.

### Enhanced Hearing

Witchers have enhanced senses of hearing, seemingly enabling them to detect creatures within close distance even when out of sight.

The Witcher makes all hearing-based perception tests at one difficulty rank easier than they would otherwise be.

### Disease Resistance

Witchers have Immunity (Disease).

### Enhanced Strength, Speed, Reflexes and Endurance

Witchers have physical characteristics far beyond even well trained humans. Grants the Witcher enhanced base characteristics and the ability to parry projectiles with regular weaponry.

| **STR** | +2 |
| --- | --- |
| **CON** | +6 |
| **SIZ** | +0 |
| **DEX** | +6 |
| **INT** | +0 |
| **POW** | +4 |
| **CHA** | +0 |

### Magical Potential

Witchers are imbued with magical potential enough to cast simple Signs, though

nowhere near the level of Witches and Mages.

### Accelerated Healing

Witchers are able to recover from wounds that would kill a normal human and heal at a much faster rate.

Grants the Witcher the Enhanced Healing Rate trait, changing the healing rate of wounds as if enhanced at Intensity 1.

### Witcher Meditation

A Witcher learns to control their heart and metabolic rate, through the act of meditation the Witcher can slow them to an almost standstill. The Witcher becomes immune to Life Sense attempts and appears dead. While meditating, the Witcher must remain completely inactive, but remains fully aware of their surroundings.

Attempting to enter Meditation costs 2 magic points and requires the Witcher to roll against their Endurance; failure expends the magic points and does not return them. It takes the Witcher 1d6 combat rounds to fully enter a meditative state.

Exiting Meditation takes 1d10 combat rounds and returns the spent magic points once complete.

### Long Lifespan

Witchers have a lifespan potentially lasting upwards of 400 years, though as of yet, no Witcher has died in his bed.

### Sterility

Witchers are unable to have children.

# Witcher Equipment

## Witcher Medallion

Witcher medallions are magically sensitive artefacts crafted from pure silver, it vibrates in the presence of magic, whether that is spells being cast or magical beings like genies or elementals.

It grants the Witcher the Awareness (Magic) and Awareness (Monster) Mysticism Traits, allowing them to sense magic / monsters within a radius equal to their POW in metres. It cannot gauge specifics, only that the emanation exists and is close by.

## Witcher Weapons

Witcher’s are famous for carrying two swords, with the common lore being that one is for Humans and one is for Monsters. While not strictly true, there is some reasoning behind it, as *some* magical creatures cannot be harmed by a regular steel sword, but there are just as many creatures that are only hurt by iron (or steel) as there are silver.

Most Witchers keep their silver-coated weaponry hidden until needed, many a Witcher has been ambushed by those looking to steal their valuable silver weapons.

In fact, a Witcher’s silver sword is only coated with Silver as a solid silver blade would be impractical and extremely expensive.

| Weapon | Size | Reach | Damage | AP/HP | Combat Effects / Traits |
| --- | --- | --- | --- | --- | --- |
| Steel Longsword | M | L | 1d8 | 6/12 | Bleed, Impale |
| Silver Longsword | M | L | 1d8 | 6/6 | Bleed, Impale |

## Witcher Armour

Witchers tend to favour light to medium armour, reasoning it’s better to avoid a strike than hope plate armour will stop the blow when fighting a monstrously strong creature.

Witcher armour is most commonly leather armour and often studded with silver and/or banded with steel. Head armour is uncommon amongst Witchers, as they wish to avoid impairing their senses.

Common gear for a Witcher is a leather jacket reinforced with steel strips, leather gloves with silver knuckle studs, linen trousers and leather boots reinforced with steel strips.

| Location | Armour | AP | Initiative Penalty |
| --- | --- | --- | --- |
| Head | None | 0 | 0 |
| Arms | Leather | 2 | 2 |
| Chest | Reinforced Leather | 3 | 3 |
| Abdomen | Reinforced Leather | 3 | 3 |
| Legs | Leather | 2 | 2 |

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# Witcher Potions

Witcher Potions are highly toxic, only the extreme mutations Witchers have undergone allow them to survive the effects. Witcher potions are almost always fatal to regular humans, causing them to expire in suitably gruesome fashion.

Witcher Potions often also transform the Witcher’s appearance, discolouring their eyes or causing veins to pulse under their skin.

Witcher Potions do not generally become active immediately, often causing mild discomfort and dizziness until fully active.

## Generic Effects

While the effects of a Witcher Potion are active, treat the effects as if the Repugnance Folk Magic had been cast on the Witcher.

Only a single Witcher Potion can be active at one time, taking another will disrupt the effects of the currently active Potion, immediately apply two levels of fatigue to the Witcher and prevent the effects of any other Witcher Potion becoming active until the combined duration of the two has passed.

The duration of Witcher Potions follows the ‘scene’ rules for Folk Magic.

## Black Blood Potion

When under the effects of the Black Blood Potion, the Witcher’s blood becomes poisonous to those who consume it. The Witcher’s blood turns pure black, causing their flesh to become a disturbing shade of grey and black around areas where the blood shows through, such as fingertips and eyelids.

Black Blood takes 1d3 minutes to become fully active, during which time the Witcher gains two temporary extra levels of Fatigue.

Once fully activated, treat the Witcher’s blood as a Poison with the following attributes:

| Application: | *Consumed* |
| --- | --- |
| Potency: | *90* |
| Onset Time: | *1d3 rounds* |
| Duration: | *1d6+1 hours* |
| Conditions: | *Monstrous victims suffer increasing levels of fatigue for each hour of the duration, immediately starting from their current level of fatigue plus one degree. Disables regenerative effects for the duration.* |
| Antidote/Cure: | *None, other than waiting out the duration.* |

## Cat Potion

When under the effects of the Cat Potion, the Witcher’s already superhuman senses are enhanced magically and their eyes become orbs of pure black.

Cat takes 1d3 minutes to become fully active, during which time the Witcher is subject to intense disorientation as their senses attune to the changes (all skill checks are made at an additional level of difficulty).

The Cat Potion grants the Witcher the Dark Sight Trait, enabling them to see even in pure darkness.

## Golden Oriole Potion

When under the effects of the Golden Oriole Potion, the Witcher increases their already prodigious resistance to poison. The Witcher’s temperature rises dramatically as their immune system kicks into overdrive, their blood flow pumping with such force it can be visibly seen pulsing in veins near the surface.

Golden Oriole takes 1d10 minutes to become fully active, during which time the Witcher sweats and shivers intensely (all skill checks are made at an additional level of difficulty)

The Golden Oriole Potion allows the Witcher to double their skill value when resisting poisons, and enables them to resist with their unmodified Endurance skill any poisons that do not normally allow resistance.

## Swallow Potion

When under the effects of the Swallow potion, the Witcher’s innate healing ability is boosted to extreme levels, healing wounds that would take regular humans weeks in the space of hours. The Witcher’s body devotes all its energy towards healing wounds, shutting down non-essential functions and dropping them to a semi-conscious state as wounds heal at an unnatural rate.

Swallow takes immediate effect.

Increases the Witcher’s Enhanced Healing Trait from Intensity 1 to Intensity 3 and moves them to the semi-conscious Fatigue level and keeps them there until all hit locations return to values above 0.

# Witcher Signs (POW x2)

Witcher signs are simple magical abilities cast with a specific finger pose and a gesture of the hand. This means to cast a sign, the caster’s fingers must at least be free and functional enough to form the specific gestures.

All signs cost 1 Magic Point.

## Aard

*Instant, Ranged, Resist (Athletics/Endurance)*

The Aard sign is a simple telekinetic shove, often used to knock down opponents or clear blockages.

Aard has a range of the caster’s POW / 5 in metres.

With a single crude push the caster shoves;

* A being of SIZ equal to or less than the caster’s POW
* An object with ENC equal to or less than the caster’s POW x3

A living target is shoved POW / 5 in metres, taking 1d3 damage from collisions with objects.

Living targets with SIZ equal to or less than POW can resist with Athletics or Endurance, else they are knocked prone.

The gesture for Aard is; open palm towards the target with the middle finger bent at the first knuckle, pointing towards the target.

## Igni

*Instant, Ranged, Resist (Evade)*

The Igni sign is a projectile spell that fires a short burst of flame from the gesturing hand, though it can be used in battle to ignite opponents its most frequent use is in regular life to start a fire.

Igni has a range of the caster’s POW / 10 in metres.

In combat, Igni deals 1d4 damage and can ignite armour, clothing or hair with a critical success.

Outside of combat, Igni starts a fire with Intensity 2 (1d4 damage, fire spreads to adjacent locations each round).

The gesture for Igni is; fingers splayed with the index finger bent and thumb towards target.

## Yrden

*Touch, Special Duration, Special Area, Resist (Willpower)*

The Yrden sign is a repelling ward cast in a specific area to prevent monsters from approaching or crossing its threshold for the caster's POW in minutes, or for as long as it is maintained, costing 1 Magic Point each time the duration passes.

Covers an area up to the Casters POW / 5 (minimum 1) in metres, preventing monsters with up to the Casters POW in POW from passing through its bounds. Monsters with greater POW can pass through if they resist its effects with willpower.

The gesture for Yrden is; palm placed towards the point where the ward should appear with the middle and little fingers bent.

## Quen

*Touch, Concentration, Reactive*

The Quen sign is an anti-magic shielding spell focused around the Witcher; it also works on sonic attacks or projectiles of magical origin, such as a Bruxa scream or a monster's flame breath.

Quen has an intensity equal to the caster’s POW / 5 (minimum 1), preventing the effects of magic targeted at the caster with a Magnitude less than Quen’s intensity. Quen blocks all magical creature-based sonic or breath weapons while it is maintained.

The gesture for Quen is; gapped index and middle finger, with the little finger bent and thumb pointing inwards.

## Axii

*Touch, Resist (Willpower)*

The Axii sign is primarily used to calm the emotions of a target person or creature. It does not otherwise influence them, meaning they can defend themselves.

The gesture for Axii is; bent ring and little finger, with all other fingers outwards.

## Heliotrop

*Touch, Concentration, Reactive*

Heliotrop is the physical counterpart to Quen, a physical shield rather than magical, centred around the witcher.

Heliotrop creates a shield around the user that can be used in place of a parry or instead as a passive block. The shields parrying Size is equivalent to the caster’s POW on the following chart;

| POW | SIZE |
| --- | --- |
| 1-5 | Small |
| 6-10 | Medium |
| 11-15 | Large |
| 16-20 | Huge |
| 21-25 | Enormous |
| 26+ | Colossal |

While primarily for blocking attacks, it is also frequently used to prevent damage from falls or being tossed by large creatures, preventing up to 2d6 fall damage.

The gesture for heliotrop is slightly different to the other gestures, requiring crossed wrists and hands in fists.

## Somne

*Touch, Resist (Endurance)*

The Somne sign is a spell used to gradually put the target to sleep.

It takes 1d3 Rounds to take effect and can only affect targets with a SIZ of up to the caster's POW. If the resistance attempt is a failure the target sleeps for POW / 2 hours.

The gesture for Somne is; palm down with index and middle finger bent and thumb in.

Characters

## Names

### Male

Gen

Holt

Ebrik

Clobrin

Zoton

Tibrolt

Igar

Gidim

Barros

Garsir

Hozrod

Hanolt

Ibrim

Bort

Ruzga

Wert

Hothir

Dratham

Clabras

Dagild

Ter

Bek

Derak

Rold

Senn

Francis

Stefan

Arne

Seppe

Lukas

Julien

Frederic

Gerhirt

Jasper

Thorsten

Horst

### Female

Yeve

Anasia

Ranase

Helia

Yeda

Vada

Malana

Neri

Ideh

Sevisi

Ruth

Lauranne

Marine

Astrid

Florence

Lydie

Daphne

Indra

Camille

Pronna

Eveline

Ineke

Kirsten

Tessa

Lauriele

Alisonde

Karolin

Tatiana

Cornelia

Finda

Adalheid

Valki

Flora

Jet

Stefanie

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## Generic Witcher

| **STR** | 12 | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 16 | **Damage Bonus** | +1d2 |
| **SIZ** | 14 | **Healing Rate** | 3 |
| **DEX** | 18 | **Armour** | 0/2/3/3/2 |
| **INT** | 12 | **Hit Points** | 6/5/8/7/6 |
| **POW** | 16 | **Initiative Bonus** | 14 |
| **CHA** | 10 | **Luck Points** | 3 |

#### Witcher Signs

* Aard (Push)
* Igni (Fire)
* Yrden (Ward)
* Quen (Magic Shield)
* Axii (Calm)
* Heliotrop (Physical Shield)
* Somne (Sleep)

#### Passions

| The Witcher’s Code | 58% |
| --- | --- |
| Non-Human Sympathy | 58% |
| Loyalty Witcher School | 58% |

| Combat Style | STR + DEX | 80% |
| --- | --- | --- |

| **Brawn** | STR + SIZ | 71% |
| --- | --- | --- |
| **Endurance** | CON x2 | 77% |
| **Evade** | DEX x2 | 81% |
| **Perception** | INT + POW | 63% |
| **Willpower** | POW x2 | 42% |
| Athletics | STR + DEX | 40% |
| Conceal | DEX + POW | 34% |
| Customs | INT x2 +40 | 64% |
| Deceit | INT + CHA | 22% |
| Drive | DEX + POW | 34% |
| First Aid | INT + DEX | 30% |
| Influence | CHA x2 | 20% |
| Insight | INT + POW | 28% |
| Locale | INT x2 | 24% |
| Native Tongue | INT + CHA +40 | 62% |
| Ride | DEX + POW | 34% |
| Stealth | DEX + INT | 50% |
| Swim | STR + CON | 28% |
| Literacy | INT x2 | 24% |
| Lore (Potions) | INT x2 | 24% |
| Lore (Monsters) | INT x2 | 69% |
| Navigation | INT + POW | 48% |
| Survival | CON + POW | 52% |
| Track | INT + CON | 68% |
| Witcher Signs | INT + POW | 73% |

#### Witcher Medallion

Awareness (Magic and Monsters) within POW Metres

#### Witcher Potions

* Black Blood (Poisonous blood)
* Cat Potion (Dark vision)
* Golden Oriole Potion (Poison resist)

#### Swallow Potion (Healing)

#### Enhanced Reactions

#### Parry projectiles with swords

#### Enhanced Eyes

See normally in any level of light (except pure darkness)

#### Enhanced Smell and Taste

Detect monster genus from its blood

#### Enhanced Hearing

Hearing based perception is one degree easier

#### Disease Resistance

Immunity (Diseases)

#### Accelerated Healing

* Minor wounds heal in an hour
* Serious wounds heal in a day
* Major wounds heal in a week

#### Witcher Meditation

Can meditate to mask life signs

| Weapon | Size | Reach | Damage | AP/HP | Combat Effects / Traits |
| --- | --- | --- | --- | --- | --- |
| Steel Longsword | M | L | 1d8 + 1d2 | 6/12 | Bleed, Impale |
| Silver Longsword | M | L | 1d8 + 1d2 | 6/6 | Bleed, Impale |
| Dagger | S | S | 1d4+1 + 1d2 | 6/8 | Bleed, Impale |
| Fists | S | T | 1d3 + 1d2 | - | Grip, Stun, Take Weapon |

|  | Head (19 - 20)  0 / 6 |  |
| --- | --- | --- |
| Left Arm (16 - 18)  2 / 5 | Chest (10 - 12)  2 / 8 | Right Arm (13 - 15)  2 / 5 |
|  | Abdomen (7 - 9)  2 / 7 |  |
| Left Leg (4 - 6)  2 / 6 |  | Right Leg (1 - 3)  2 / 6 |

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## Geralt of Rivia

Geralt of Rivia is a Witcher of the School of the Wolf, also known as the White Wolf or Gwynbleidd to the Elves.

As a Witcher, Geralt has the trademark Cat’s eye pupils, however due to undergoing more advanced mutagenics than most Witchers, his hair also turned white and his physical abilities are greater even than other Witchers.

Geralt is outwardly a grumpy, cynical and threatening man with little outward emotion, however in reality he is good humoured and extremely loyal.

| **STR** | 18 | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 22 | **Damage Bonus** | +1d4 |
| **SIZ** | 16 | **Healing Rate** | 3 |
| **DEX** | 23 | **Armour** | 0/2/3/3/2 |
| **INT** | 13 | **Hit Points** | 8/9/10/7/8 |
| **POW** | 18 | **Initiative Bonus** | 9 |
| **CHA** | 10 | **Luck Points** | 3 |

Brotherhoods:

* School of the Wolf (Master)

Profession:

* Witcher

Passions:

* Love (Yennefer) 80%
* Protect (Ciri) 100%
* Loyalty (Wolf School) 60%
* Friendship (Dandelion) 40%
* Hate (Magical Portals) 30%
* Protect (Innocents) 70%

Abilities:

* Witcher Mutations

Equipment:

* Steel Longsword
* Silver-coated Steel Longsword
* Dagger

Skills:

* Athletics - 70%
* Boating - 40%
* Brawn - 50%
* Combat Style (Witcher) - Longsword, Dagger, Trait: Daredevil - 110%
* Conceal - 35%
* Customs (Northern Realms) - 65%
* Endurance - 80%
* Evade - 80%
* First Aid - 30%
* Insight - 30%
* Literacy - 30%
* Lore (Witcher Potions) - 55%
* Lore (Monsters) - 75%
* Native Tongue (Common Speech) - 62%
* Navigation - 50%
* Perception - 70%
* Ride - 35%
* Stealth - 30%
* Survival - 55%
* Track - 85%
* Unarmed - 55%
* Willpower - 60%
* Witcher Signs - 65%

# Bestiary

*"A cataclysm which occurred 1,500 years ago, trapping in our dimension many unnatural creatures, including ghouls, graveirs and vampires. These beasts have no ecological niches of their own and are merely relics of bygone times.*

*According to elven lore, humans arrived during the Conjunction, their own world having been destroyed. These human ancestors learned how to harness the power of primordial Chaos, and thus the first human wizards were born. Looking for a place in the world, humans took up arms against the Elder Races, who were unable to withstand the barbarians and ultimately surrendered. This is how humans came to rule the world."*

*~ The Conjunction of the Spheres*

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# Necrophages

All necrophages share a single common element, their need to feast on the dead flesh creatures. This makes them most common around human habitation.

## Ghoul

*Ghouls creep and crawl at night, Eating everything in sight*

*In a snap they'd eat you, too, Chop you up for a ghoulish stew!*

*~ Childrens rhyme*

Ghouls are most commonly encountered near old battlefields as well as cemeteries and crypts. They feed on the flesh of the recently deceased, but have a taste of live meat as well. Adapted to feeding on deceased corpses, they are immune to poison and diseases.

Ghouls are rumoured to be humans who have been forced to cannibalism, though are actually a post-conjunction creature.

Though it has arms and legs like a man, it walks on all fours like a dog or a badger. It has an eerily familiar face, though if one searches it for emotion there is no sign of any sentiment or reason.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+3 (14) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+3 (14) | **Armour** | 1/1/1/1/1 |
| **DEX** | 3d6+3 (14) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 2d6 (7) | **Initiative Bonus** | 10 |
| **POW** | 1d6 (4) | **Abilities** | Regeneration, Death Sense, Poison Immunity, Disease Immunity, Night Sight, Quadruped |

| Skills |
| --- |
| Athletics 51%, Brawn 50%, Endurance 58%, Evade 48%, Perception 47%, Unarmed 71%, Willpower 50%, Combat Style (Claws, Bite) 71% |

| Passions |
| --- |
| Desire (Consume Flesh) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |

#### Regeneration

All Ghouls possess strong regenerative capabilities, regenerating 1 hp per Combat Round to a single location, however the regeneration can be prevented via contact with silver, fire or Major Wounds.

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### In Combat

Regular Ghouls often prefer to attack in groups and knock victims to the ground before eating them alive. In combat, Ghouls will choose the Trip Opponent special effect if they are able, before attempting to bite and eat their victim alive.

### Variation: Alghoul

*Alghouls are ghouls which have been devouring corpses for so many years that human flesh becomes irresistible and they begin to prey on the living. They are seen in crypts and on battlefields, frequently surrounded by ghouls. Simple folk do not notice the differences between these two types of scavengers - unlike witchers, who know that the alghoul is a more aggressive and challenging opponent.*

*~ Geralt of Riva*

This variation of the Ghoul is noted due to relative intelligence, capable of planning basic ambushes and directing lesser ghouls. Visually they are similar to regular ghouls, though they have retractable heavy spines along the back and are often darker in colouring.

Alghouls frequently lead packs of lesser Ghouls in planned attacks on lone travellers, caravans and homesteads rather than just scavenging and making attacks of opportunity.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+3 (14) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+3 (14) | **Armour** | 1/1/1/1/1 |
| **DEX** | 3d6+3 (14) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 3d6 (11) | **Initiative Bonus** | 13 |
| **POW** | 1d6 (4) | **Abilities** | Regeneration, Death Sense, Poison Immunity, Disease Immunity, Night Sight, Frenzy, Ghoul Scream, Quadruped |

| Skills |
| --- |
| Athletics 51%, Brawn 50%, Endurance 58%, Evade 48%, Perception 47%, Unarmed 71%, Willpower 60%, Combat Style (Claws, Teeth, Spines) 71% |

| Passions |
| --- |
| Desire (Consume Flesh) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |
| Heavy Spines | M | S | 1d6 | Impale |

#### In Combat

Alghouls will hang back while lesser ghouls engage. While hanging back they will attempt to enter a Frenzy (Willpower), deploying their Heavy Spines for (CON combat rounds) and becoming immune to the effects of Serious Wounds and Fatigue (see Mythras Core Rulebook p216). They will then charge into contact (req. One round of sprinting, one step harder attack, +1 step damage bonus, +1 step weapon size) and attempt to impale the victim on their spines.

#### Ghoul Scream

An Alghoul is capable of emitting a powerful scream that can stun its victims.

During combat the Alghoul may spend a proactive action point to perform it’s scream, any non-ghouls within it’s POW in metres must make an unopposed Endurance roll to avoid becoming temporarily stunned, a failure results in them being able to only defend for 1d3 Turns, a fumble means they are completely insensate for 1d3 rounds.

### Variation: Graveir

*A graveir is a type of ghoul. It looks very much like a ghoul but is considerably larger. He can also be told apart, as you can see, by these three bony combs on his skull. The rest is the same as any other corpse-eater. Take note of the short, blunt claws, adapted for digging up graves, and churning earth. Strong teeth for shattering bones and a long, narrow tongue used to lick the decaying marrow from them.*

*~ Geralt of Rivia*

This large heavy set variation of the ghoul is distinguished by three bony combs on its skull, with blunt spadelike claws and a long tongue for feeding on marrow. Has hard stone-like skin, small eyes and a heavy brow.

| **STR** | 3d6+8 (18) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+3 (14) | **Damage Bonus** | +1d6 |
| **SIZ** | 3d6+12 (22) | **Armour** | 3/2/2/2/2 |
| **DEX** | 3d6+3 (14) | **Hit Points** | 7/6/9/8/7 |
| **INS** | 2d6 (7) | **Initiative Bonus** | 10 |
| **POW** | 1d6 (4) | **Abilities** | Regeneration, Death Sense, Poison Immunity, Disease Immunity, Night Sight, Formidable Natural Weapons |

| Skills |
| --- |
| Athletics 51%, Brawn 70%, Endurance 78%, Evade 38%, Perception 47%, Unarmed 71%, Willpower 50%, Combat Style (Bite, Graveir Claws, Graveir Tongue) 71% |

| Passions |
| --- |
| Desire (Consume Flesh) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Graveir Claws | L | M | 1d6 | Bleed, Grip |
| Graveir Tongue | M | S | 1d4 | Impale, Poison (see notes) |

#### Graveir Corpse-Venom

| Application: | *Gravier Tongue wounds* |
| --- | --- |
| Potency: | *80* |
| Onset Time: | *1d3 rounds* |
| Duration: | *1 week +1d3 days* |
| Conditions: | *Paralysis in the affected location.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### In Combat

The Graveir will attempt to knock its target to the ground before closing range to attack them with its Corpse-Venom. Any damage that gets through armour from a Gravier’s Tongue will inflict the target with a terrible corpse-venom.

## Rotfiend

Rotfiends resemble decomposing human corpses that have been stripped of skin. Their presence is given away by the overwhelming stench of rot which gives them their name. Though once rarities, the frequent wars, plagues and violence of the current age have caused them to become relatively commonplace.

Rotfiends are noted for their extreme speed, able to keep up with a horse at full gallop. They are mostly found in packs, feeding in large groups. Rotfiends are difficult to trap due to their ability to burrow into the ground.

Their decomposing body is filled with poisonous gases which are so toxic that they even prove threatening to a Witcher.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +0 |
| **SIZ** | 2d6+6 (13) | **Armour** | None |
| **DEX** | 3d6+6 (17) | **Hit Points** | 5/4/7/6/5 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 16 |
| **POW** | 3d6 (11) | **Abilities** | Death Sense, Poison Immunity, Disease Immunity, Night Sight, Quick, Stench, Immunity (Bleed), Burrower |

| Skills |
| --- |
| Athletics 81%, Brawn 50%, Endurance 38%, Evade 68%, Perception 47%, Unarmed 61%, Willpower 50%, Combat Style (Claws, Bite) 65% |

| Passions |
| --- |
| Desire (Consume Flesh) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |

#### Quick

Rotfiends are Quick, faster than one might presume by looking at them, their movement rate is multiplied by 1d4+1.

#### Stench

The Stench of a rotfiend is so great that anybody within 10m must succeed in an unopposed Endurance roll to avoid uncontrollable vomiting for 1d3 Combat Rounds. Prevents any proactive actions and reactive actions are at a Formidable difficulty.

#### Burrower

The Rotfiend can burrow through earth at half its regular movement rate.

#### In Combat

In combat the Rotfiend will rush directly at their opponent, attempting to get within range as quick as possible, heedless of its own safety. This means they will attempt to change range until within range to deal damage.

## Hag

Hags, also known as Grave Hags, are a solitary territorial species, making their lairs near burial sites, often appearing as depraved caricatures of human homes.

These creatures resemble aged, deformed women, they feed on human corpses and in particular love the taste of rotten bone marrow which they slurp up with their prehensile tongues. Once all the corpses within reach of their lair have been consumed, the hag will begin to murder live humans before burying them and waiting for them to decompose.

Hags stalk their victims during dusk hours and set upon them as the sun sets, using guile and disguise to get close to their targets. They are considerably less dangerous during the day, for sunlight weakens them considerably.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +0 |
| **SIZ** | 2d6+6 (13) | **Armour** | None |
| **DEX** | 3d6+6 (17) | **Hit Points** | 5/4/7/6/5 + 4 on tongue |
| **INS** | 1d6 (4) | **Initiative Bonus** | 11 |
| **POW** | 3d6 (11) | **Abilities** | Death Sense, Poison Immunity, Disease Immunity, Night Sight |

| Skills |
| --- |
| Athletics 41%, Brawn 40%, Endurance 38%, Evade 58%, Perception 47%, Unarmed 61%, Willpower 50%, Combat Style (Claws, Bite, Tongue) 85% |

| Passions |
| --- |
| Desire (Consume Flesh) 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |
| Tongue | M | L | 1d6 | Impale, Entangle |

Prior to combat, Hags will attempt to approach through deceit, playing on their similarity to an old human woman, using rags to disguise their true form.

#### In Combat

When in combat the Hag will attempt to strike and impale or entange targets from a distance with its long tongue. Once the target is hampered by the tongue effect the hag will close distance and attack with its bite and claws. Once the tongue is impaled or entangling a target, it can be targeted by the Damage Weapon special effect.

## Drowner

*When at the water's edge, you gotta be quiet. First of all, so as not to scare the fish. Second - so you don't attract drowners.*

*~ Yanneck of Blaviken, fisherman*

Drowners, also known as Vodniks, inhabit both natural and artificial bodies of water, from rivers and lakes to mill ponds and city sewers. It is commonly thought that these creatures are drowned men, somehow arising from the dead to prey on the living. This opinion is as widespread as it is false; the beasts are another post-conjunction relic.

In appearance the Drowner is corpselike, skinny and bony with slimy green/blue skin and dank lanky hair. It has round fishlike eyes, scaly skin, wide palms, webbed digits and a fin along its spine.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +0 |
| **SIZ** | 2d6+6 (13) | **Armour** | None |
| **DEX** | 3d6+6 (17) | **Hit Points** | 5/4/7/6/5 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 11 |
| **POW** | 3d6 (11) | **Abilities** | Poison Immunity, Night Sight, Swimmer, Leaping |
|  |  | **Magic** | None |

| Skills |
| --- |
| Athletics 61%, Brawn 40%, Endurance 38%, Evade 48%, Perception 47%, Unarmed 61%, Willpower 30%, Swim 80%, Sneak 60%, Combat Style (Claws, Bite) 65% |

| Passions |
| --- |
| Desire (Consume Flesh) 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |

Drowners are almost exclusively found in various bodies of water, cowardly by nature, their favourite tactic is to leap upon lone victims near the shores and banks and drag them under the water where their superior swimming ability gives them the advantage.

## Bullvore

A truly frightening opponent, the Bullvore is a hulking mass of muscle constrained by hard skin. It has the appearance of a Bull, with large horns and sharp rending teeth. Yet that is not the extent of the Bullvore’s danger, it also has the ability to spit acid.

| **STR** | 4d6+6 (20) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (20) | **Damage Bonus** | +1d6 |
| **SIZ** | 4d6+12 (24) | **Armour** | 4/3/3/3/3 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 8/9/10/7/8 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 4 |
| **POW** | 3d6 (11) | **Abilities** | Night Sight, Acidic, Acid Spit, Regenerating, Immunity (Bleeding) |
|  |  | **Magic** | None |

| Skills |
| --- |
| Athletics 61%, Brawn 80%, Endurance 88%, Evade 38%, Perception 47%, Unarmed 61%, Willpower 30%, Combat Style (Bullvore) 85% |

| Passions |
| --- |
| Desire (Consume Flesh) 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip, Sunder |
| Claws | L | M | 1d4 | Bleed, Grip |
| Charging Horns | L | M | 1d8 | Impale, Sunder |
| Spit Acid | - | - | - | Acid Spit |

#### Acidic

The bullvore’s blood is acidic and corrosive, whenever the skin is damaged the wound sprays outwards. If the attacker is engaged at or within Medium reach, it deals 1d2 damage to the attacker in a random single location, armour hit is permanently reduced by the damage rolled.

#### Acid Spit

The Bullvore can spit acid at a victim, requiring them to pass an opposed Evade roll or take 1d8 damage to the location. Armour hit by the acid is permanently reduced by the damage rolled.

#### Regenerating

The regeneration of the Bullvore is equivalent to that of the Trolls, regenerating 1d3 per Round to each location rather than 1 per Round. This regeneration is prevented by Silver or Magic damage.

#### In Combat

In combat the Bullvore will Charge its opponents attempting to impale them on its horns or simply crush them beneath its bulk. If the enemy is being evasive, it will resort to spitting acid at them.

## Foglet

*If night ever catches you in the swamps, stay put and wait for dawn, even if it means standing waist-deep in water with leeches crawling down your trousers. Most important of all, if you see a light in the fog, never, and I mean never, go towards it.*

*~ Johannes Strudd, guide*

Foglets can appear wherever thick fog arises: swamplands, mountain passes or the shores of rivers and lakes. If no fog is forthcoming, they can create or summon it themselves. By manipulating fog they can separate travellers from each other, hide trails and deafen noise.

Like ghastly glowworms, their bodies emit a pale light they use to lure those lost in the fog towards the ravines, swamps or caves in which they make their lairs. When fighting foglets, a witcher must remain calm and keep his wits about him no matter what. Since foglets can take on immaterial form, a slight shimmer of air or a rustle in the grass might be the only clues a Witcher has to their location.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+3 (14) | **Armour** | None |
| **DEX** | 3d6+3 (14) | **Hit Points** | 5/4/7/6/5 |
| **INS** | 2d6 (7) | **Initiative Bonus** | 10 |
| **POW** | 3d6+6 (17) | **Abilities** | Summon Fog, Fog Illusions, Camouflaged (Fog), Night Sight |

| Skills |
| --- |
| Athletics 51%, Brawn 50%, Endurance 58%, Evade 48%, Perception 47%, Unarmed 71%, Willpower 50%, Combat Style (Claws, Bite) 71% |

| Passions |
| --- |
| Desire (Consume Flesh) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |

#### Summon Fog

Foglets have an innate magical control over fog and mist, able to summon it to cover an area equal to 100 times its POW in cubic metres; it takes 1d6 minutes for the fog to form.

Within the Fog, visual perception checks, attacks, parries and evade attempts are at Hard difficulty.

#### Fog Illusions

Foglets have the ability to sculpt fog into illusory shapes to disorientate and confuse their intended victims. The Foglet must spend one entire combat round using this ability, forming 1d4+2 illusions.

The illusionary foglets take no independent actions in combat, unless the foglet chooses to spend its own action points to have an illusion perform an action.

Whenever attacking the foglet while illusions are present, the attacker must roll under 100 / (the number of illusions +1) to hit the real Foglet, otherwise the attack hits an illusion instead. An illusion is destroyed by a successful hit from magic or silver weapons, simply wafting away into the mist, other attacks have no effect.

#### Camouflaged (Fog)

When within the Fog and not engaged, treat the Foglet as Camouflaged (Perception grades are two grades harder).

#### In Combat

When in combat, the Foglet will attempt to summon illusions while remaining unseen in the fog, once it has summoned the illusions it will close and attempt to damage the victim, retreating when the illusions are destroyed.

# Specters

Specters are spirits born of tragedy and violence, prevented from passing on by some traumatic event they haunt the living as insubstantial beings.

Often difficult or impossible to truly defeat through combat, a witcher must often resort to detective work to determine the reason the spirit remains bound to the world.

Specters are most often bound to the material plane, likely where they died, where the significant traumatic event occurred or where their remains are.

Usually invisible, they can spend 1 Magic Point to manifest visually for up to their POW in minutes. Unless manifested, the Specter cannot use any magic or make any attacks.

Magic is required to bind a Specter to its manifested form; Yrden or other sorcery can do this. Destroying the essence of a spirit also requires silver or magical weapons.

Specters do not regenerate Magic Points while manifested, though they slowly drain their surroundings of vitality, which often leads to an unsettling aura, an area that is shunned by animals and plant life that is stunted and withered.

Specters are insubstantial beings that cannot be truly vanquished without resolving their trauma, however they can be temporarily banished if trapped by magic and their essence destroyed. They will simply reform after their Intensity in days has passed, resuming their previous behaviour.

## Banshee

*Beann'shies howl and shriek, and if you hear their cry, you can know you'll join the ranks of the dead that night.*

*~ Unknown, Dun Dâre*

A Banshee is a female spirit who cries at night, wailing a warning to those who will die. Old gossip claims them to be the spirits of women stuck between life and death due to traumatic experiences. Their wails are considered ill omens of imminent, inevitable death.

Their appearance varies depending on the appearance of the spirit prior to death, but often they appear pale, wasted and thin with burning red eyes.

### Spirit Form

| **INT** | 2d6+6 (13) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **POW** | As per Intensity | **Skills** | Telekinesis, Spectral Combat 72% |
| **CHA** | 3d6 (11) | **Abilities** | Intangible |

### Manifested Form

| **STR** | 2d6 + 6 (13) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6 (7) | **Action Points** | 2 |
| **SIZ** | 2d6 + 6 (13) | **Damage Bonus** | +1d2 |
| **DEX** | 2d6 + 6 (13) | **Armour** | None |
| **INT** | 2d6+6 (13) | **Hit Points** | 4/5/6/3/4 |
| **POW** | 2d6 (7) | **Initiative Bonus** | +13 |
| **CHA** | 3d6 (11) | **Abilities** | Banshee Scream, Immunity (Normal Weapons) |

| Skills |
| --- |
| Combat Style (Banshee) 52%, Willpower 72% |

| Passions |
| --- |
| Kill (Living) 90% |

Though Banshees do not directly attack their victims, they will do what they can to cause the death of their intended target.

They possess telekinetic abilities, though not strong enough to directly damage most creatures, they often cause victims to trip down stairs or heavy objects to topple over on top of them. It can activate this ability for 1 Magic point, and it remains active for POW in minutes. The Banshee possesses a STR equal to its Intensity and can move objects up to its POW in metres.

If manifested and forced into combat, the Banshee will attempt to flee back to the spirit world.

#### Banshee Scream

When manifested, the Banshee will use its terrible scream to scare away potential threats; as a proactive action, the Banshee may scream, causing all creatures within its POW in metres to make an unopposed Willpower roll or flee immediately. Succeeding at the Willpower roll then requires the victim to make an unopposed Endurance roll to avoid becoming temporarily stunned; a failure results in them being able to only defend for 1d3 Turns.

## Barghest

Barghests are malicious predator spirits bound to phantom dogs that prowl roads and wilderness at night; they are often created as a result of a curse or a particular concentration of ill will. They are most commonly associated with curses of revenge.

### Spirit Form

| **INS** | 2d6+6 (13) | **Abilities** | Persistent, Night Sight, Breathe Flame |
| --- | --- | --- | --- |
| **POW** | As Intensity | **Skills** | Spectral Combat 59%, Willpower 44% |
| **CHA** | 1d6+6 (10) | **Passions** | Kill (Target) 80% |

### Manifested Form

| **STR** | 1d3+6 (8) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Action Points** | 2 |
| **SIZ** | 1d3+6 (8) | **Damage Bonus** | -1d2 |
| **DEX** | 3d6 (11) | **Armour** | 1/1/1/1/1 |
| **INS** | 2d6+6 (13) | **Hit Points** | 4/4/6/5/4 |
| **POW** | As Intensity | **Initiative Bonus** | 12 |
| **CHA** | 1d6+6 (10) | **Abilities** | Persistent, Night Sight, Breathe Flame, Quadruped, Immunity (Normal Weapons) |

| Skills |
| --- |
| Athletics 59%, Brawn 36%, Endurance 62%, Evade 52%, Perception 60%, Track 64%, Willpower 44%, Combat Style (Bite) 59% |

| Passions |
| --- |
| Kill (Target) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | S | T | 1d4 | Bleed, Grip |

They usually appear in packs, striking their victims from all angles and leaving their corpses as if attacked by a pack of dogs or in burned down homes.

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### Breathe Flame

Barghests possess the ability to spit flame, this costs a Combat Action with a range in front of the creature of its CON in metres. Any creature caught in the flame suffers 1d2 fire-based damage to all locations. Damage can be avoided with a successful unopposed Evade roll.

Each Barghest can only use this ability once per day; further attempts can be made but each additional attempt requires an Endurance roll, becoming one grade harder and causing an additional level of fatigue each time.

## Draug

The Draug is an immensely powerful Specter, often the spirit of a great hero. It has no consistent appearance. Having been a great hero or commander in life, it retains the ability to command and summon lesser spirits.

When it manifests, it uses objects from the surrounding area to form a humanoid body in an imitation of its form in life. Hugely strong, invulnerable to pain, fearless and full of bloodlust, the Draug will lay waste to its victims if challenged conventionally.

When manifested, Draugs are often found eternally repeating the events that led to their death, often great battles with hundreds of lesser spirits playing out their assigned roles in a never ending performance.

Draugs have no hit locations as they are merely shaped like a living being, so have a single armour rating and hit point pool.

### Spirit Form

| **INS** | 2d6+5 (12) | **Abilities** | Persistent, Engulfing |
| --- | --- | --- | --- |
| **POW** | 1d6+15 (19) | **Skills** | Spirit Combat 81%, Willpower 88% |
| **CHA** | 1d6+15 (19) | **Passions** | Relive the Past 100% |

### Manifested Form

| **STR** | 2d6+20 (27) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6+20 (27) | **Action Points** | 2 |
| **SIZ** | 3d6+20 (31) | **Damage Bonus** | +1d12 |
| **DEX** | 1d6+10 (14) | **Armour** | 3 |
| **INS** | 2d6+5 (12) | **Hit Points** | 1d6+30 (34) |
| **POW** | 1d6+15 (19) | **Initiative Bonus** | 10 |
| **CHA** | 1d6+15 (19) | **Abilities** | Persistent, Engulfing, Immunity (Normal Weapons) |

| Skills |
| --- |
| Brawn 74%, Evade 68%, Perception 61%, Willpower 88%, Combat Style (Crush) 81% |

| Passions |
| --- |
| Relive the Past 100% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Crush | H | L | 1d12 | Sunder, Bash |

If a character is unfortunate enough to meet a Draug in combat, unless a concerted effort is made with disguise and deception, the Draug will likely see them as an enemy they failed to defeat in life and attempt to destroy them.

## Hym

*Some men have got good reason to fear their own shadows.*

*~ Svargmitt, An Skellig Druid*

One of the most dangerous of specters, often called a Demon by scholars. The Hym is most dangerous because it does not engage in combat or attack it’s victims, instead it feeds on their guilt and torments them to the point of madness and suicide.

The Hym speaks to its victims in a voice only they can hear, giving them visions and nightmares of incredible realism, preventing them from ever resting. After driving them to the limit they appear as a tall shadow-clad humanoid silhouette with long sharp claws to slake themselves in the final moments of their victims' despair.

The Hym attaches itself to a truly despicable individual with a guilty conscience, one way of banishing it is to absolve the guilt of the target, though this is often impossible as the events are usually so grave there is little chance of being forgiven.

The Witcher’s way is much more effective, though it may dire have consequences for the sanity of the victim. This method relies on a few elements;

* Taking the victim to a place strongly linked to the guilt and provoking the guilt to draw out the Hym
* Brightly lighting the environment to prevent the Hym from being able to hide in the shadows
* Using silver, primarily the Silver sword but also perhaps Silver dust, to attack and destroy the form of the Hym, banishing them from the material realm.

### Spirit Form

| **INT** | 3d6 (11) | **Abilities** | Covert, Glamour, Miasma, Passion (Guilt) |
| --- | --- | --- | --- |
| **POW** | As per intensity | **Skills** | Spectral Combat 72%, Stealth 72%, Willpower 72% |
| **CHA** | 3d6 (11) | **Passions** | Cause Grief (100%) |

#### Covert

The Hym is stealthy when manifested, becoming near invisible by hiding in the shadows. If there are no significant shadows, the Hym cannot hide.

#### Glamour

Can create illusions within a range equal to POW in metres, though they are visible only to the possessed victim.

#### Miasma

The Hym exudes a sense of grief, dread and despair when manifested, the magnitude of the effect is equal to twice the spirit's intensity. Unless the magic is blocked, those within range must make an opposed Willpower test to avoid fleeing the area.

#### Passion (Guilt)

The Hym invokes a strong sense of grief within those it possesses, effectively making them passively suicidal. They will not seek out danger and death, but should they find themselves in its path they will rarely take action to avoid it. Whenever asked to parry, evade, or make an opposed test to resist hostile effects, the victim must make an opposed Willpower roll against the Hyms POW to attempt the action or automatically fail.

### Manifested Form

| **STR** | 2d6 + 6 (13) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6 + 6 (13) | **Action Points** | 2 |
| **SIZ** | 2d6 + 12 (19) | **Damage Bonus** | +1d4 |
| **DEX** | 2d6 + 6 (13) | **Armour** | None |
| **INS** | 2d6 + 6 (13) | **Hit Points** | 7/8/9/6/7 |
| **POW** | 2d6 (7) | **Initiative Bonus** | +13 |
| **CHA** | 2d6 (7) | **Abilities** | Dark Sight, Formidable Natural Weapons, Immunity (Normal Weapons), Teleport (shadows), Possession (Covert) |

| Skills |
| --- |
| Brawn 54%, Evade 68%, Perception 61%, Willpower 68%, Combat Style (Hym) 80% |

| Passions |
| --- |
| Cause Guilt 100% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | M | VL | 1d6 | Impale, Bleed, Grip |

In Combat the Hym does not move quickly, striking from long distance with its shadowy claws. It can teleport between shadows and constantly attempts to provoke it’s victim to suicide. The Axii sign may be used to calm the victim and potentially save them from the Hym’s torment.

#### Teleport (Shadows)

Can freely teleport between shadows within POW x2 metres once per round.

## Pesta

*Patients seem to have hallucinations of a woman covered in scabs and boils, with rats scurrying about all around her. These ravings subsided after an administration of henbane and poppy extract.*

*~ Joachim von Gratz's notes, Vilmerius Hospital in Novigrad*

When plague ravages a region, a spirit will sometimes walk its lands, a ghost resembling an ill woman whose flesh rots off her bones and in whose wake crawls a cavalcade of rats. No one knows whether this spirit brings the pox with her or is merely drawn to it like a moth to a light. Yet it is certain that she delights in dealing pain and suffering, in hearing the howling and moaning of men.

As the name "plague maiden" suggests, these wraiths take the appearance of females, though exactly why that is remains a mystery. Some speculate they, like other such specters, arise from the powerful emotional charge associated with certain circumstances of death, such as death preceded by a long and particularly painful illness.

### Spirit Form

| **INS** | 2d6 (7) | **Abilities** | Disease (CRB p143), Domination (Rats), Domination (Insects) |
| --- | --- | --- | --- |
| **POW** | As per intensity | **Skills** | Spectral Combat 64%, Willpower 72% |
| **CHA** | 2d6 (7) | **Passions** | Spread Plagues (100%) |

### Manifested Form

| **STR** | 2d6 + 6 (13) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6 + 6 (13) | **Action Points** | 2 |
| **SIZ** | 2d6 + 6 (13) | **Damage Bonus** | +1d2 |
| **DEX** | 2d6 + 6 (13) | **Armour** | None |
| **INS** | 2d6 (7) | **Hit Points** | 6/7/8/5/6 |
| **POW** | 2d6 (7) | **Initiative Bonus** | +13 |
| **CHA** | 2d6 (7) | **Abilities** | Immunity (Normal Weapons), Disease, Domination (Rats), Domination (Insects) |

| Skills |
| --- |
| Brawn 46%, Evade 68%, Perception 61%, Willpower 68%, Combat Style (Pesta) 81% |

| Passions |
| --- |
| Spread Plague (100%) |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | S | S | 1d6 | Bleed |

#### Rat and Insect Swarms

When manifested, the Pesta can dominate rats and insects, using the Insect Swarm rules on CRB p251 to represent these, using the intensity of the Pesta for SIZ.

#### Pesta Swarm

Each successful attack made by the swarm ignores 1 armour per previous successful attack. The swarm simultaneously attacks a number of locations equal to Target SIZ / Swarm SIZ.

| SIZ | HP | Action Points | Damage |
| --- | --- | --- | --- |
| 7 | 7 | 2 | 1d2 |

| Abilities |
| --- |
| Engulfing, Immunity (Non-area attacks) |

| Skills |
| --- |
| Athletics 60%, Willpower 30%, Swarm Attack (60%) |

## Wraiths

*Finish all your business before you die. Bid your loved ones farewell. Write your will. Apologise to those you've wronged. Otherwise, you'll never truly leave this world.*

*~ Paule Vikar, peasant healer, advice to a dying man*

Clerics and scholars are forever debating whether spirits do in fact journey to another world after death, one where eternal joy or suffering awaits. Both groups agree, however, on what happens to spirits who, for one reason or another, remain in our world after their body breathes its last: they transform into wraiths. To hear their mournful howls, one can surmise this is not a fate to be envied.

Wraiths are usually encountered at night, near cemeteries, catacombs and other such burial places, or else near the places that were important to them in life: abandoned homes, crumbling castles or forgotten bridges.

Wraiths suffer endless, indescribable pain. Filled with anger and a sense of having been wronged, they both envy the living and brim with overwhelming hatred for them. Wraiths are immune to all but silver weapons and magical attacks.

### Spirit Form

| **INT** | 2d6 (7) | **Abilities** | Spectral Evasion |
| --- | --- | --- | --- |
| **POW** | As per intensity | **Skills** | Spectral Combat 65%, Willpower 68% |
| **CHA** | 2d6 (7) | **Passions** | Hatred (Living) 75% |

### Manifested Form

| **STR** | 2d6 + 6 (13) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6 + 6 (13) | **Action Points** | 2 |
| **SIZ** | 2d6 + 6 (13) | **Damage Bonus** | +1d2 |
| **DEX** | 2d6 + 6 (13) | **Armour** | None |
| **INT** | 2d6 (7) | **Hit Points** | 4/5/6/3/4 |
| **POW** | 2d6 (7) | **Initiative Bonus** | +13 |
| **CHA** | 2d6 (7) | **Abilities** | Spectral Evasion, Immunity (Normal Weapons) |

| Skills |
| --- |
| Brawn 46%, Evade 68%, Perception 61%, Willpower 68%, Combat Style (Wraith) 65% |

| Passions |
| --- |
| Hatred (Living) 75% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Spectral Weapon | M | L | 1d8 | Bleed |

#### Spectral Evasion

When manifested, cost of one MP, a Wraith may Evade attacks by temporarily becoming incorporeal; this does not leave them prone.

# 

# Beasts

## Bear

Bears are omnivores – meaning men find a place in their diet beside berries, roots and salmon. When they snack on humans, they most frequently partake of the meat of travellers unwittingly trespassing on their territory, or else that of hunters for whom besting such a creature is a lifelong ambition.

| **STR** | 2d6+18 (25) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d12 |
| **SIZ** | 4d6+20 (34) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 10/10/12/11/10 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +13 |
| **POW** | 2d6 (7) | **Abilities** | Intimidate, Night Sight, Quadruped |

| Skills |
| --- |
| Athletics 68%, Brawn 79%, Combat Style (Bear) 78%,Endurance 66%, Evade 46%, Perception 60%, Stealth 66%, Survival 60%, Swim 68%, Track 66%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | L | S | 1d8 | Bleed, Grip |
| Claws | H | L | 1d8 | Bleed, Grip |

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### In Combat

Bears typically attempt to grip with their claws and then deliver a deadly bite.

## Wolf

*Friend of mine used to say that with all these griffins and basilisks and whatnot, good old fashioned wolves weren't nothing to worry about... Then the damned beasts devoured half his flock.*

*~ Yngvar, shepherd*

Once upon a time wolves were the absolute rulers of the forest. Men used them to frighten children, while adults, too, trembled at the sound of their howling. Post-Conjunction monsters not only pushed wolves into the deepest wilds but also took over their place in human nightmares. Yet this does not mean the old predators ceased to be a danger. Wolves do not have a drop of magic within them, breathe no fire and spit no acid, but that in no way stops them from killing unwary travellers and hunters.

Wolves usually feed in packs counting from a handful to over a dozen members, though some particularly strong males hunt alone. Though wolves are weaker than many post-Conjunction monsters, they make up for any lack of strength with their intelligence. When fighting them one must be especially careful not to become surrounded. The presence of wolves can also signal more serious trouble – these predators often share their hunting grounds with werewolves and leshens.

| **STR** | 1d3+6 (8) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | -1d2 |
| **SIZ** | 1d3+6 (8) | **Armour** | 1 |
| **DEX** | 3d6 (11) | **Hit Points** | 4/4/6/5/4 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | 12 |
| **POW** | 2d6 (7) | **Abilities** | Night Sight, Quadruped |

| Skills |
| --- |
| Athletics 59%, Brawn 36%, Combat Style (Wolf) 59%, Endurance 62%, Evade 52%, Perception 60%, Stealth 60%, Track 68%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | S | T | 1d4 | Bleed, Grip |

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### In Combat

Wolves will attempt to grip unarmoured locations and worry them with their bite, so choose Choose Location and Grip where possible. If the head is adjacent to the hit location, they will change to choose location and bleed to rip out the throat.

## Boar

The boar is a woodland creature, and an ornery, aggressive one at that. On the outskirts of Kaedwen, a rumour circulates that the beasts have a taste for virgin blood... Of course, the truth is much simpler: boars are perfectly content with vegetables – even just a few earthy carrots.

Mother nature endowed the boar with two pairs of sharp, protruding tusks – the upper and lower canines. Truly, a formidable beast. Woe betide any who encounters a wild boar in the forest and has difficulty climbing trees.

Boars have a firm, elongated snout that somewhat resembles a flute, though of course, sadly, cannot be used as such. Folk often claim it's as if boars hold a grudge against nature's cruel irony – that's what drives them to overturn fences and ransack their potato patches.

The boar differs from the pig not only in the thickness of its bristles, but also in its disposition. Pigs are timid, easily spooked, whereas boars readily stand their ground. Even their grunts sound more hostile, as if to say, "Find your own potatoes, arsehole."

| **STR** | 2d6+9 (16) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (16) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+6 (17) | **Armour** | 2 |
| **DEX** | 3d6+(11) | **Hit Points** | 7/7/9/8/7 |
| **INS** | 2d6+4 (11) | **Initiative Bonus** | +11 |
| **POW** | 2d6 (7) | **Abilities** | Frenzy, Intimidate, Quadruped |

| Skills |
| --- |
| Athletics 57%, Brawn 63%, Combat Style (Boar) 67%, Endurance 63%, Evade 42%, Perception 48%, Willpower 32% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Tusks | M | S | 1d6 | Bleed, Impale |

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### In Combat

In combat, Boars will attempt to intimidate first, then charge second.

# 

# Cursed Ones

Beings attributed to this class are usually created as a result of curse, often from human or humanoid specimens, but not necessarily.

## Lycanthropes

### Werewolves

*Wolves aren't as bad as they're made out to be. Werewolves, though – they're every bit as bad and worse.*

*~ Elsa Vilge, archer*

Werewolves are creatures with both men and wolves inside them. When in beastly form, they take the worst traits of each: the wolf's drive to kill and hunger for raw flesh and the man's cruel and calculating intelligence. A werewolf's condition comes about through a curse, and the transformations happen outside his conscious control. When he reverts to human form, he has no memory of his deeds, otherwise he would surely go mad and take his own life.

Werewolves are active at night, particularly when the moon is full. Though they hunt alone, when threatened they will summon wolves to aid them. Werewolves rarely feel the need to flee, for few adversaries put up much of a fight against them. They strike as swiftly as lightning with claws sharp as razors and regenerate any damage received in mere moments.

A werewolf's curse can at times be lifted, yet there is no universal, surefire method for doing this. A witcher seeking to undertake such a task must equip himself with a great deal of patience, and sturdy armour.

| **STR** | 2d6+15 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +1d4 |
| **SIZ** | 1d6+12 (16) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 10/10/12/11/10 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +13 |
| **POW** | 2d6 (7) | **Abilities** | Intimidate, Regeneration, Night Sight, Immunity (Normal Weapons), Vulnerable (Magic and Silver) |

| Skills |
| --- |
| Athletics 69%, Brawn 62%, Combat Style (Werewolf) 69%, Endurance 62%, Evade 66%, Perception 60%, Track 64%, Willpower 54% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | T | 1d4 | Bleed, Grip |

### Werebear

*Now finish your soup, or a berserker'll come and swallow ye whole.*

*~ Skellige mother scolding a child.*

Skellige legends speak of men known as berserkers who transform into bears when overwhelmed by battle rage. In doing so, they lose all self-awareness and are driven by a bloodlust which they must satiate in order to return to human form.

Few believe these blood-curdling tales, however, not even in Skellige, where the inhabitants usually treat even the least probable legends with the utmost gravity. This indicates either that berserkers are in fact mere figments of mead-sodden imaginations, or else that they have learned to hide their abilities from the rest of the islanders.

| **STR** | 2d6+18 (25) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d12 |
| **SIZ** | 4d6+20 (34) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 10/10/12/11/10 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +13 |
| **POW** | 2d6 (7) | **Abilities** | Intimidate, Night Sight, Immunity (Normal Weapons) |

| Skills |
| --- |
| Athletics 68%, Brawn 79%, Combat Style (Bear) 78%, Endurance 66%, Evade 46%, Perception 60%, Stealth 66%, Survival 60%, Swim 68%, Track 66%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | L | S | 1d8 | Bleed, Grip |
| Claws | H | L | 1d8 | Bleed, Grip |

## Botchlings / Lubberkin

*Saying a botchling's ugly is like saying shit's not particularly tasty: can't say it's a lie, but it doesn't exactly convey the whole truth, either.*

*~ Lambert, witcher of the Wolf School*

Botchlings are perhaps the most repulsive creatures a witcher will ever have the displeasure of meeting. Born of dead, unwanted babies discarded without a proper burial, their appearance is that of a partially-decayed fetus, their unformed flesh twisted with hate, fear and malice. These hideous creatures feed on the blood of pregnant women, driven by a mad hunger that most often leads to their victim's death.

A botchling will emerge from its lair at night to lurk by the bedside of an expectant mother, draining her strength and that of her unborn progeny as she sleeps. A woman thus beleaguered first suffers from troubling dreams, then fever, delirium and a general weakening of the flesh. After a few such nights she is enfeebled and unable to defend herself - it is then the botchling attacks directly, sinking its long, sharp fangs into her body and drinking her blood until mother and fetus perish together.

A botchling stands around a foot and a half in height, but when threatened and if gorged with blood, it can change form. At such times it grows into a deformed man, hunched over and striding, ape-like, on its forearms. Stronger and fiercer after this alteration, it hurls itself into direct, physical combat, gnashing at its opponent or attacking him with sharp claws.

A botchling's curse can be lifted by transforming it into a lubberkin - a guardian spirit of the hearth that watches over the family it never knew in the house it never could call home.

### Transformed Botchling

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+3 (14) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+3 (14) | **Armour** | 1/1/1/1/1 |
| **DEX** | 3d6+3 (14) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 3d6 (11) | **Initiative Bonus** | 13 |
| **POW** | 1d6 (4) | **Abilities** | Regeneration, Poison Immunity, Disease Immunity, Night Sight, Frenzy, Vampiric |
|  |  | **Magic** | None |

| Skills |
| --- |
| Athletics 51%, Brawn 50%, Endurance 58%, Evade 48%, Perception 47%, Unarmed 71%, Willpower 60%, Combat Style (Claws, Teeth, Spines) 71% |

| Passions |
| --- |
| Desire (Drain Blood) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | S | 1d4 | Bleed, Grip |
| Heavy Spines | M | S | 1d6 | Impale |

#### Vampiric

The transformed Botchling can drain its victim's blood, causing fatigue loss at a rate of 1 fatigue level per round while it maintains a grip with its bite.

#### In Combat

The transformed lubberkin will attempt to Impale its opponent on its spines, before using its bite to grip and drain the target.

### Lubberkin

*Legends claim you can bury a botchling under the family's threshold, perform a ritual and turn it into a lubberkin. That's a sort of, uhh... hob, a guardian spirit.*

*~ Geralt of Rivia*

A lubberkin is a friendly household guardian spirit created from a botchling through Aymm Rhoin, an elven naming ritual, during which it is given a proper name and a burial under the threshold of the family estate.

### Spirit Form

| **INS** | 1d6+6 (10) | **Abilities** | Warding |
| --- | --- | --- | --- |
| **POW** | As per intensity | **Skills** | Spectral Combat 70%, Willpower 70% |
| **CHA** | 1d6+6 (10) | **Passions** | Protect Home 100% |

The Lubberkin will protect the home it is bound to from hostile magical or spiritual effects / creatures. It will attempt to engage any hostile spirits in spirit combat if they attempt to enter the home.

The Lubberkin can also neutralise spells with a Magnitude of up to twice its own Intensity.

## Striga

*"Where does it come from? Spells, magic?"*

*"I have no idea, sire. The Sages research these phenomena. For us witchers, it is enough to know that strong will may create them. We also like to know how to fight them."*

*"And kill them?"*

*"Most frequently, yes. That is what we are usually paid for. Few want the spell lifted. People usually just want to be protected. If the monster has killed people, revenge may be another motive."*

*~ Unknown Witcher and client*

Striga are cursed beings, residing inside their coffins until the full moon when they rise to the hunt with incredible strength and speed.

A striga is a very strong and agile creature, but not as resilient as they might seem; they attack by surprise and try to tear opponents to pieces without giving them a chance to fight back.

| **STR** | 2d6+15 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | +1d4 |
| **SIZ** | 1d6+12 (16) | **Armour** | None |
| **DEX** | 2d6+12 (19) | **Hit Points** | 10/10/12/11/10 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +13 |
| **POW** | 2d6 (7) | **Abilities** | Quadruped, Leaper, Regeneration, Night Sight, Immunity (Normal Weapons), Vulnerable (Magic and Silver) |

| Skills |
| --- |
| Athletics 75%, Brawn 62%, Combat Style (Striga) 69%, Endurance 52%, Evade 66%, Perception 60%, Stealth 64%, Willpower 54% |

| Passions |
| --- |
| Desire (Kill and Consume the living) 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | M | T | 1d4 | Bleed, Grip |

#### Quadruped

The Striga will not end up prone as the result of an Evade check, as long as the check is passed.

#### Leaper

The Striga’s leap is resolved with an opposed roll of the Striga’s athletics skill versus the defender's Brawn or Evade skill. Failure for the defender automatically knocks them prone, unable to rise unless the Striga moves away or they win a special effect, selecting Arise.

#### In Combat

The Striga will attempt to leap on its target, bringing it down and mauling it with claw and teeth. To leap on a target, the Striga must either perform it from an ambush, raised location or at the end of a charge.

If prevented from returning to the coffin, the Striga will retreat and attempt to launch another ambush while there is time remaining, however as the dawn comes it will attempt to return to its coffin no matter the obstacles.

#### Lifting the curse

In order to lift the curse on a Striga, "someone must prevent the striga from returning to her coffin by the third crowing of the rooster. Then she would be cured, turning into an ordinary little girl".

# Hybrids

Hybrids are a creatures that share features with multiple different species of more conventional creature.

## Griffin

*Aye, half-eagle, half tomcat, just like on the lord's crest. 'Cept this 'un was carryin' me dead cow 'stead of a scepter.*

*~ Griffin attack witness, name unknown*

Griffins were once only found high in the mountains, where they would hunt marmots and wild goats. When humans encroached on their lands, however, griffins soon discovered a new source of much more plentiful and easier-caught prey: cows, sheep and shepherds. Though still wary of main roads and towns (where folk with the means to hire a witcher are like to dwell), these half-eagle, half-wildcat creatures have gone from rarities to oft-encountered pests known throughout the Northern Realms. Especially hated are the subspecies known as royal griffins and archgriffins.

Griffins mate for life and when their partner is attacked they will defend it to the death. For this reason they are often considered the embodiment of courage, loyalty and fighting spirit. This last attribute no one would deny them – when provoked, they will not cease their attack until they have torn their opponent to shreds.

Griffins find their victims using their extraordinary perceptive sense of smell. After drawing near to their chosen target, they attack by swooping down from great height. Their muscular mass combined with their swift speed mean[sic] this blow alone is often enough to end the fight. If, however, the victim survives this aerial assault, the griffin will immediately engage it in direct combat, making use of its sharp, curved beak and powerful talons.

| **STR** | 3d6+12 (23) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+24 (35) | **Armour** | 2 on forequarters, 1 on hindquarters |
| **DEX** | 3d6+12 (23) | **Hit Points** | 11/11/10/13/12/11 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +18 |
| **POW** | 3d6 (11) | **Abilities** | Diving Strike, Flying, Quadruped |
| **CHA** | 2d6+12 (19) | **Magic** | None |

| Skills |
| --- |
| Athletics 76%, Brawn 78%, Combat Style (Griffin) 86%, Endurance 64%, Evade 66%, Perception 64%, Fly 76%, Track 64%, Willpower 52% |

| Passions |
| --- |
| Protect Mate 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | H | M | 1d10 | Bleed, Grip |
| Claws | H | L | 1d8 | Bleed |

#### Quadruped

Trip resistance is one grade easier and may use Athletics. The creature will not end up prone as the result of an Evade check, as long as the check is passed.

#### Diving Strike

A form of charge performed from the air requiring a full round of flying movement to initiate, increasing Size and Damage Bonus by one step.

#### Flying

May substitute Fly for Evade while airborne.

#### In Combat

In combat the Griffin will circle around in the air before making a Diving Strike on its target, gripping them with its beak and tearing at them with its claws.

### Variant: Archgriffin

Likely a result of mutagen tampering by mages of the past, the Archgriffin possesses the ability to spit acid, as if a regular Griffin was not dangerous enough.

| **STR** | 3d6+12 (23) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+24 (35) | **Armour** | 2 on forequarters, 1 on hindquarters |
| **DEX** | 3d6+12 (23) | **Hit Points** | 11/11/10/13/12/11 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +18 |
| **POW** | 3d6 (11) | **Abilities** | Diving Strike, Flying, Acid Spit, Quadruped |
| **CHA** | 2d6+12 (19) | **Magic** | None |

| Skills |
| --- |
| Athletics 76%, Brawn 78%, Combat Style (Griffin) 86%, Endurance 64%, Evade 66%, Perception 64%, Fly 76%, Track 64%, Willpower 52% |

| Passions |
| --- |
| Protect Mate 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | H | M | 1d10 | Bleed, Grip |
| Claws | H | L | 1d8 | Bleed |

#### Acid Spit

The Archgriffin can spit acid at a victim, requiring them to pass an opposed Evade roll or take 1d8 damage to the location. Armour hit by the acid is permanently reduced by the damage rolled.

#### In Combat

In combat the Griffin will circle around in the air before making a Diving Strike on its target, gripping them with its beak and tearing at them with its claws.

If the enemy is being evasive, it will resort to spitting acid at them.

### Variant: Royal Griffin

The Royal Griffin is a larger sub-species of Griffin, not only is it larger and more aggressive, it’s beak is composed of extremely hard material, enabling it to rip and tear even the strongest armour.

| **STR** | 3d6+14 (25) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d12 |
| **SIZ** | 4d6+24 (38) | **Armour** | 2 on forequarters, 1 on hindquarters |
| **DEX** | 3d6+12 (23) | **Hit Points** | 11/11/10/13/12/11 |
| **INS** | 2d6+6 (13) | **Initiative Bonus** | +18 |
| **POW** | 3d6 (11) | **Abilities** | Leaper, Diving Strike, Flying, Quadruped |
| **CHA** | 2d6+12 (19) | **Magic** | None |

| Skills |
| --- |
| Athletics 76%, Brawn 83%, Combat Style (Griffin) 86%, Endurance 68%, Evade 66%, Perception 64%, Fly 76%, Track 64%, Willpower 52% |

| Passions |
| --- |
| Protect Mate 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | H | M | 1d10 | Sunder, Bleed, Grip |
| Claws | H | L | 1d8 | Bleed |

#### In Combat

In combat the Archgriffin will circle around in the air before making a Diving Strike on its target, gripping them with its beak and tearing at them with its claws.

Archgriffins often rely on their greater bulk to pin enemies to the ground, combining the Leaper and Diving Strike traits to knock their targets to the ground.

## Harpy

*Most monsters don't actually keep any treasure in their lairs. Harpies, though - they like shiny things.*

*~ Letho, Viper School witcher*

It is hard to say what is most repulsive about harpies; their hideous appearance, the overwhelming stench of rot and bird excrement that clings to them or their blood curdling screech. Suffice it to say that even rats, who dwell happily among the rankest fecal matter and rotten waste, give their nests a wide berth.

Harpy nests are most often found atop high cliffs or rocky ravines. Sure signs of having strayed near one are crumbling human and animal remains, guano-streaked rocks and feathers littering the ground.

Harpies hunt in flocks consisting of a handful to up to twenty individuals. Though rather cowardly and cautious, harpies fiercely defend their nests and will not hesitate to attack when outnumbering their foes.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | None |
| **SIZ** | 1d6+9 (13) | **Armour** | 1 on claws and wings, None elsewhere |
| **DEX** | 4d6+4 (18) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | +17 |
| **POW** | 3d6 (11) | **Abilities** | Clumsy (On ground), Diving Strike, Flying |
| **CHA** | 1d6 (4) | **Magic** | None |

| Skills |
| --- |
| Athletics 51%, Brawn 44%, Combat Style (Harpy) 71%, Deceit 57%, Endurance 42%, Evade 60%, Perception 64%, Fly 71%, Willpower 42% |

| Passions |
| --- |
| Greed and Theft 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | M | M | 1d4 | Bleed, Grip |

#### Clumsy (On ground)

When landed, a Harpy is clumsy and cumbersome, any evade, athletics or brawn checks whilst grounded are Hard difficulty. A Harpy will not generally land in combat, preferring to remain airborne, however if hit it must make an unopposed Fly check to remain aloft.

#### In Combat

In combat, the Harpy will attempt to descend and rip victims’ head and upper body from the air with its claws, attempting to grip weapons and fly away with them before returning to attack the vulnerable victim.

## Siren

*Out at sea, if you hear a beautiful woman singing, turn the ship around at once. You understand? Even if it means sailing straight back into a storm.*

*~ Arike of Hindarsfjall, advice given to his son before his first solo voyage*

Like skilled hunters setting out wooden ducks to lure in drakes, sirens lure men near - using their own bodies as decoys. They can transform to resemble beautiful human maidens, though with tails covered in silver scales instead of legs. Once a naive sailor gets within arm's reach of these beautiful creatures, their fair faces suddenly turn to fang-filled, fish-like maws, and lovely tails promising unknown delights become sharp, death-dealing talons.

One legend claims sirens were once friendly towards men – and supposedly were even known (albeit on rare occasions) to accept some sailors' clumsy attempts at courtship.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | None |
| **SIZ** | 1d6+9 (13) | **Armour** | 1 on claws and wings, None elsewhere |
| **DEX** | 4d6+4 (18) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | +17 |
| **POW** | 3d6 (11) | **Abilities** | Clumsy (On ground), Diving Strike, Flying, Swimmer, Beautiful Illusion |
| **CHA** | 1d6 (4) | **Magic** | None |

| Skills |
| --- |
| Athletics 51%, Brawn 44%, Combat Style (Siren) 71%, Deceit 77%, Endurance 42%, Evade 60%, Perception 64%, Fly 71%, Willpower 42% |

| Passions |
| --- |
| Greed and Theft 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | M | M | 1d4 | Bleed, Grip |

#### Clumsy (On ground)

When landed, a Harpy is clumsy and cumbersome, evading whilst grounded is Hard difficulty. A Harpy will not generally land in combat, preferring to remain airborne, however if hit it must make an unopposed Fly check to remain aloft.

#### Diving Strike

The Siren is equally at home in the air as in the sea and can make diving strikes from air or water.

#### Beautiful Illusion

Sirens can create an illusion that they are beautiful members of a humanoid race, requiring an opposed roll of Willpower against the Deceit skill of the Siren to see through the illusion.

#### In Combat

When its victim is close enough, the Siren will attempt to Grip its victim and pull it into the water to drown.

## Succubus / Incubus

*Again?! Good grief, woman, I'm spent...*

*– Lester of Smallton to a succubus, a few days before taking a vow of celibacy*

Unlike other monsters, succubi or maenads feel no desire to kill, do not crave human blood and usually do not, in fact, mean any harm at all. They are motivated by one thing and one thing only: an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and maenads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Succubi or maenads usually can be found near human settlements, including small villages and populous cities. They prowl at night, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.

Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance – under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | None |
| **SIZ** | 1d6+9 (13) | **Armour** | 1 on legs |
| **DEX** | 3d6 (11) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | +17 |
| **POW** | 3d6+6 (11) | **Abilities** | Beautiful Illusion |
| **CHA** | 2d6+20 (27) | **Magic** | Natural Fire Affinity |

| Skills |
| --- |
| Athletics 51%, Brawn 64%, Combat Style (Succubi) 71%, Invocation 45%, Shaping 40%, Deceit 81%, Sing 75%, Dance 75%, Seduction 85%, Endurance 42%, Evade 35%, Perception 64%, Willpower 62% |

| Passions |
| --- |
| Lust 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Horns | M | S | 1d6 | Impale |
| Hooves | M | M | 1d4 | Bash, Stun |

#### Natural Fire Affinity

Succubi and Incubi have a natural aptitude for Fire magic, giving them the following spells;

##### Wrack (Fire)

*Instant, Range 1m x POW, Magnitude 1, Resist (Evade)*

Armour is effective, 1d4, Intensity 4, Range 1m x POW

##### Heat

*Instant, Range 1m x POW, Magnitude 1*

Increase the temperature of small objects (ENC less than a third of POW)

##### Warmth

*Concentration, Touch, Magnitude 1*

Protects the recipient from the effects of cold, effects targets up to SIZ of POW x2.

##### Extinguish

*Instant, Range 1m x POW, Magnitude 1*

Immediately extinguish flames and small fires.

##### Vigour

*Touch, Magnitude 1*

Makes the recipient feel alive and energetic, for the duration of the spell all fatigue effects gained from physical activity are ignored. They return when the spell is dismissed.

##### Beautiful Illusion

Succubi and Incubi can create an illusion that they are beautiful members of a humanoid race, requiring an opposed roll of Willpower against the Deceit skill of the Succubi or Incubi to see through the illusion.

#### In Combat

The Succubi or Incubi will attempt to flee combat at the first opportunity, when trapped it will cast Wrack (Fire) at any pursuers.

## Manticore

*One of the world's oldest and deadliest creatures, a manticore, otherwise known as a mardyacore, is a giant beast with the body of a lion, bat wings, and scorpion tail.*

*~ Geralt of Rivia*

The Manticore is a strange, flying creature, a mix of lion, bat and scorpion. It attacks from the air and uses its long tail ended with a poison gland to poison the opponents. Mantikora live in high mountains. It is a strong and demanding opponent, even though it's no bigger than a lion.

| **STR** | 2d6+15 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 2d6+9 (16) | **Damage Bonus** | +1d10 |
| **SIZ** | 2d6+18 (25) | **Armour** | 3 |
| **DEX** | 3d6+6 (17) | **Hit Points** | 9/9/11/10/9 + 9 (tail) |
| **INS** | 2d6+7 (14) | **Initiative Bonus** | 16 |
| **POW** | 3d6 (11) | **Abilities** | Leaper, Venomous, Flying, Quadruped |

| Skills |
| --- |
| Athletics 69%, Brawn 61%, Combat Style (Manticore) 79%, Endurance 72%, Evade 74%, Perception 65%, Willpower 62% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d6 | Bleed, Grip |
| Claws | L | M | 1d6 | Bleed |
| Sting | H | L | 1d8 | Venom |

#### Manticore Venom

Manticore Venom has the following profile;

| Application: | *Manticore Stinger* |
| --- | --- |
| Potency: | *80* |
| Onset Time: | *1 round* |
| Duration: | *Until death* |
| Conditions: | *Paralysis in the affected location and 1d3 contiguous locations. Causes asphyxiation if this affects the chest or abdomen.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### In Combat

In Combat the Manticore will fight from the ground, attempting to leap upon its prey and sting them with its tail.

## Rimpler

A Rimpler resembles a hybrid of a cat with a rat. During the night, Rimplers sits on a drunk's chest and strangles him until death. The creature is very fast and agile, that's why it is nearly impossible, even with a great reflex, to catch one.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 1d6 (4) | **Damage Bonus** | -1d4 |
| **SIZ** | 1d6 (4) | **Armour** | None |
| **DEX** | 3d6+6 (17) | **Hit Points** | 2/1/4/3/2 |
| **INS** | 2d6 (7) | **Initiative Bonus** | 12 |
| **POW** | 1d6 (4) | **Abilities** | Strangler |

| Skills |
| --- |
| Athletics 70%, Brawn 40%, Combat Style (Rimpler) 40%, Endurance 10%, Evade 54%, Perception 30%, Stealth 60%, Willpower 10% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Unarmed | S | S | 1d3 | Grip |

#### Strangler

The Rimpler will attempt to strangle its victim with unnaturally strong fingers. When it receives a special effect it will automatically grip the head, requiring an opposed brawn roll for the victim to break free. If the victim is surprised, they can hold their breath for ½ Endurance in seconds, for each round afterwards they lose a level of fatigue until death.

#### In Combat

In Combat, the Rimpler will simply attempt to flee.

# 

# Insectoids

Insectoid is a hypernym used to refer to arthropod-like monsters that are generally found in forests and fields (in the case of centipedes), and swamps (kikimora). Despite the name, the group also includes monsters based on non-insect animals like crabs and spiders.

## Frightner / Chimera

*"The first mage to create a frightener was the infamous renegade Dagobert Sulla, a diligent student of the Zerrikanian masters of alchemy and the supervisor of the Trial of the Grasses carried out at Kaer Morhen. Upon beholding the abomination he had created, Sulla is said to have cried: 'What have I done?' He destroyed the monster; his notes, however, survived."*

The Frightener is likened to a praying mantis merged with a beetle, then made gigantic, it has very thick armour and is almost immune to normal weaponry. Its only real weakness is a sensitivity to loud sounds at high frequencies; a Witcher’s silver sword can also harm the beast.

Only possibly due to mutagenic experiments by mages of the past, luckily for all this means the population is extremely low. Most of the remaining population is reported to favour desert environments like far Zerrikania, where it can bury its huge bulk under the sand and ambush prey.

| **STR** | 2d6+15 (22) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d12 |
| **SIZ** | 2d6+30 (37) | **Armour** | 8 |
| **DEX** | 3d6+3 (10) | **Hit Points** | 9/8/10/11/8/8 |
| **INS** | 2d6+2 (9) | **Initiative Bonus** | 10 |
| **POW** | 2d6 (7) | **Abilities** | Burrower, Earth Sense, Formidable Natural Weapons, Trample, Quadruped |

| Skills |
| --- |
| Athletics 52%, Brawn 87%, Combat Style (Frightener) 67%, Endurance 80%, Evade 40%, Perception 56%, Stealth 49%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Forelimbs | H | L | 1d18 | Impale |
| Trample | H | T | 2d10 |  |

#### Burrower

The Frightener can burrow through sand at its regular movement rate.

#### Earth Sense

The Frightener can fight by sensing vibration and air pressure while underground, it suffers no penalty to perception as long as the target is within INS metres. This range is halved when above ground.

#### Trample

The Frightener can trample creatures less than or equal to half its SIZ, it uses its Athletics skill to make this attack which inflicts damage equal to twice its damage modifier. Trampling a prone opponent while static costs an Action point, however if a trample occurs while moving or charging it is a Free Action.

#### In Combat

In combat the like to ambush its prey from beneath the sand, it uses its bulk to crush the opponent and then, in the unlikely event they survive, impales them on its forelimbs.

## Aeschna

A large, coarse arthropod, two fathoms long, which lives in the Pontar Delta feeding on the huge amounts of waste and pollution from the nearby human population. It is often confused with the ilyocoris.

Aeschna resembles a stump overgrown with algae. However, it has ten legs, each with spikes, and four pairs of sickle-shaped jaws, toothed like cut-saws. Beyond that, it also has a very hard spiked armour and a flat tail ending in a fan.

These creatures often attack barges and ships, and they can even pull a cow from the deck, not to mention a man.

| **STR** | 2d6+15 (22) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (18) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+10 (17) | **Armour** | 5 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 5/6/6/6/5 |
| **INS** | 2d6 (7) | **Initiative Bonus** | 9 |
| **POW** | 2d6 (7) | **Abilities** | Swimmer, Camouflaged, Quadruped |

| Skills |
| --- |
| Athletics 52%, Brawn 69%, Combat Style (Aeschna) 40%, Endurance 78%, Evade 40%, Perception 56%, Stealth 49%, Swim 75%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Jaws | M | T | 1d4 | Sunder, Bleed |
| Leg Spikes | M | M | 1d6 | Bleed |

#### Swimmer

The Aeschna is an accomplished swimmer, automatically succeeding swim rolls unless they are unusually difficult. When in the water, it can substitute its Swim skill in place of Evade or Athletics.

#### Camouflaged

Attempts to spot the Aeschna are two difficulty grades harder when it is still beneath the water.

## Arachas

*N'aracche aen woed endicen [Let sleeping arachasae lie].*

*~ Elven proverb*

Powerful pincers, a maw filled with razor-sharp teeth and venom glands packed with deadly toxins – these constitute the Arachas' deadly arsenal. Since people and farm animals make up an important part of these creatures' diet, contracts on arachasae in turn constitute an important source of witcher coin.

Once native to the far south, this invasive species migrated north over the course of decades, adjusting as it went to new climates and temperatures. It found damp woodlands and swamps most hospitable and made them its home, making use of the much and moss found there as blankets during its winter hibernation. The arachas hides its unprotected, sack-like abdomen under a covering of hollow tree-trunks worn on its back.

At first glance, a stationary arachas often looks like a part of the forest undergrowth, a fact it uses to deadly advantage when hunting. It usually begins a battle by spitting webbing, then tries to grab its prey with prehensile feelers in order to drag it within reach of its crushing pincers.

| **STR** | 3d6+9 (20) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d10 |
| **SIZ** | 3d6+18 (29) | **Armour** | 4 |
| **DEX** | 3d6+9 (20) | **Hit Points** | 11/9/12/9/9 |
| **INS** | 2d6+2 (9) | **Initiative Bonus** | 15 |
| **POW** | 1d6 (4) | **Abilities** | Grappler, Venomous, Poison Immunity, Camouflaged, Spit Webbing, Quadruped |

| Skills |
| --- |
| Athletics 80%, Brawn 69%, Combat Style (Arachas) 80%, Endurance 64%, Evade 60%, Perception 53%, Stealth 69%, Willpower 48% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Mandibles | L | S | 1d6 | Venomous, Grip |
| Feelers | L | VL | Grapple |  |
| Pincers | L | M | 1d18 | Grip, Sunder |

#### Grappler

The Arachas immediately grapples with its feelers upon successfully hitting the target, if the attack was parried, then it is granted the Grip effect against the limb or Pin Weapon against the weapon. Victims may attempt to escape with Brawn.

#### Venomous

Arachas coat their pincers in deadly poison, as defined below.

#### Arachas Poison

| Application: | *Damage from pincers* |
| --- | --- |
| Potency: | *80* |
| Onset Time: | *1d10 rounds* |
| Duration: | *1d3 + 3 days* |
| Conditions: | *Agony in affected locations, must roll willpower test to use location.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### Spit Webbing

The Arachascan spit webbing at a victim, requiring them to pass an opposed Evade roll or the hit location becomes webbed up and immobilised. Webbed legs prevent movement, webbed head, torso or abdomen makes skill checks one grade harder.

The target can escape by using the Struggle action to remove the webbing (with a Brawn check opposed by the Arachas’ Endurance) or by using the Slip Free special effect.

## Barbegazi

Barbegazi are monsters which resemble dirty, hairy rocks. Unlike rocks though, they also have very sharp teeth and are capable of imitating human speech. They live in the deepest depths of mines and caves, often the same locations where one might also find vespertyls.

| **STR** | 2d6+3 (10) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+3 (10) | **Damage Bonus** | -1d2 |
| **SIZ** | 2d6+3 (10) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 4/3/6/5/4 |
| **INS** | 1d6 (7) | **Initiative Bonus** | 10 |
| **POW** | 1d6 (4) | **Abilities** | Earth Sense, Dark Sight, Imitate Speech, Quadruped |

| Skills |
| --- |
| Athletics 40%, Brawn 40%, Combat Style (Barbegazi) 60%, Deceit 50%, Endurance 40%, Evade 46%, Perception 31%, Stealth 60%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Teeth | S | T | 1d6 | Bleed, Grip |

#### Imitate Speech

Barbegazi have a strange ability to imitate human sounds, usually the strangely distorted sound of humanoids in distress, not quite recognisable as speech but close enough to attract prey when in the echoing confines of its tunnel habitats.

#### In Combat

In Combat the Barbegazi will attempt to initiate an ambush from a pile of rocks before striking out and attempting to latch on with its sharp teeth. Will choose the Bleed special effect where possible.

## Endrega

Endregas are forest creatures that resemble arachnids. They are especially fond of flood-plains, as moisture and tall grass suit them. Longer than they are tall, they move about on all fours and are extremely difficult to spot as they lie motionless, awaiting their prey. Like kikimores, endregas are divided into castes, with warriors being most numerous, guards being less common, and queens being a real rarity.

These monsters, like arachnids, hatch from eggs. Impregnated queens lay the eggs in cocoons which hang from trees in areas known as nests. The lesser creatures zealously guard their queens, as colonies depend on them for survival. The queens themselves remain hidden, caring little for what happens to other adult specimens. However, when their nest is threatened, they emerge swiftly and fight ferociously. Thus, to exterminate an endrega colony, one must set fire to its cocoons to lure out and kill the queen.

A Witcher should target the beast's abdomen, where its armour is weakest. The creatures often willingly take blows, only to respond with a sudden counter-attack that can be deadly if not evaded or blocked.

### Endrega

| **STR** | 2d6+6 (13) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | 1 on abdomen, 3 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Poison Immunity, Burrower, Quadruped |

| Skills |
| --- |
| Athletics 46%, Brawn 46%, Combat Style (Endrega) 46%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |

### Variant: Endrega Warrior

Larger than regular Endrega, the warrior is especially adapted for defending the hive and the queen. It has a larger tail that is used as a bashing weapon to stun and crush threats.

| **STR** | 2d6+10 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d4 |
| **SIZ** | 2d6+10 (17) | **Armour** | 1 on abdomen, 4 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Poison Immunity, Burrower |

| Skills |
| --- |
| Athletics 46%, Brawn 66%, Combat Style (Endrega) 66%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |
| Tail | M | L | 1d8 | Bash, Stun Location |

### Variant: Endrega Queen

The queen Endrega is larger still than the Warrior, with a large bulbous dome on its back. A hive will have only a single queen, kept safe by other Endrega at all costs. Even so, the queen is not defenceless itself.

| **STR** | 2d6+10 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+10 (22) | **Armour** | 1 on abdomen, 4 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 8/7/11/10/9/8 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Poison Immunity, Burrower |

| Skills |
| --- |
| Athletics 46%, Brawn 86%, Combat Style (Endrega) 66%, Endurance 66%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |

#### In Combat

In combat all Endrega will attempt to protect the queen with their lives, they rely on their armoured body to deflect damage, devoting all their efforts to eliminating the threat.

## Eyehead

The Eyehead resembles nothing more than a rotting tree trunk with insectoid legs and eye stalks poking from the front. They are non-aggressive monsters, moving slowly, but striking with surprising speed should they feel threatened.

Eyeheads are very sensitive to sound, giving it great hearing, but also causing it great pain when close to loud noises, particularly metallic sounds. If it is confronted by loud metallic noises it will flee and likely not return for a very long time.

Eyeheads are extremely venomous, their venom possesses no known antidote, making it exceedingly valuable to those with the right interests. Luckily however, the Eyehead is increasingly rare, very few still exist in the world.

| **STR** | 2d6+6 (13) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +0 |
| **SIZ** | 1d6+6 (10) | **Armour** | 1 on abdomen, 3 elsewhere |
| **DEX** | 1d6+6 (10) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 1d6 (4) | **Abilities** | Venomous, Sound sensitive, Camouflaged |

| Skills |
| --- |
| Athletics 46%, Brawn 46%, Combat Style (Endrega) 46%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d4 | Bleed, Grip, Inject Venom |

#### Sound Sensitive

The Eyehead is so sensitive to sounds, it makes all Stealth rolls two grades more difficult unless the target is completely still.

Any loud noises require the Eyehead to pass an unopposed Willpower check, otherwise it flees. If the noise is metallic, the check is at Hard difficulty grade.

#### Eyehead Poison

| Application: | *Injection* |
| --- | --- |
| Potency: | *100%* |
| Onset Time: | *1d3 rounds* |
| Duration: | *1d3 days* |
| Conditions: | *Instant death by critical organ failure.* |
| Antidote/Cure: | *None known.* |

## Giant Centipede

*"Giant centipedes are said to have been raised in the Brokilon Forest and released into the world by vengeful dryads. The creatures are believed to be invincible, as they simply divide into two separate living beasts when cut in half. All this nonsense about giant centipedes only shows how intensely common people fear these venomous beasts, as they fear all things that are not human."*

*~ Unknown*

Hard chitinous armor covers nearly the entire body of a giant centipede. Sticking out from under this carapace are rows of hooked limbs. Giant centipedes are able to burrow into the ground with shocking speed, only to then appear back on the surface in another place.

Once they select a target, they will circle it determinedly, trying to get close enough to deliver a blow. They attack primarily with their powerful mandibles, but they also possess glands allowing them to spew acid.

| **STR** | 2d6+15 (22) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d12 |
| **SIZ** | 2d6+30 (37) | **Armour** | 5 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 10/10/10/10/10/10/10/10/10/10 |
| **INS** | 2d6+2 (9) | **Initiative Bonus** | 9 |
| **POW** | 2d6 (8) | **Abilities** | Spit Acid, Burrower |

| Skills |
| --- |
| Athletics 62%, Brawn 89%, Combat Style (Giant Centipede) 67%, Endurance 68%, Evade 40%, Perception 36%, Willpower 56% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Body Crush | H | M | 1d8 | Bash, Stun Location |
| Mandibles | H | T | 1d10 | Inject Venom |

#### Centipede Venom

| Application: | *Injection* |
| --- | --- |
| Potency: | *80* |
| Onset Time: | *Instant* |
| Duration: | *1d3 + 3 days* |
| Conditions: | *Immediate paralysis in the location button, affecting the entire body 1d3 rounds later. Causes asphyxiation if the chest or abdomen is affected.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### Acid Spit

The Giant Centipede can spit acid at a victim, requiring them to pass an opposed Evade roll or take 1d8 damage to the location. Armour hit by the acid is permanently reduced by the damage rolled.

#### In Combat

In Combat the Giant Scorpion will attempt to crush opponents with its body, choosing the trip special effect where applicable before closing and injecting its venom.

## Giant Scorpion

Giant Scorpions, also known as gigascorpions, are a species of desert dwelling insectoid with vicious pincers and a powerful stinging tail.

| **STR** | 4d6+12 (26) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d10 |
| **SIZ** | 3d6+12 (23) | **Armour** | 5 |
| **DEX** | 3d6 (11) | **Hit Points** | 8/7/10/9/8 + 6 Tail |
| **INS** | 2d6+2 (9) | **Initiative Bonus** | 10 |
| **POW** | 3d6 (12) | **Abilities** | Venomous, Burrower, Formidable Natural Weapons, Quadruped |

| Skills |
| --- |
| Athletics 67%, Brawn 74%, Combat Style (Giant Scorpion) 77%, Endurance 60%, Evade 42%, Perception 65%, Willpower 44% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | H | M | 1d6 | Grip, Sunder, Bash |
| Tail | H | T | 1d8 | Inject Venom, Bash |

#### Gigascorpion Venom

| Application: | *Injection* |
| --- | --- |
| Potency: | *58%* |
| Onset Time: | *1d3 rounds* |
| Duration: | *1d3 days* |
| Conditions: | *Agony in location and Nausea* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### Agony

Victim is hindered by intense pain. Whether in a location or the entire body, any skill roll involving use of the affected area must also be less or equal to the character’s Willpower, otherwise the attempt fails, and they moan or scream in pain.

#### Nausea

Victim cannot eat, and must roll against his Endurance every time he performs a stressful physical action to avoid being physically sick. Vomiting lasts for 1d3 rounds during which he cannot act. Long durations of Nausea may cause starvation.

## Ilyocoris

Ilyocoris or Lopustre are ravenous water creatures, somewhat resembling an oversized lobster with a long flat brown coloured body.

| **STR** | 2d6+6 (13) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | 2 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Aquatic |

| Skills |
| --- |
| Athletics 46%, Brawn 46%, Combat Style (Endrega) 46%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Grip |

#### In Combat

In Combat the Ilyocoris will attempt to pull its victims back into the water.

## Kikimore

*Kikimores are an insult to the gods, the filthiest creatures on Earth. They are repulsive in their resemblance to spiders, and even the smallest of them, the workers, are dangerous.' So say the uneducated, superstitious and stupid. The truth is far different! Kikimore workers rarely appear near human settlements, and even then they only attack when threatened. Is there anything more beautiful than a kikimore - a symbol of hard work, resourcefulness and caution?*

*~ Master Dorregaray, The Wonderful World of Insectoids*

Kikimore are another form of insectoid life, forming hives deep in swampland. The workers are fairly passive creatures, only attacking when attacked, however Kikimore warriors are very aggressive and will attack any form of life within the territory of the hive.

A Kikimore hive is easily recognised by the complete lack of life and many picked clean skeletons within the surrounding area.

### Kikimore Worker

| **STR** | 2d6+6 (13) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | 1 on abdomen, 3 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Burrower, Adhering, Quadruped |

| Skills |
| --- |
| Athletics 46%, Brawn 46%, Combat Style (Endrega) 46%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |

### Variant: Kikimore Warrior

Larger than regular Kikimore, the warrior is especially adapted for defending the hive and the queen.

| **STR** | 2d6+10 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d4 |
| **SIZ** | 2d6+10 (17) | **Armour** | 1 on abdomen, 4 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 6/5/8/7/6 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Burrower, Adhering, Quadruped |

| Skills |
| --- |
| Athletics 46%, Brawn 66%, Combat Style (Endrega) 66%, Endurance 46%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |

### Variant: Kikimore Queen

The queen Kikimore is larger still than the Warrior, with a large bulbous dome on its back. A hive will have only a single queen, kept safe by other Kikimore at all costs. Even so, the queen is not defenceless itself.

| **STR** | 2d6+10 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+10 (22) | **Armour** | 1 on abdomen, 4 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 8/7/11/10/9/8 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 9 |
| **POW** | 1d6 (4) | **Abilities** | Burrower, Quadruped |

| Skills |
| --- |
| Athletics 46%, Brawn 86%, Combat Style (Endrega) 66%, Endurance 66%, Evade 46%, Perception 35%, Willpower 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Pincers | S | T | 1d6 | Bleed, Grip |

#### In Combat

In combat all Kikimore will attempt to protect the queen with their lives, they rely on their armoured body to deflect damage, devoting all their efforts to eliminating the threat.

# 

# Elementa

Elementa are fascinating creations of elemental magic: golems, elementals, gargoyles, and the like. Most such creatures are summoned by a mage or priest. They follow orders and have little will of their own. However when brought into this world without shackles, elementa are forces of chaos that can destroy cities.

## Construct

A construct is a magically animated object able to perform simple tasks such as digging tunnels or fighting. The most common and simplest constructs are called golems – mindless figures made of clay, metal or wood that are programmed by mages to serve as servile workers and guardians.

A construct may serve as a body for a much more powerful creature, the elemental summoned by the mage from Elemental or Para-Elemental Plane. Such a construct is usually named after an elemental it is fueled by; for example a Fire Elemental is fueled by a being summoned from the Plane of Fire.

Constructs are immune to mind-affecting spells,[ bleeding wounds and poisons, but are especially vulnerable to anti-magic effects like Dimeritium.

#### Bound Creature

All constructs are possessed objects or materials, the only way to truly defeat a construct is to unbind it by removing the spell or by destroying the binding focus. Generally binding foci are fully encased within the chest cavity of the construct.

Any serious wound to the chest will expose the binding focus of the construct. Any further hit to the chest that does damage through the armour will destroy the binding focus and de-power the construct.

#### Vulnerable (Silver)

Due to their magical creation, constructs are vulnerable to the effects of Silver weaponry. When a silver weapon deals damage to an Elemental, halve the location's armour.

#### Allergy (Dimeritium)

The magic cancelling effects of dimeritium are extremely useful when fighting against a construct. They suffer 1d6 damage, ignoring armour, per combat round to the locations exposed to the substance.

### Variant: Golem / Gargoyle / Treant

*If we want to break through this wall, we're gonna need twenty sappers, seven mules and a hundredweight of saltpeter. Or one golem.*

*~ Vilmir Brass, foreman at Mount Carbon*

Golems are mindless matter brought to life by a spell. They obey their creator's orders without question. Their boundless strength, ability to withstand pain, endless patience and the fact that they need not one jot of food or drink makes them the best servants or guards anyone could ask for. Once provoked, they will not tire of battle until they have either crushed their opponent or themselves crumbled to dust.

Defeating a golem is extraordinarily difficult: for obvious reasons it does not bleed, it feels no fear or mercy and it is invulnerable to fire and poison. What's more, a golem's body is as hard as the rock it is sometimes heft out of, so even a silver blade will barely wound it. The monster's only weakness is acid – a blade covered in acrid oil can thus increase one's chances for victory.

| **STR** | 4d6+20 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (21) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+6 (17) | **Armour** | 10 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 10/9/12/11/10 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 3d6+6 (17) | **Abilities** | Formidable Natural Weapons, Immune (Bleed, Poison, Disease), Bound Creature, Vulnerable (Silver), Allergy (Dimeritium) |

| Skills |
| --- |
| Athletics 65%, Brawn 82%, Combat Style (Construct) 71%, Endurance 72%, Evade 40%, Perception 35%, Willpower 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Elemental Limbs | H | L | 1d6 | Bash, Stun Location, Grip |

### Variant: Fire Elemental

*The first fire elemental was created by Ransant Alvaro. Sadly, flames engulfed his entire laboratory, burning it - along with every other building on his block - to ash.*

*~ Tarvix Sandoval, "Origins of Magic Arcana"*

Fire is the most destructive of the elements, thus the aggressive lethality of the creature that embodies its essence should come as no surprise. Fire elementals are forged in complicated magic rituals for one purpose: destruction. And they pursue this with murderous determination.

This elemental attacks using fireballs and streams of flame which reduce anything in their path to ashes in the blink of an eye. Like golems and other elementals, poison does not touch it nor does it bleed. Fire-based spells not only do no harm but in fact strengthen it - thus one should by no means think of striking it with Igni. Though vulnerable to silver blades, getting within sword's reach of one is dangerous due to the furnace-like heart they emanate.

| **STR** | 4d6+20 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (21) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+6 (17) | **Armour** | 6 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 10/9/12/11/10 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 3d6+6 (17) | **Abilities** | Formidable Natural Weapons, Immune (Bleed, Poison, Disease, Fire), Bound Creature, Elemental Affinity, Vulnerable (Silver), Allergy (Dimeritium) |

| Skills |
| --- |
| Athletics 65%, Brawn 82%, Invocation 64%,Combat Style (Construct) 71%, Endurance 72%, Evade 40%, Perception 35%, Willpower 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Elemental Limbs | H | L | 1d6 | Bash, Stun Location, Grip |

#### Elemental Affinity

Fire Elementals are bound spirits of Fire, so have a natural aptitude for Fire magic, giving them the following spells;

##### Wrack (Fire Blast)

*Instant, Range 1m x POW, Magnitude 1, Resist (Evade)*

Armour is effective, 1d4, Intensity 4, Range 1m x POW

##### Ignite Form

*Self, Concentration, Magnitude 1*

The elemental can stoke its core to extreme levels of heat, any creatures engaged with the elemental within Medium reach are set on fire (Intensity 3 fire, 1d4+1 hit locations, 1d2 rounds to ignite, 1d6 damage, damage is applied regardless of armour).

The Elemental may increase the intensity of the fire by 1 by spending an action and 1 magic point once per turn (+1d6 damage per intensity per round ).

Maintaining the effect costs 1 MP per turn.

### Variant: Ice Elemental

*I thought to myself - what's a hunk of ice doing in the middle of some lab? And then that hunk of ice got up and broke my legs.*

*~ Yannick Lovt, burglar*

An ice elemental is a mass of frozen water animated by magic. Deprived of consciousness or independent will, this elemental is boundlessly obedient to the orders of the mage who created it. Those orders usually contain but one syllable: kill.

Ice elementals have no qualms about carrying out this order nor any particular difficulty in doing so. Gifted with incredible strength, they are completely invulnerable to poison and fire, deprived of sensitive organs, hard as permafrost and all in all incredibly difficult opponents.

| **STR** | 4d6+20 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (21) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+6 (17) | **Armour** | 6 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 10/9/12/11/10 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 3d6+6 (17) | **Abilities** | Formidable Natural Weapons, Immune (Bleed, Poison, Disease, Fire), Bound Creature, Elemental Affinity, Vulnerable (Silver), Allergy (Dimeritium) |

| Skills |
| --- |
| Athletics 65%, Brawn 82%, Invocation 64%, Combat Style (Construct) 71%, Endurance 72%, Evade 40%, Perception 35%, Willpower 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Elemental Limbs | H | L | 1d6 | Bash, Stun Location, Grip |

#### Elemental Affinity

Ice Elementals are bound spirits of Ice, so have a natural aptitude for Ice magic, giving them the following spells;

##### Wrack (Ice Blast)

*Instant, Range 1m x POW, Magnitude 4, , Resist (Evade)*

Armour is effective, 1d4, Range 1m x POW

##### Glacial Exposure

*Self, Concentration, Magnitude 4, Resist (Endurance)*

The elemental can release its elemental nature; any creatures engaged with the elemental within Medium reach must make an Endurance roll opposed by the elemental's Invocation roll to avoid suffering the effects of extreme exposure and losing a fatigue level.

Maintaining the effect costs 1 MP per turn.

### Variant: Earth Elemental

*How to survive an encounter with an earth elemental? Simple. Run. Fast as you can.*

*~ Nino Murk, bounty hunter*

Earth elementals are made of mud, clay, sand and rock dust clumped together with water and brought alive with magic. While seemingly slow and ponderous, these creatures are nevertheless dangerous and should be avoided at all costs.

Earth elementals can withstand a tremendous amount of punishment. Due to their enormous mass they are virtually impossible to knock off balance. They do not bleed nor feel any pain from poison or even fire.

They kill men with astonishing ease – whether by smashing them with their fists or hurling enormous stones at them.

| **STR** | 4d6+20 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (21) | **Damage Bonus** | +1d12 |
| **SIZ** | 3d6+6 (17) | **Armour** | 8 |
| **DEX** | 1d6 (4) | **Hit Points** | 10/9/12/11/10 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 4 |
| **POW** | 3d6+6 (17) | **Abilities** | Formidable Natural Weapons, Immune (Bleed, Poison, Disease, Fire), Bound Creature, Elemental Affinity |

| Skills |
| --- |
| Athletics 65%, Brawn 82%, Invocation 64%, Combat Style (Construct) 65%, Endurance 72%, Evade 40%, Perception 35%, Willpower 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Elemental Limbs | H | L | 1d6 | Bash, Stun Location, Grip |

#### Elemental Affinity

Earth Elementals are bound spirits of Earth, so have a natural aptitude for Earth magic, giving them the following spells;

##### Wrack (Stone Blast)

*Instant, Range 1m x POW, Magnitude 4, Resist (Evade)*

Armour is effective, 1d4, Range 1m x POW

##### Engulfing Presence

*Self, Concentration, Magnitude 4, Resist (Endurance)*

The elemental can release its elemental nature; controlling a cloud of sand and dust to suffocate targets within Medium reach. Affected breathing creatures must pass an Endurance check opposed by the elemental’s Invocation roll or suffer the effects of asphyxiation.

Maintaining the effect costs 1 MP per turn.

## Djinn

*The pitcher emitted a puff of glowing red smoke. The smoke pulsated, then gathered up into an irregular sphere floating in front of the poet's head...*

*~ The First Longing, a Tale Fantastic in All Ways*

A djinn is a powerful air spirit, a condensation of the power of that element endowed with consciousness and character - the latter usually nasty. According to legend, djinn can grant even the most far-fetched wishes, though they do so very begrudgingly.

Unusually powerful mages can capture and tame these beings. The mage can then draw on its energy, using it to cast spells without having to call on Power from traditional sources. Only a sparse handful have managed this feat, however, for djinn fight to avoid such a fate with stubborn determination. To imprison a djinn and bend it to one's will, one must first weaken it, and that is no easy feat.

Fighting a djinn is extraordinarily difficult. They can fling off spells in an instant that the most accomplished human mages could never cast with years of preparation. What's more, by manipulating the element of air they can summon powerful storms, hurricanes, and gales.

Djinn are extremely dangerous

### Spirit Form

| **INT** | 2d6+6 (13) | **Intensity** | 1d6+1 (5) |
| --- | --- | --- | --- |
| **POW** | 1d6+30 (34) | **Skills** | Spectral Combat 72% |
| **CHA** | 5d6 (20) | **Abilities** | Recurring |

### Manifested Form

| **STR** | 2d6+20 (27) | **Intensity** | 2d6 (7) |
| --- | --- | --- | --- |
| **CON** | 2d6+20 (27) | **Action Points** | 2 |
| **SIZ** | 3d6+20 (31) | **Damage Bonus** | +1d12 |
| **DEX** | 1d6+10 (14) | **Armour** | 6 |
| **INT** | 3d6+6 (17) | **Hit Points** | 1d6+30 (34) |
| **POW** | 1d6+30 (34) | **Initiative Bonus** | 16 |
| **CHA** | 5d6 (20) | **Abilities** | Fly, Immunity (Normal Weapons), Immunity (Disarm) Spell Mastery, Formidable Natural Weapons |

| Skills |
| --- |
| Combat Style (Djinn) 82%, Evocation 150%, Shaping 150%, Insight 87%, Deceit 67%, Brawn 86%, Evade 68%, Perception 61%, Willpower 72% |

| Passions |
| --- |
| Kill Summoner 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Elemental Bonds | H | L | 1d6 | Bash, Stun Location, Grip |

#### Spell Mastery

Djinn are unbound elementals, as such they have innate access and control to huge amounts of the power. Djinn have access to 1d3+12 Sorcery spells, themed around air magic.

#### In Combat

Djinn are driven to kill the one who summoned them, then go on to cause massive storms and damage in the area before returning back to the elemental plane.

# 

# Relicts

## Leshen

*We never hunt in these woods. Never. Even if it means the whole village starves.*

*~ Mulliver, ealdorman of Hoshberg in lower Aedirn*

Leshens or Leshy dwell in dense, primaeval woods. Fiercely territorial creatures, they hunt with stealth and cunning as their only companions. They use their inborn magic to control the plants and animals within their territory – and so, when stalking them, half the battle is merely getting near enough to strike.

Humans have long been fascinated by the wild wood — living in its vicinity was the source of tales about creatures ferocious and benign, friendly and hostile. As they started to settle deeper and deeper into the forests, respect for the unknown diminished. Lumber was gathered, stone abodes were built. As the pestilence that was humanity grew bigger, so did the forest's and its inhabitants' wrath.

At the heart of the forest lies a secret. In a place born of darkness and primaeval nature, resides a mighty and terrifying guardian. Immune to human steel, some believe the leshen is nature's way of protecting the forest and the animals that live within it from the threat humans started to pose upon their ravaging expansion deeper into the lands.

Along with the animals it commands, the leshen became a force to be reckoned with. Sometimes worshipped, this creature can heal other woodland animals and summon beasts or birds to protect the forest.

| **STR** | 2d6+12 (19) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 2d6+20 (27) | **Damage Bonus** | 1d10 |
| **SIZ** | 2d6+20 (27) | **Armour** | 2 |
| **DEX** | 3d6+6 (17) | **Hit Points** | 10/9/12/11/10 |
| **INT** | 3d6 (12) | **Initiative Bonus** | 15 |
| **POW** | 3d6+6 (17) | **Abilities** | Demesne (Forest), Dominate (Beasts and Birds of the Forest), Formidable Natural Weapons, Camouflaged, Immunity (Bleed, Poison, Disease), Vulnerable (Fire) |

| Skills |
| --- |
| Combat Style (Leshy) 76%, Brawn 76%, Evade 64%, Perception 61%, Willpower 72%, Leshy Magic 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | H | L | 1d6 | Bleed, Impale |
| Vines and Branches | M | N/A | 1d3 | Entangling, Impale, No Damage Mod |

#### Demesne (Forest)

The Leshy can control plant life within POW x100 metres, using them to directly attack victims from outside engagement. Attacks made with this ability use the Leshy Magic skill.

#### Dominate (Beasts and Birds of the Forest)

Leshy can dominate beasts and birds within POW metres using their Leshy Magic skill, creatures can resist with an opposed willpower roll.

#### Vulnerable (Fire)

Being part-tree means the Leshen is vulnerable to fire, its natural armour is flammable, though still reduces damage from fire. Setting a Leshen on fire is a good strategy, but you need to stay alive long enough to benefit.

#### In Combat

The Leshy will begin by attempting to entangle and impale its victim with vines and branches controlled using its Leshy magic skill. If possible it will continue to completely entangle its victims, impaling them with branches to a slow death. Once its full form is engaged it will give up on this strategy and attempt to claw the target to death.

## Spriggan

*I was gathering berries, as one does this time of year, when suddenly the trees shook and I saw this... this thing...*

*~ fragment of a story told by a woman returning from the woods*

Spriggans are a subspecies of the monsters known as leshens. One is liable to come across them in inaccessible, unfrequented woodlands.

They do not usually attack humans if unprovoked, but when irritated they can be quite fearsome, and, as they possess considerable strength, they are capable of doing great damage. Their appetite is such that they can devour more flesh than an army at a wedding.

Each spriggan has mastery over plants and is inextricably tied to them. Thus if someone destroys greenery in its domain, it immediately comes to punish the disturber.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+3 (14) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+3 (14) | **Armour** | 1 |
| **DEX** | 3d6+3 (14) | **Hit Points** | 6/5/8/7/6 |
| **INT** | 2d6 (7) | **Initiative Bonus** | 10 |
| **POW** | 3d6 (11) | **Abilities** | Demesne (Forest), Formidable Natural Weapons, Camouflaged, Immunity (Bleed, Poison, Disease) |

| Skills |
| --- |
| Combat Style (Spriggan) 61%, Brawn 51%, Evade 64%, Perception 61%, Willpower 62%, Spriggan Magic 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws | M | S | 1d6 | Bleed, Impale |
| Vines and Branches | M | N/A | 1d3 | Entangling, No Damage Mod |

#### Demesne (Forest)

Like its larger cousin, the spriggan can control plant life within POW x100 metres, using them to directly attack victims from outside engagement. Attacks made with this ability use the Spriggan Magic skill.

#### In Combat

Spriggan are much more temperate than Leshy, they will attempt to prevent people from harming their demesne by blocking them off with walls of branches and vines, if pushed they prefer entangling the target and leaving them.

## Sylvan

*Sylvans are cruel, greedy and treacherous. Still, I prefer them to dh'oine.*

*~ Yaevinn, legendary Scoia'tael commander*

Sylvans, Fauns and Yakshas, a kindred species, are extremely rare woodland creatures whose appearance combines traits of goats and rotund men. These beings usually pose little danger, for they limit their contact with humans to playing harmless (though often bothersome) tricks and eating crops from their fields. They share an origin with the Elves, having arrived via the same conjugation, this kinship sometimes sees them working together.

Sylvans resemble a human with goat's horns, soft lips with yellow, horse-like teeth, and a goatee. Their lower body features a tasselled tail and hairy legs with cloven hooves. The horns earned sylvans the label of "devils", which they dislike. Their voice resembles a goat's bleating. Their life-spans can reach up to more than 100 years.

| **STR** | 3d6+6 (17) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d4 |
| **SIZ** | 2d6+6 (13) | **Armour** | 1 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 6/5/8/7/6 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 10 |
| **CHA** | 3d6 (11) | **Abilities** | Night Sight |
| **POW** | 3d6 (11) | **Magic** | Folk Magic (Knock, Light, Mimic, Repugnance, Shove, Ventriloquism) |

| Skills |
| --- |
| Combat Style (Sylvan) 47%, Brawn 50%, Evade 40%, Deceit 62%, Perception 44%, Musicianship 62%, Sing 42%, Willpower 42%, Folk Magic 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Thrown Rocks | S | 5/10/20 | 1d3 | Stun Location |
| Hooves | M | M | 1d4 | Stun Location, Bash |

## Chort

*Chorts are smaller than fiends, true. But still big enough to kill.*

*~ Agnes Thistle, herbalist from the Black Forest*

Chorts are the somewhat smaller kin of fiends. Yet any witcher who thinks their diminutive stature means they present no danger commits a grave error, the kind that can end his career permanently. These denizens of dark and ancient woods are some of the most dangerous monsters known to man.

Chorts fight with little finesse, running straight towards their opponent and trying to knock him to the ground with the force of their charge. After downing their foe they bite, kick and strike with their claw-tipped paws.

| **STR** | 4d6+12 (26) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (20) | **Damage Bonus** | +1d10 |
| **SIZ** | 4d6+12 (24) | **Armour** | 4/3/3/3/3 |
| **DEX** | 2d6+3 (10) | **Hit Points** | 8/9/10/7/8 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 3d6 (11) | **Abilities** | Regenerating, Frenzy, Intimidate, Trample, Quadruped |

| Skills |
| --- |
| Combat Style (Chort) 66%, Brawn 70%, Evade 50%, Perception 35%, Willpower 42% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws and Horns | L | M | 1d6 | Bleed, Impale |
| Bite | L | S | 1d8 | Grip |

#### Trample

The Chort can trample creatures less than or equal to half its SIZ, it uses its Athletics skill to make this attack which inflicts damage equal to twice its damage modifier. Trampling a prone opponent while static costs an Action point, however if a trample occurs while moving or charging it is a Free Action.

#### Regeneration

Chorts possess strong regenerative capabilities, regenerating 1 hp per Combat Round to a single location, however the regeneration can be prevented via contact with silver, fire or Major Wounds.

#### In Combat

The Chort will charge targets, attempt to knock them over and then attack them with its claws.

### Variant: Fiend

*I regret to inform Your Grace that Your Grace's son fell while hunting a fiend. He died on the spot, along with his squire, his guide, the beaters, his peasant entourage and his hounds.*

*~ Kavin Jell, manager of the Villepin Estate near Vizima.*

Fiends are walking mountains of muscle capped with horned, tooth-filled heads. Like their rarer cousins, bumbakvetches, they live in thick forests, swamps and bogs. When possible they avoid humans, but when not possible, they kill them, and without much difficulty.

Fiends need not rely on their strength and stamina alone with fighting. They can also call on a more refined weapon: the third eye located in the centre of their forehead, which they use to draw their prey into a state of hypnosis. During these times their victim does not see anything beyond this single burning eye – the last thing they see before their death.

| **STR** | 4d6+14 (28) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (20) | **Damage Bonus** | +1d12 |
| **SIZ** | 4d6+22 (34) | **Armour** | 5 on head, 4 elsewhere |
| **DEX** | 2d6+3 (10) | **Hit Points** | 9/10/11/8/9 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 7 |
| **POW** | 3d6 (11) | **Abilities** | Regenerating, Frenzy, Intimidate, Trample, Third Eye |

| Skills |
| --- |
| Combat Style (Chort) 66%, Brawn 70%, Evade 50%, Perception 35%, Willpower 42% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Claws and Horns | L | M | 1d6 | Bleed, Impale |
| Bite | L | S | 1d8 | Grip |

#### Third Eye

Chorts have a Gaze Attack, requiring an action point to use. The victim must make an opposed Willpower roll against the Chort, failure means they stand about simply, unable to take any action for 1d3 rounds.

#### In Combat

Fiends first attempt to stun their target with their Third Eye ability, before charging and attempting to knock over their victim and attacking them with claw and horn.

## Godling

*Not too long ago the areas around peasant hamlets were chock full of guardian spirits. Today it's nigh unto impossible to spot a brownie, bucca or lutin. And godlings, they are always the first to go. Such is the price we pay for civilization's forward march.*

*~ From the preface to "The World We Have Lost," by Professor Dorregaray*

Godlings are woodland creatures dwelling in burrows and moss-covered hollow stumps on the outskirts of human settlements. They are similar to children in behaviour and appearance, and, like children, delight in mischief. Godlings are deeply rooted in their home territory and perform acts of care and guardianship to those dwelling near their burrows. They watch over people as well as animals, but, shy creatures by nature, they try to do so while remaining unseen. Godlings are drawn to joy and innocence, and so delight in the company of children and usually only show themselves to the young.

These hard-working and clever creatures gladly perform small services for those in their care, asking only for respect and payment in the form of food or cast-off tools in return. They are easily offended by churlish, ungrateful or simply rude behaviour. Godlings also treasure their peace and quiet. When the village a godling watches over becomes too populous or its inhabitants forget the old ways, it will abandon its burrow for good and walk off to destinations unknown.

| **STR** | 1d3+1 (3) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+3 (10) | **Damage Bonus** | -1d4 |
| **SIZ** | 2d6 (8) | **Armour** | None |
| **DEX** | 2d6+3 (10) | **Hit Points** | 4/3/6/5/4 |
| **INT** | 2d6+3 (10) | **Initiative Bonus** | 10 |
| **POW** | 3d6 (11) | **Abilities** | None |

| Skills |
| --- |
| Brawn 10%, Evade 50%, Perception 51%, Willpower 42%, Language (Nordling, Nilfgaardian, Elder Speech) 80%, Stealth 70% |

#### In Combat

Godlings will flee combat under all circumstances and hide.

## Shaelmaar

*The earth's innards are home to mighty strange and fearsome beasts. Were they ever to decide to ramble up to the surface, we'd all be gutted the very first day o' the invasion.*

*~ Ramus Vendenratz, Mahakam foreman.*

Shaelmaar spend most of their lives deep underground, having no contact with the world up above. At times, however, a shaelmaar will dig its way to the surface and devour any men within its reach. Some shaelmaar also burrow tunnels close to the surface, collapsing buildings and causing tremors in the process.

Since shaelmaar are blind, they find their way by sensing vibrations and listening for sounds. Thus the best tactic when fighting such a monster is to hurl something heavy or noisy against a nearby boulder or wall. Then pray silently that the beast will roll towards the sound and knock itself out upon striking into the obstacle.

| **STR** | 4d6+12 (26) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 4d6+10 (20) | **Damage Bonus** | +1d10 |
| **SIZ** | 4d6+12 (24) | **Armour** | 8 all over |
| **DEX** | 2d6 (8) | **Hit Points** | 8/9/10/7/8 |
| **INS** | 1d6+2 (8) | **Initiative Bonus** | 7 |
| **POW** | 3d6 (11) | **Abilities** | Earth Sense, Trample, Quadruped |

| Skills |
| --- |
| Combat Style (Shaelmaar) 66%, Brawn 70%, Evade 20%, Perception 35%, Willpower 42% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Digging Claws | L | M | 1d6 | Bash |

#### Trample

The shaelmaar can trample creatures less than or equal to half its SIZ, it uses its Athletics skill to make this attack which inflicts damage equal to twice its damage modifier. Trampling a prone opponent while static costs an Action point, however if a trample occurs while moving or charging it is a Free Action.

#### Earth Sense

The shaelmaar sees with a form of echolocation, it can see targets up to INS metres away at no penalty, though above ground this range is halved.

#### In Combat

When the shaelmaar detects a target, it will charge towards them, attempting to crush them beneath its bulk before clawing them to death.

# 

# Ogroids

## Ogres

Big, brutish humanoids with great brawn but not much intelligence, broader than most men are tall and taller still. Great tree trunk arms hang down to their knees, ending in melon sized fists.

Bald headed and nearly neckless with prominent boar-like tusks, the troll is a fearsome sight.

| **STR** | 2d6+12 (19) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+9 (16) | **Damage Bonus** | +1d8 |
| **SIZ** | 2d6+18 (25) | **Armour** | 2 |
| **DEX** | 3d6(11) | **Hit Points** | 9/8/11/10/9 |
| **INT** | 2d6+3 (10) | **Initiative Bonus** | 11 |
| **POW** | 3d6 (11) | **Abilities** | None |

| Skills |
| --- |
| Athletics 50%, Combat Style (Ogre) 61%, Endurance 62%, Brawn 84%, Evade 42%, Perception 38%, Willpower 42%, Unarmed 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Fists | L | M | 1d4 | Bash, Stun Location |
| Ogre Club | L | M | 1d10 | Bash, Stun Location |

## Trolls

*“One day, I ride up and what do I see? A bridge. And under that bridge sits a troll and demands every passerby pays him. Those who refuse have a leg injured, sometimes both. So I go to the alderman: "How much will you give me for that troll?" He's amazed. "What are you talking about?" he asks, "Who will repair the bridge if the troll's not there? He repairs it regularly with the sweat of his brow, solid work, first rate. It's cheaper to pay his toll."*

*~ Unknown Witcher*

| **STR** | 3d6+9 (20) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d8 |
| **SIZ** | 3d6+12 (23) | **Armour** | 3 |
| **DEX** | 3d6(11) | **Hit Points** | 8/7/10/9/8 |
| **INT** | 2d6+3 (10) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (7) | **Abilities** | Regenerating |

| Skills |
| --- |
| Combat Style (Troll) 61%, Brawn 73%, Endurance 64%, Evade 42%, Perception 51%, Willpower 42%, Unarmed 71% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Fists | L | M | 1d4 | Bash, Stun Location |
| Troll Club | L | M | 1d8 | Bash, Stun Location |

#### Regeneration

Trolls possess strong regenerative capabilities, regenerating 1d3 hp per Combat Round to a single location, however the regeneration can be prevented via contact with silver, fire or Major Wounds.

## Rock Trolls

*Man must riddly talk. But no tricksy. Or troll boom man head.*

*~ rock troll dwelling in a cave on Undvik*

If while hiking high in the mountains you come across a walking stone, do not think your eyes deceive you. Instead, draw your sword, for before you stands a rock troll. True, not every encounter with these creatures ends in a fight, while not particularly intelligent, trolls are capable of reason, but it is better to prepare for the worst. Otherwise, your hike might end not on the summit, but in their stew.

Trolls are able to use fire and simple tools, and some of them have even mastered the basics of Common Speech. Though linguistic nuances such as conjugations and declinations escape them, they are extremely fond of riddles, rhymes and all sorts of wordplay, a fact a witcher in possession of a bit of wit can use to his advantage.

| **STR** | 3d6+9 (20) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6+6 (17) | **Damage Bonus** | +1d8 |
| **SIZ** | 3d6+12 (23) | **Armour** | 5/5/6/6/5 |
| **DEX** | 3d6(11) | **Hit Points** | 8/7/10/9/8 |
| **INT** | 2d6+3 (10) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (7) | **Abilities** | Regenerating |

| Skills |
| --- |
| Combat Style (Troll) 61%, Brawn 73%, Endurance 64%, Evade 42%, Perception 51%, Willpower 42%, Unarmed 71% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Fists | L | M | 1d4 | Bash, Stun Location |
| Troll Club | L | M | 1d8 | Bash, Stun Location |
| Thrown Boulders | L | 5/10/20 | 1d6 | Stun Location |

#### Regeneration

Trolls possess strong regenerative capabilities, regenerating 1d3 hp per Combat Round to a single location, however the regeneration can be prevented via contact with silver, fire or Major Wounds.

## Nekkers

*Take heed, gents, there's nekkers under this here bridge. If you all cross at once, without slowing or stopping, there's nothing to fear. But if your cart throws an axle and you get stuck out there... Well, close your eyes and pray to Melitele.*

*~ Kurt Hammerbach, city guardsman in Vengerberg*

A lone nekker is harmless. Five are dangerous. Ten can kill even a veteran monster slayer. Particularly troublesome are the larger, stronger individuals known as warriors. Unlike fellow ogroids, nekkers are considerably agile and acrobatic.

Nekkers live in the dark woods that grow in damp, mist-filled valleys, in colonies of one to several dozen individuals. They dig deep burrows for lairs and connect them with a network of narrow tunnels. Using these passageways they are able to move at great speed within and around their colonies.

| **STR** | 2d6 (8) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 1d6+2 (6) | **Damage Bonus** | -1d4 |
| **SIZ** | 1d6+2 (6) | **Armour** | None |
| **DEX** | 3d6+6 (17) | **Hit Points** | 53/2/5/4/3 |
| **INS** | 1d6 (4) | **Initiative Bonus** | 11 |
| **POW** | 3d6 (11) | **Abilities** | Night Sight, Burrower |

| Skills |
| --- |
| Athletics 81%, Brawn 20%, Endurance 18%, Evade 58%, Perception 47%, Unarmed 61%, Willpower 30%, Sneak 60%, Combat Style (Claws, Bite) 65% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | S | T | 1d4 | Bleed, Grip |
| Claws | S | T | 1d3 | Bleed, Grip |

## Giants

Giants, also known as Titans, are rare creatures living mainly high in the mountains. They are rather obvious targets, so are well on their way to extinction by the current period. Giants are quite sentient, but have little to no patience for humanoids and are highly aggressive.

Legend has it that the giants and dragons often fight over territory in the highest of mountain ranges.

| **STR** | 2d6+24 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+18 (25) | **Damage Bonus** | +2d6 |
| **SIZ** | 4d6+24 (38) | **Armour** | 2 |
| **DEX** | 3d6 (11) | **Hit Points** | 13/12/15/14/13 |
| **INT** | 3d6 (11) | **Initiative Bonus** | 12 |
| **POW** | 2d6+6 | **Abilities** | None |
| **CHA** | 1d6 (4) | **Magic** | None |

| Skills |
| --- |
| Athletics 62%, Brawn 109%, Endurance 80%, Evade 42%, Perception 56%, Unarmed 72%, Willpower 66%, Combat Style (Giant) 65% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| TreeClub | C | U | 2d10 | Bash, Stun Location |
| Fists | H | L | 1d8 | Grip, Stun Location |
| Stomp | H | L | 1d8 | Bash, Stun Location |
| Thrown Boulder | E | 5/10/25 | 4d6 | - |

### Variant: Cyclops

*How about this... we take a big stake, sharpen its tip, jam it in the cyclops' eye – then sneak out of the cave disguised as sheep. How's that not a good idea?*

*~ Odess Thaka, traveller. Died tragically on Spikeroog*

Cyclops can easily be recognized by the single eye located in the centre of their foreheads. If for some reason that is not visible, other tell-tale signs are their enormous size, incredible strength and a seething hatred for all humans.

| **STR** | 2d6+15 (22) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d10 |
| **SIZ** | 2d6+21 (28) | **Armour** | None |
| **DEX** | 3d6 (11) | **Hit Points** | 10/9/12/11/10 |
| **INT** | 3d6 (11) | **Initiative Bonus** | 11 |
| **POW** | 3d6 (11) | **Abilities** | None |
| **CHA** | 1d6 (4) | **Magic** | None |

| Skills |
| --- |
| Athletics 53%, Brawn 80%, Endurance 68%, Evade 42%, Perception 42%, Unarmed 63%, Willpower 42%, Combat Style (Cyclops) 63% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Cyclops Club | E | VL | 2d8 | Bash, Stun Location |
| Fists | L | M | 1d6 | Grip, Stun Location |
| Stomp | L | M | 1d6 | Bash, Stun Location |
| Thrown Boulder | H | 5/10/25 | 3d6 | - |

# 

# Draconids

Dragons or draconids, which are said to represent the forces of Chaos. Apart from cats, dragons are the only creatures known to absorb magical energy.

Draconid is a hypernym used to refer to a number of large semi-reptiles, usually possessing six limbs: four legs and wings. Another difference between ornithosaurs and draconids is that whereas the former are beasts ruled by instincts, the latter may possess intelligence enough to converse.

## Dragons

Dragons are a separate family of draconids, characterised by their large size, two pairs of well-developed legs, and huge wings and tail. They are also much more advanced than their smaller cousins, possessing not only greater strength, but also cunning and intelligence.

Though reasons for this behaviour remain unknown, dragons universally love to collect gold, gemstones and other treasures -- a trait which has already made its way into countless legends.

Despite what tales of noble dragon slayers rescuing innocent maidens might have you believe, the people organising expeditions to hunt down dragons are invariably motivated not by the desire to put an end to the local threat, or even to win fame, but by simple greed. In the same way, tales painting dragons as terrible foes of the human race, which are used to justify half of all hunts, are just fables.

Alchemical components found in a dragon's body are among the most expensive on the market, and are in high demand among sorcerers. The beast's roasted tail is a real delicacy.

| **STR** | 2d6+24 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+24 (31) | **Damage Bonus** | +2d8 |
| **SIZ** | 4d6+36 (50) | **Armour** | 8 |
| **DEX** | 2d6+12 (19) | **Hit Points** | 17/17/19/18/17 + 16 on wings |
| **INT** | 2d6+12 (19) | **Initiative Bonus** | 19 |
| **POW** | 2d6+12 (19) | **Abilities** | Breathe Flame (2d6), Cold-Blooded, Dark Sight, Diving Strike, Engulfing, Flying, Formidable Natural Weapons, Immunity (Fire), Terrifying, Trample, Quadruped |
| **CHA** | 2d6+12 (19) | **Magic** | Many spells |

| Skills |
| --- |
| Athletics 80%, Brawn 120%, Deceit 78%, Endurance 92%, Evade 68%, Fly 90%, Insight 78%, Locale 68%, Lore (Dragon) 68%, Teach 58%, Perception 78%, Willpower 78%, Combat Style (Dragon) 63% |

| Passions |
| --- |
| Covet Treasure 90%, Disdain Lesser Creatures 90%, Love Intrigue 84% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | E | L | 1d12 | Bleed |
| Claws | E | L | 1d10 | Bleed, Grip |
| Tail | E | VL | 1d10 | Bash, Sweep Attack |
| Flame Breathe | - | - | 3d6 | - |
| Trample | C | T | 4d8 | - |

#### Breathe Flame

As a combat action, the creature breathes fire in a cone in front of itself, which stretches CON in metres, at the furthest extent it is CON / 4 wide. Creatures caught in the area suffer fire based damage (Intensity 4, 2d6) to all hit locations, passing an evade test allows them to take half that damage.

Breathing flame can only be done once per day, attempting to do so a second time requires the creature to pass an Endurance test or suffer a level of fatigue. Each successive attempt becomes one grade harder.

#### Cold-Blooded

The creature does not need to eat frequently and can survive upto a month without eating, though must consume large amounts when it does. When exposed to harsh cold weather, the creature suffers a loss of one combat action per round and suffers an initiative penalty of -6.

#### Engulfing

The creature can swallow a victim of up to SIZ / 4 whole, when the victim suffers at least one damage point from a Bite attack. If the target survives, they can attempt to hack their way out, ignoring armour, if they inflict a serious wound against the abdomen location they can make a Brawn check to pull themselves free.

#### Terrifying

The creature's appearance is so terrifying that it forces those who see it to make an unopposed Willpower test or flee immediately, passing the test causes them to be shaken for one round before being able to act normally, a critical allows them to act as normal.

## Wyverns

*Wyverns are unlucky to be frequently mistaken for dragons. Seeing a reptile approaching a flock of sheep, peasants panic. They expect it to breathe fire, massacre everyone and abduct the local virgins. While it is true that wyverns hunt sheep, they neither breathe fire nor lay waste to whole villages. And they are completely indifferent to virgins.*

*~ Unknown*

Ordinary folk often mistake wyverns for dragons. Witchers, however, immediately recognize these flying lizards, which tread upon the ground on two heavily-muscled legs. They also know that when fighting this beast, they must avoid the venomous stinger at the end of its tail and its jaws that bristle with deadly teeth.

| **STR** | 2d6+18 (25) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d8 |
| **SIZ** | 2d6+14 (21) | **Armour** | 5 |
| **DEX** | 2d6+12 (19) | **Hit Points** | 8/7/10/9/8 + 6 on wings |
| **INT** | 2d6 (8) | **Initiative Bonus** | 13 |
| **POW** | 2d6 (8) | **Abilities** | Cold-Blooded, Dark Sight, Flying, Leaper, Venomous |

| Skills |
| --- |
| Athletics 64%, Brawn 64%, Endurance 58%, Evade 58%, Fly 56%, Perception 46%, Willpower 46%, Combat Style (Wyvern) 84% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | L | S | 1d12 | Bleed |
| Foot Claws | L | L | 1d10 | Bleed |
| Tail | L | L | 1d10 | Bash, Inject Poison |

#### Wyvern Venom

| Application: | *Injection* |
| --- | --- |
| Potency: | *60* |
| Onset Time: | *Immediate, then 1d10 rounds* |
| Duration: | *1d3 + 3 days* |
| Conditions: | *Immediate Agony, then Paralysis after 1d10 rounds in the hit location. Causes asphyxiation if the chest or abdomen is affected.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### In Combat

Wyverns will charge from the air to initiate attacks, but will not charge through, instead crashing on top of their victims using the Leaper rules. They will then use their strong legs and vicious foot claws to rip and shred their victims. Any target who evades this first attack will find themselves beset by the stinging tail, which carries a dangerous poison.

## Basilisk

*In memory of the noble knight Roderick, slain during a valiant struggle against a basilisk. Let's hope the beast choked on his bones.*

*~ Gravestone inscription, Vizima cemetery*

Originally from Zerikania, they have birdlike beaks, feathered wings,a razor-sharp beak, hooked talons, and crimson dewlaps. Their poisonous breath is deadly when touched, and has often led to many exaggerated folk stories, such as basilisks being natural prey to the marten and their breath turning those afflicted to stone.

Basilisks love dark, damp places such as cellars, caves and city sewers. They hunt by day, waiting patiently in hiding for their prey to come, then jump out in a flash to unleash a deadly attack.

Basilisk leather is a highly-valued material used to make fashionable shoes and women's handbags. For this reason many men, their courage girded by goldlust, take to hunting them. Most of these hunts end in disaster, but some do manage to bag their prey, which has led to a drastic decline in this creature's numbers in recent years. Some mages and druids are of the opinion that basilisks should be included in programs meant to safeguard dying species.

| **STR** | 2d6+14 (21) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+13 (20) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 8/7/10/9/8 + 5 on wings |
| **INT** | 2d6 (8) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (8) | **Abilities** | Cold-Blooded, Dark Sight, Poison Immunity, Breathe Poison |

| Skills |
| --- |
| Athletics 64%, Brawn 64%, Endurance 58%, Evade 58%, Perception 46%, Willpower 46%, Combat Style (Basilisk) 74% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | M | T | 1d8 | Bleed, Grip |
| Foot Claws | M | M | 1d6 | Bleed, Grip |

#### Breathe Poison

As a combat action, the creature breathes poisonous gas in a cone in front of itself, which stretches CON in metres, at the furthest extent it is CON / 4 wide. Creatures caught in the area must make an opposed Endurance roll or become poisoned, a successful evade check will halve the potency of the poison.

Breathing poison can only be done once per day, attempting to do so a second time requires the creature to pass an Endurance test or suffer a level of fatigue. Each successive attempt becomes one grade harder.

#### Basilisk Poison

| Application: | *Inhalation* |
| --- | --- |
| Potency: | *80* |
| Onset Time: | *1d10 rounds* |
| Duration: | *1d3 + 3 days* |
| Conditions: | *Paralysis after 1d10 rounds in all locations. Causes asphyxiation.* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

#### In Combat

Basilisks will prefer the bleed special effect.

### Variant: Cockatrice

*Had meself eight heifers, five of 'em milchers. Then this cockatrice sprung up nearby, and now all's I got left's dried patties in an empty field.*

*~ Jethro, peasant from Pindal*

Foolish superstitions claim cockatrices, like basilisks, can kill with their gaze alone. That is utter nonsense, however, a cockatrice's gaze being no more dangerous than that of an angry goose. One should instead watch out for it's sharp beak and long tail, which it can whip to murderous effect.

Cockatrices thrive in dark caves, abandoned ruins, cobwebbed dungeons and old basements. Though small compared to griffins and manticores, they are more than capable of killing anyone who stumbles across them in a dark corridor.

Cockatrices do not shun direct fights, in which they strike furiously with wing and tail in an attempt to exhaust their foes. Blows from their beaks are especially dangerous, as they aim with deadly precision at exposed flesh and vital organs and leave bleeding, life-threatening wounds.

| **STR** | 2d6+14 (21) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+13 (20) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 7/6/9/8/7 + 4 on wings |
| **INT** | 2d6 (8) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (8) | **Abilities** | Cold-Blooded, Dark Sight, Flurry, Poison Immunity |

| Skills |
| --- |
| Athletics 64%, Brawn 64%, Endurance 58%, Evade 58%, Perception 46%, Willpower 46%, Combat Style (Cockatrice) 84% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | M | T | 1d8 | Bleed, Grip |
| Foot Claws | M | M | 1d6 | Bleed, Grip |
| Tail | M | L | 1d6 | Bash, Stun Location |

#### In Combat

The cockatrice does not have the advantage of poisonous breath like the basilisk, however it does have a large tail it will use to strike its enemies with. In open spaces it will prefer to attack with its tail and knock its opponent to the floor before attacking them with its beak, using choose location to hit unarmoured locations or bypass armour whenever possible.

## Dracolizard / Slyzard

*Some peasants once offered me a king's ransom to slay a slyzard. A damned hefty purse, chock full o' gold... But I turned 'em down. Coin's no good if you're dead. And a slyzard, that's no fuckin' forktail.*

*~ Zator, one of the Crinfrid Reavers*

Slyzards are often mistaken for wyverns or forktails. Yet make no mistake: slyzards are nasty, terribly dangerous beasts, and confusing them for wyverns will end very badly for the confuser. While a wyvern can tear apart and devour an untrained man in seconds, only a slyzard can first bake him to a crisp with a waft of fiery breath.

Slyzards are keenly aggressive and attack from both ground and air. Their goal during a fight is to get close enough to their foe to injure it with a breath of fire or knock it down with a sonic blast. Like wyverns, slyzards also attack with venom-spiked tails.

Smaller than most wyverns, slyzards are thin scaly beasts with bat-like wings, a long tail and long toothed beak.

| **STR** | 1d6+12 (19) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 1d6+10 (17) | **Damage Bonus** | +1d6 |
| **SIZ** | 1d6+10 (17) | **Armour** | 2 |
| **DEX** | 1d6+14 (21) | **Hit Points** | 7/6/9/8/7+ 4 on wings |
| **INT** | 2d6 (8) | **Initiative Bonus** | 15 |
| **POW** | 2d6 (8) | **Abilities** | Flying, Tail Attacks, Breathe Flame (1d6), Immunity (Fire) |

| Skills |
| --- |
| Athletics 64%, Brawn 64%, Endurance 58%, Evade 58%, Perception 46%, Willpower 46%, , Combat Style (Slyyzard) 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Beak | M | T | 1d6 | Bleed, Grip |
| Foot Claws | M | M | 1d4 | Bleed, Grip |
| Barbed Tail | M | L | 1d6 | Impale, Barbed, Entangle, Entrapping, Flexible |

#### Barbed Tail Attacks

Slyzards can take an unprepared victim by surprise with their sinuous tail attacks. The tail of the slyzard;

* Can use the pin weapon trait without rolling a critical
* Treats parrying weapons as if they were one size smaller
* Does full damage instead of half on impale removal
* May entangle the hit location, immobilising hit limbs and making all skill checks 1 degree harder if it hits the head, chest or abdomen.

#### Breathe Flame

As a combat action, the creature breathes fire in a cone in front of itself, which stretches CON in metres, at the furthest extent it is CON / 4 wide. Creatures caught in the area suffer fire based damage (Intensity 3, 1d6) to all hit locations, passing an evade test allows them to take half that damage.

Breathing flame can only be done once per day, attempting to do so a second time requires the creature to pass an Endurance test or suffer a level of fatigue. Each successive attempt becomes one grade harder.

#### In Combat

Slyzards generally try to maintain range and breathe flame at their targets before closing to attack with their barbed tail.

## Dracoturtle / Chelonodrake

Dracoturtles are huge turtle-like draconids found in bodies of water. They are immensely difficult to kill due to their armoured shells, which are amongst the hardest of naturally occurring materials.

Otherwise known as tortodragon to commoners, witchers call it chelonodrake, while dwarves simply say "minge-mawed armour-plated son of a scabby bitch".

| **STR** | 2d6+24 (31) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+24 (31) | **Damage Bonus** | +2d8 |
| **SIZ** | 4d6+36 (50) | **Armour** | 12 on chest, abdomen and head, 8 elsewhere |
| **DEX** | 2d6+6 (13) | **Hit Points** | 17/17/19/18/17 |
| **INT** | 2d6 (8)) | **Initiative Bonus** | 19 |
| **POW** | 2d6 (8) | **Abilities** | Cold-Blooded, Dark Sight, Diving Strike, Engulfing, Swimming, Formidable Natural Weapons, Terrifying, Trample |

| Skills |
| --- |
| Athletics 60%, Brawn 120%, Endurance 92%, Evade 38%, Swim 90%, Perception 78%, Willpower 78%, Combat Style (Dracoturtle) 63% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | E | L | 1d12 | Sunder |
| Claws | E | L | 1d10 | Bleed, Grip |
| Tail | E | VL | 1d10 | Bash |
| Trample | C | T | 4d8 | - |

#### In Combat

In combat in the water, the dracoturtle will attempt to crush boats and vessels with its trample attack, biting anything within range.

## Hydra

Hydras are giant nine-headed draconids, it has extremely powerful regenerative abilities, even growing new heads that have been cut off, only silver or magical damage can prevent it from regenerating. Lucky for sentient races, the hydra is an extremely rare monster.

| **STR** | 2d6+13 (21) | **Action Points** | 2 + 9 (for each head) |
| --- | --- | --- | --- |
| **CON** | 2d6+13 (21) | **Damage Bonus** | +1d8 |
| **SIZ** | 2d6+39 (47) | **Armour** | 6 |
| **DEX** | 2d6+13 (21) | **Hit Points** | 10 per head /15/17/16/15 |
| **INS** | 2d6 (8) | **Initiative Bonus** | 16 |
| **POW** | 2d6 (8) | **Abilities** | Multi-headed, Extreme Regeneration, Cold Blooded, Dark Sight, Immunity (Poison), Vulnerable (Silver and Magic) |

| Skills |
| --- |
| Athletics 70%, Brawn 114%, Endurance 79%, Evade 54%, Perception 86%, Willpower 96%, Combat Style (Hydra) 63% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | L | 1d6 | Sunder |
| Claws | E | L | 1d6 | Bleed, Grip |
| Tail | L | L | 1d8 | Bash |

#### Multi-Headed

The hydra gets an additional action point for each head, though it can only spend these on Bite attack or other head related actions. These additional action points are lost when the heads suffer a major wound as a result of silver or magic.

#### Extreme Regeneration

Hydras can regenerate any wound in an extremely short amount of time, the only thing that can prevent this is dealing damage with silver weapons or magic.

They regenerate 1d8 per Round to each location rather than 1 per Round, this will heal even major wounds.

## Forktail

*Forktails... Bah! Fuckers' tails're more like cleavers.*

*– Yavinn Buck, veteran of the Mahakaman Volunteer Regiment*

A Forktail is a creature related to dragons, but smaller and not intelligent. Forktails owe their quaint name to the long sharp growths at the tip of their tails; they also have a large horn prominently on the end of their snout.

A blow from its tail can slice an oaken shield in two, along with the arm that was carrying it. Thus, though its name conjures images of cutlery, fighting a forktail is nothing like a dinner party and ends in death rather than dessert.

| **STR** | 2d6+14 (21) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+13 (20) | **Armour** | 3 |
| **DEX** | 2d6+6 (13) | **Hit Points** | 8/7/10/9/8 + 5 on wings |
| **INT** | 2d6 (8) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (8) | **Abilities** | Cold-Blooded, Dark Sight, Poison Immunity, Breathe Poison, Flying, Leaper, Formidable Natural Weapons |

| Skills |
| --- |
| Athletics 64%, Brawn 64%, Endurance 58%, Evade 58%, Fly 56%, Perception 46%, Willpower 46%, Combat Style (Forktail) 74% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d8 | Bleed, Grip |
| Foot Claws | M | M | 1d6 | Bleed, Grip |
| Horn | M | T | 1d6 | Impale |
| Tail | L | L | 1d10 | Bash, Sunder |

#### In Combat

Forktails generally attack from the air, leaping on to their victims and crushing them to the ground. If fighting a standing opponent, it will prefer to attack with its tail, space permitting, bashing its victims around or sundering armour.

# 

# Vampires

*The moon shines bright,*

*The vampire alights*

*Swish, swish goes his cloak...*

*Maiden, are you not afeared?*

*~ Unknown*

Vampire is a hypernym used to refer to a number of creatures that thrive on blood, which contains their victims' life force.

## Higher Vampire

*Men, the polite ones, at least, would call me a monster. A blood-drinking freak.*

*– Emiel Regis, higher vampire*

True higher vampires can look exactly like a human being and can even evade detection from a witcher's medallion, only revealing themselves at their own convenience. Higher vampires are also incredibly intelligent, and possess numerous and often unique abilities. Unlike their lesser cousins, higher vampires do not need to drink blood to survive; however, the consumption of blood offers an experience not unlike the consumption of alcohol.

They have an ancient and distinct culture, but the exact details are well hidden from the gaze of mortals. What can be said for sure, however, is that all intelligent vampires celebrate the full moon as an important holiday during which they tend to raid villages and get drunk on blood.

Because of the rarity of higher vampires, as well as the unique abilities they often possess, classification can be extremely difficult. Fortunately, encountering one is an incredibly rare occurrence, with most people going their entire lives without encountering one knowingly. Not all higher vampires are dangerous to humans either; many even avoid human contact altogether, and some even work altruistically, if clandestinely, to aid humanity.

Contrary to folk tales, true higher vampires suffer no ill effects from daylight, holy water, religious symbols or garlic.

#### Shapeshift

Higher vampires possess the ability to shift between forms, a regular human form, a hybrid form, and a full bestial state, changing ‘up’ forms costs an action and 1 MP, changing ‘down’ forms however requires passing an opposed willpower test against the Bestial Nature passion.

#### Immortal

Killing a higher vampire is not possible through any means yet known, even entirely destroying the physical body is not enough to permanently kill them, merely put them out of business for a hundred years or so.

#### Blood Sense

The higher vampire can sense blood at a distance of its POW in metres.

#### Vampiric

The vampire can drain the blood of its victims after a successful bite attack that uses the grip special effect. The draining effect inflicts one level of fatigue per round the grip is maintained.

### Human Form

| **STR** | 3d6x2 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+4 (16) | **Damage Bonus** | +1d4 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 3d6x2 (22) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 18 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immortal, Immunity (Magical Detection), Regenerating, Vampiric |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 65%, Deceit 54%, Endurance 62%, Evade 64%, Influence 62%, Perception 54%, Seduction 64%, Stealth 75%, Willpower 72%, Combat Style (Higher Vampire Human Form) 84% |

| Passions |
| --- |
| Consume Blood 30% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Fists | M | M | 1d3 | Grip, Stun Location |

#### Regenerating

Regenerate 1 damage to a single hit location per round.

### Hybrid Form

The hybrid form features foot long claws that extend from the fingers, as well as enlarged ears and a broader nose.

| **STR** | 4d6x2 (28) | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 3d6+10 (22) | **Damage Bonus** | +1d8 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 4d6x2 (28) | **Hit Points** | 10/8/14/12/10 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 21 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immortal, Immunity (Magical Detection), Formidable Natural Weapons, Leaper, Regenerating, Vampiric |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 75%, Deceit 54%, Endurance 72%, Evade 74%, Influence 62%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Higher Vampire Hybrid Form) 84% |

| Passions |
| --- |
| Bestial Nature 60%, Consume Blood 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Regenerating

Regenerate 1d3 damage to a single hit location per round.

### Bestial Form

The bestial form of a higher vampire is something that strikes a primordial nerve in the humanoid psyche, it is a terrifying creature to behold, let alone attempt to fight. The vampire becomes stronger, faster and larger, not to mention growing wings, transforming into something resembling a gigantic bat.

| **STR** | 5d6x2 (36) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+20 (32) | **Damage Bonus** | +1d12 |
| **SIZ** | 2d6+14 (22) | **Armour** | 3 |
| **DEX** | 4d6x2 (28) | **Hit Points** | 12/10/16/14/12 |
| **INT** | 1d6+6 (10) | **Initiative Bonus** | +21 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immortal, Immunity (Magical Detection), Formidable Natural Weapons, Leaper, Terrifying, Regenerating, Vampiric, Flying |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 84%, Brawn 95%, Endurance 92%, Evade 84%, Fly 84%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Higher Vampire Bestial Form) 94% |

| Passions |
| --- |
| Bestial Nature 90%, Consume Blood 90% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | L | T | 1d6 | Bleed, Grip |
| Claws | L | L | 1d8 | Bleed, Grip |

#### Regenerating

Regenerate 1d6 damage to a single hit location per round.

#### Terrifying

The creature's appearance is so terrifying that it forces those who see it to make an unopposed Willpower test or flee immediately, passing the test causes them to be shaken for one round before being able to act normally, a critical allows them to act as normal.

## Alp

Alps are vampires that resemble bruxae in appearance. They are called phantoms by some, a name which fits well enough, for like phantoms they haunt and torment men. They usually take on the form of a woman, though they can also appear as animals.

They are most often found prowling near villages. They attack at night and are most active when the moon is full. Alp saliva can make one fall asleep, and when applied to a sleeping man, can invoke horrible nightmares. Some suggest they are the cause of legends about men who go to sleep healthy and are found in the morning white as snow, not a drop of blood in their veins.

Unlike bruxae, alps cannot turn invisible, yet like bruxae, they emit a shrieking noise whose shock wave can incapacitate. Their greatest asset is their agility and they can leap with uncanny lightness that appears to border on the power of flight. When in human form, they easily blend in with the surrounding community, which makes them very dangerous indeed.

| **STR** | 2d6x2 (16) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+4 (16) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 3d6x2 (22) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 18 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Sonic Scream, Venomous, Shapeshifting |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 55%, Deceit 54%, Endurance 62%, Evade 64%, Influence 62%, Perception 54%, Seduction 74%, Stealth 75%, Willpower 72%, Combat Style (Alp) 84% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | M | 1d4 | Bleed, Grip |
| Sonic Scream | - | - | - | - |

#### Regenerating

Regenerate 1d3 damage to a single hit location per round.

#### Venomous

The saliva of an Alp is a powerful soporific poison, putting its victims to sleep.

#### Alp Saliva

| Application: | *Injection* |
| --- | --- |
| Potency: | *60* |
| Onset Time: | *Immediate* |
| Duration: | *1d6 + 3 hours* |
| Conditions: | *Unconsciousness, resist with willpower. Must make a willpower test once per hour for the duration of the effect.* |
| Antidote/Cure: | *Can be countered with the Healing skill or a strong stimulant.* |

#### Sonic Scream

During combat the creature may spend a proactive action point to perform it’s scream, any creature within it’s POW in metres must make an unopposed Endurance roll to avoid becoming temporarily stunned, a failure results in them being able to only defend for 1d3 Turns, a fumble means they are completely insensate for 1d3 rounds.

#### Shapeshifting

The Alp can shapeshift into a human form, or that of a small animal, at the cost of 1 MP.

## Bruxae

*If you must travel through the woods, steer clear of any places where you can hear several different kinds of birds at once. That sound means you're entering a bruxa's territory and can kiss your life farewell.*

*~ anonymous piece of advice*

Fortunately for us all, bruxae are rare creatures. Most live far from population centres, for they care greatly for their own safety and make their lairs in places where they cannot be taken by surprise.

Those who decide to live near men avoid crowds and emerge from their shelters only at night. When they do, one could almost mistake them for delayed travellers hurrying towards their night's lodging, yet subtle details give them away: their close ties to birds, their piercing voices and the breathtaking speed of their movements. Bruxae are far swifter and stronger than men, but their greatest asset is their ability to turn invisible.

| **STR** | 3d6x2 (22) | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 3d6+10 (22) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 4d6x2 (28) | **Hit Points** | 10/8/14/12/10 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 21 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Invisibility, Sonic Scream, Shape Shifting |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 75%, Deceit 54%, Endurance 72%, Evade 74%, Influence 62%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Bruxae) 84% |

| Passions |
| --- |
| Consume Blood 60% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Regenerating

Regenerate 1d3 damage to a single hit location per round.

#### Invisibility

Bruxae have the ability to turn invisible, at the cost of 1 MP. This does not render them undetectable by other means, such as hearing, touch or smell.

#### Sonic Scream

During combat the creature may spend a proactive action point to perform it’s scream, any creature within it’s POW in metres must make an unopposed Endurance roll to avoid becoming temporarily stunned, a failure results in them being able to only defend for 1d3 Turns, a fumble means they are completely insensate for 1d3 rounds.

## Ekimma

*Bah, ain't nothing to fear. Ekimmaras, why, they ain't nothing more than overgrown bats.*

*~ Anonymous city guardsman's last words*

Like other vampires, ekimmaras are not, despite what village gossips might say, undead humans. They are instead post-Conjunction monsters who have no particular feelings about garlic, holy water or religious symbols.

Unlike their portrayals in ballads and legends, they look nothing like handsome, pale aristocrats with charming eastern accents, though, like katakans and nekurats, they do bear a strong resemblance to overgrown bats. They also do not suck blood from the necks of virgins with a delicate, kiss-like bite – they tear them to shreds using long, sharp claws and then slurp the splattered blood off the ground.

| **STR** | 3d6x2 (22) | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 3d6+10 (22) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 4d6x2 (28) | **Hit Points** | 10/8/14/12/10 |
| **INS** | 2d6 (8) | **Initiative Bonus** | 21 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Flurry |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 75%, Endurance 72%, Evade 74%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Ekimma) 84% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Flurry

The creature can make another proactive attack action on the same turn as another successful attack. They still must pay the action point cost.

#### Regenerating

Regenerate 1d3 damage to a single hit location per round.

## Fleder

*The deceased's corpse was completely mutilated. All that remained of the nose was a hole clotted with blood. One eye socket had been torn off. Seeing this, Sergeant Dovate vomited profusely and the administration of smelling salts was required. The investigation has been discontinued and the deed attributed to a supernatural being.*

*~ fragment of a Toussaint Ducal Guard report*

Fleders are classified as lesser vampires. Though weaker than the rest of their ilk in every aspect from the physiomagic to they physiognomic, they should not be underestimated – for they are very, very dangerous. Fleders cannot be mistaken for any other creature, with their wide, toothy jaws, flat, unpleasant faces and completely hairless, often warty bodies. These vampires mainly fight with their teeth and claws, flailing them blindly and not stopping even when their victim is already dead. Even a solitary fleder is strong enough to take down a trained soldier.

Compared to other vampires, fleders display meager intelligence, seen most clearly in the mindless rage which causes them to try with all their might to attack and tear to shreds any weaker being.

| **STR** | 3d6+8 (20) | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 3d6+10 (22) | **Damage Bonus** | +1d6 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 4d6x2 (28) | **Hit Points** | 7/6/9/8/7 |
| **INS** | 2d6 (8) | **Initiative Bonus** | 21 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Leaper |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 65%, Endurance 62%, Evade 74%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Fleder) 74% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Regenerating

Regenerate 1 damage to a single hit location per round.

## Garkain

Garkains, like fleders, belong to the lower class of vampires. An encounter with one of their number almost always ends in death, which is why there are not many eye-witness accounts of them.

These horrible monsters do not content themselves with drinking the blood of their victims. Garkains tear their victims to shreds with great delight and muck about in their bloody entrails.

| **STR** | 3d6x2 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+4 (16) | **Damage Bonus** | +1d4 |
| **SIZ** | 2d6+6 (13) | **Armour** | None natural |
| **DEX** | 3d6x2 (22) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 18 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Vulnerable (Sunlight) |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 65%, Endurance 62%, Evade 74%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Garkain) 74% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Regenerating

Regenerate 1 damage to a single hit location per round.

## Katakan

*Melitele, Great Mother, protect us from evil, from unclean devils and foul demons, and most of all from the clutches of katakans and nekurats...*

*~ fragment of a prayer*

Katakans and their more dangerous kin, nekurats, are the embodiments of human fear. They hide in the shadows. They feed on blood. They resemble enormous bats, though with long fangs and even longer talons. And, as if that weren't terror enough, they can turn invisible, waiting unseen while dread of their unpreventable attack overwhelms their victim.

When fighting a katakan one must pay particular attention to its shadow, often the only way to know its location.

Katakans regenerate quickly, hear acutely and move at incredible speed. Unfortunately, the legends are wrong and the sun's rays do not turn katakans to ash. They are vulnerable to sunlight, however, and when the sun stands at its zenith their regeneration is considerably slowed.

| **STR** | 3d6x2 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+4 (16) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+6 (17) | **Armour** | None natural |
| **DEX** | 3d6x2 (22) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 18 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Vulnerable (Sunlight) |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 65%, Endurance 62%, Evade 74%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Katakan) 74% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Regenerating

Regenerate 1d3 damage to a single hit location per round. In sunlight this is reduced to 1 per round.

#### Invisibility

Katakan have the ability to turn invisible, at the cost of 1 MP. This does not render them undetectable by other means, such as hearing, touch or smell.

### Variant: Nosferat

They are apparently nocturnal, resembling a bat, and considered more dangerous than katakans. They can, however, take a more humanoid form and live among other races in their civilizations and are obviously intelligent. Unlike alps, bruxae, and Higher Vampires, they are susceptible to sun.

| **STR** | 3d6x2 (22) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6+4 (16) | **Damage Bonus** | +1d4 |
| **SIZ** | 3d6+6 (17) | **Armour** | None natural |
| **DEX** | 3d6x2 (22) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 18 |
| **POW** | 3d6 (11) | **Abilities** | Darksight, Blood Sense, Immunity (Magical Detection), Regenerating, Vampiric, Vulnerable (Sunlight), Shapeshifting |
| **CHA** | 3d6 (11) | **Magic** | None |

| Skills |
| --- |
| Athletics 74%, Brawn 65%, Endurance 62%, Evade 74%, Perception 84%, Stealth 85%, Willpower 72%, Combat Style (Katakan) 74% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d4 | Bleed, Grip |
| Claws | M | L | 1d6 | Bleed, Grip |

#### Shapeshifting

The Nosferat can shapeshift into a human form at the cost of 1 MP.

## Plumard

A plumard is a vampiric, bat-like creature known for swarming its prey. Unlike most other vampires, they are vulnerable to sunlight.

| **STR** | 3d6 (11) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 3d6 (11) | **Damage Bonus** | None |
| **SIZ** | 1d6+9 (13) | **Armour** | None elsewhere |
| **DEX** | 4d6+4 (18) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | +17 |
| **POW** | 3d6 (11) | **Abilities** | Diving Strike, Flying |

| Skills |
| --- |
| Athletics 51%, Brawn 44%, Combat Style (Plumard) 71%, Endurance 42%, Evade 60%, Perception 64%, Fly 71%, Willpower 42% |

| Passions |
| --- |
| Consume Blood 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | M | T | 1d3 | Bleed, Grip |
| Claws | M | M | 1d4 | Bleed, Grip |

#### In Combat

Plumards tend to attack in groups of 3 or more at once

# 

# Nymph

Nymphs are humanoid races guarding and taking care of natural environments. Due to mutagenic substances such as the Water of Brokilon they are exclusively female and may sometimes kidnap girls of different races to prolong the survivability of their own.

When humans arrived on the continent they saw Nymphs as monsters who had to be expelled or destroyed for the lands to be safely controlled.

## Dryad / Hamadryads

Nymphs of the forest, Dryads tend to have chestnut, green or red hair and usually possess brown eyes. Their skin tones are mostly similar to humanoids, though can sometimes take on tints of green.

Like most Nymphs the Dryads can use magic spells, typically those associated with their demesne, the forest, but also in healing. They are also known for their archery skills, able to reliably hit targets up to 200 feet away. They mark the borders to their demesne with the bodies of their victims.

Dryads are the most populous of the remaining Nymph species, however almost all their population is concentrated in the great Brokilon forest.

| **STR** | 2d6+6 (13) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6 (12) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | None |
| **DEX** | 2d6+10 (17) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 15 |
| **POW** | 2d6+6 (13) | **Abilities** | Night Sight, Ranged Marksman, Skirmishing, Excellent Footwork |
| **CHA** | 2d6+10 (17) | **Magic** | Lots of spells related to forests and healing |

| Skills |
| --- |
| Athletics 71%, Brawn 44%, Combat Style (Dryad) 71%, Endurance 42%, Evade 60%, Locale (Forest) 80%, Perception 64%, Stealth 76%, Unarmed 30%, Willpower 42% |

| Passions |
| --- |
| Protect the Forest 80% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Longbow | - | 15/125/250 | 1d8 | Impale (S) |
| Blowgun | - | 10/20/30 | - | Inject Poison |
| Shortspear | M | L | 1d8+1 | Impale |
| Knife | S | S | 1d3 | Bleed, Impale |

#### Ranged Marksman

The creature can shift any hit with a ranged weapon to an adjacent location

#### Skirmishing

Ranged attacks can be launched at a run.

#### Excellent Footwork

No skill cap involved when fighting on slippery or unstable surfaces.

## Leimoniads

Nymphs of meadows and open grasslands, they have been driven to practical extinction by humans.

## Naiads / Rusalki

Nymphs of lakes and rivers, Naiads commonly have long black or dark green hair, their skin tone ranges from alabaster white to pale blue. Perfectly adjusted to their environment, they can have membranes between their fingers and toes, however this specialisation leaves them vulnerable to drying up and suffocating on land.

Excellent telepaths and telempaths, they are proficient in magic, focusing mainly on water and charm based spells.

Naiads have a love of music, they love to sing and dance in the moonlight. They are often blamed for luring away young men or stealing young girls, often the blame is correct.

| **STR** | 2d6+6 (13) | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 3d6 (12) | **Damage Bonus** | +1d2 |
| **SIZ** | 2d6+6 (13) | **Armour** | None |
| **DEX** | 2d6+10 (17) | **Hit Points** | 5/4/7/6/5 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 15 |
| **POW** | 2d6+6 (13) | **Abilities** | Night Sight, Swimmer |
| **CHA** | 2d6+10 (17) | **Magic** | Lots of spells related to water, charm and telepathy |

| Skills |
| --- |
| Athletics 71%, Brawn 44%, Combat Style (Naiads) 71%, Endurance 42%, Evade 60%, Locale (Rivers and Lakes) 80%, Perception 64%, Seduction 75%, Stealth 76%, Swim 100%, Unarmed 30%, Willpower 42% |

| Passions |
| --- |
| Protect the Water 80%, Procreate 50% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Knife | S | S | 1d3 | Bleed, Impale |

### Variant: Nereid

The Nymphs of the ocean, Nereids, are primarily found in the Great Sea where they live underwater and share a close bond with merpeople. It can be difficult to distinguish between Nereid and their close kin Naiads, often the only distinction is a greenish tinge to their skin tone.

The Nereid is mechanically identical to the Naiad.

## Oreads

Nymphs of the mountains, formerly mostly ignored by elves, humans have driven them to practical extinction.

# 

# Other Creatures

## Doppler

Dopplers (also called shifters, mimics, doubles, imitators, or pavrats) are shapeshifters who can take the form of anyone or any beast they have encountered, provided it has a similar body weight. They change so precisely that they acquire the voice, skills and even sometimes the mindset and characteristics of the creature they are embodying. This transformation is entirely natural, so a Doppler will not trigger any means of magical detection such as a witcher amulet.

In their natural form they are short, bald, long nosed and yellow eyed, with elongated limbs and tongues. They rarely exist in this state however, feeling exposed and vulnerable they will take on the shape of another creature if at all possible.

Naturally kind, timid and gentle beings, they prefer to hide and run from any aggressive behaviour.

Use the attributes and skills of whichever creature they are embodying, it costs a single action for the Doppler to transform and takes only a few seconds.

## Unicorn

Unicorns or known as one-horns by the Aen Aelle, are a sentient multi-dimensional being with the innate ability to traverse between spheres. They communicate via telepathy, though are generally distrustful of different races.

Unicorns dislike beings who use the Power, and will kill those they deem to be too dangerous.

They are ancient enemies of the Aen Aelle elves, who enslaved them and forced them to open portals to parallel spheres where the elves could capture slaves.

| **STR** | 2d6+15 (20) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+6 (13) | **Damage Bonus** | +1d8 |
| **SIZ** | 2d6+14 (22) | **Armour** | 1 |
| **DEX** | 2d6+3 (11) | **Hit Points** | 10/9/12/11/10 |
| **INT** | 2d6+6 (13) | **Initiative Bonus** | 12 |
| **POW** | 2d6+6 (13) | **Abilities** | Formidable Natural Weapons (Horn), Multiversal Traveller, Natural Telepath, Quadruped |
| **CHA** | 2d6+6 (13) | **Magic** | Lots of magic |

| Skills |
| --- |
| Athletics 60%, Brawn 62%, Endurance 56%, 44%, Perception 56%, Willpower 76%, Invocation 76%, Shaping 76%, Combat Style (Unicorn) 65% |

| Passions |
| --- |
| Hate Evil (90%), Dislike (The Power) (70%) |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Hooves | L | M | 1d6 | Bash, Stun Location |
| Horn | L | L | 1d8 | Impale |

#### Natural Telepath

Unicorn's natural method of communication is via telepathy.

#### Multiversal Traveller

The unicorn is a being with the natural ability to travel the multiverse

#### In Combat

Unicorns will primarily use their spellcasting abilities to cast spells to disable their target before fleeing, if trapped and forced to fight or attempting to destroy evil they will do the same before impaling the target with their horn.

## Hirikka

An increasingly rare creature, even more so than a dragon, hirikkas live in the mountains. Their bodies are covered in thick skin, colored light yellow or brown, and long fur which hangs by sides and abdomen. While young hirikkas tend to be about human height, adult individuals grow 4-5 cubits high and 7-8 cubits long.

Their diet comprises mostly of grass and venison. They hunt mice first, moving to larger game with age. Hirikkas can gain a significant amount of weight for a time, although they still can move at the speed of a horse while chasing prey. If any cows or sheep share a field with hirikka, they will slowly die off due to poisonous gas in hirikka's saliva and excrement.

| **STR** | 2d6+18 (25) | **Action Points** | 2 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d12 |
| **SIZ** | 2d6+24 (31) | **Armour** | 4 |
| **DEX** | 2d6 (8) | **Hit Points** | 11/11/13/12/10 + 12 tail |
| **INS** | 2d6 (8) | **Initiative Bonus** | 11 |
| **POW** | 2d6 (8) | **Abilities** | Venomous |

| Skills |
| --- |
| Athletics 50%, Brawn 74%, Endurance 68%, Evade 34%, Perception 52%, Willpower 47%, Combat Style (Hirikka) 64% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | H | M | 1d12 | Grip |
| Claws | H | L | 1d10 | Bleed, Bash |

#### Hirikka Saliva

| Application: | *Contact with open wound* |
| --- | --- |
| Potency: | *30%* |
| Onset Time: | *1d3 rounds* |
| Duration: | *1d3 days* |
| Conditions: | *Exhaustion, persistent +1 level of fatigue* |
| Antidote/Cure: | *Can be cured with the Healing skill* |

## Mamune

Small creatures, like small bipedal rabbits, mamunes are said to prevent folk from finding their way home after a night out at the inn. They typically live near swamps and lakes, often luring travellers to their death in treacherous terrain.

Mamune glands have hallucinogenic properties and can be used to brew the concoction Resonance. They are said to gather on the eve of Saovine.

| **STR** | 1d3+1 | **Action Points** | 3 |
| --- | --- | --- | --- |
| **CON** | 2d6 | **Damage Bonus** | -1d6 |
| **SIZ** | 1d6 | **Armour** | None |
| **DEX** | 2d6+12 | **Hit Points** | 2/1/3/2/2 |
| **INS** | 2d6+7 | **Initiative Bonus** | 15 |
| **POW** | 1d3 | **Abilities** | Hallucinogenic Pheromones |

| Skills |
| --- |
| Acrobatics 80%, Athletics 38%, Brawn 25%, Endurance 32%, Evade 68%, Perception 57%, Willpower 22% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Bite | S | T | 1d4 | - |

#### Mamune Pheromones

| Application: | *Smell* |
| --- | --- |
| Potency: | *30* |
| Onset Time: | *Instant* |
| Duration: | *1d3 hours* |
| Conditions: | *Hallucinations that draw the victim to follow the Mamune* |
| Antidote/Cure: | *Healing can reverse the effects via application of strong smelling salts* |

## Zeugl

*"The zeugl is the best example of a monster that has grown accustomed to human settlements. The beast feeds on the waste and filth produced by the city, so it need not hunt or fight to survive. It simply grows and gradually becomes a danger to people. This shows how detrimental continued degradation of the natural environment can be in the long run. Therefore, I implore the reader: respect nature."*

*~ Unknown*

Zeugls feed on the garbage and carrion that slowly drift with the flow near the waste of human cities. The zeugl can grow to be enormous in size, and being a hermaphrodite, it reproduces easily. A fully grown specimen is a serious threat to humans and very difficult to kill.

The Zeugl has a fleshy body and a mass of tentacles it uses to grab its victims and pull them towards its gaping maw, ringed with multiple rows of razor sharp teeth.

| **STR** | 2d6+15 (22) | **Action Points** | 4 |
| --- | --- | --- | --- |
| **CON** | 2d6+12 (19) | **Damage Bonus** | +1d10 |
| **SIZ** | 2d6+21 (28) | **Armour** | 1 |
| **DEX** | 2d6+15 (22) | **Hit Points** | 9 on head and 11 on body, 8 per tentacle |
| **INS** | 2d6 (8) | **Initiative Bonus** | 18 |
| **POW** | 2d6 (8) | **Abilities** | Grappler, Swimmer, Engulfing |

| Skills |
| --- |
| Athletics 48%, Brawn 102%, Endurance 85%, Evade 60%, Perception 64%, Stealth 66%, Swim 100%, Willpower 67%, Combat Style (Zeugl) 88% |

| Weapons | Size | Reach | Damage | Combat Effects / Traits |
| --- | --- | --- | --- | --- |
| Maw | S | T | 1d6 | Bleed, Grip, Engulfing |
| Tentacles | H | VL | 1d8 | Bash, Grip |

#### In Combat

Zeugls will attempt to attack their target from an ambush location, such as under piles of garbage, before grappling them with tentacles and pulling them into their maw to be consumed.

Humans and the Elder Races

# Humans

Humans are the dominant race on the Continent, forming the majority of inhabitants in both the Northern Kingdoms and the Nilfgaardian Empire. When humans first arrived on the already-populated Continent, they quickly set about conquering the lands already inhabited by Elder Races. The humans thus established themselves as the dominant race and so elves, dwarves, gnomes, and halflings are now generally referred to as nonhumans.

# Elves

Elves are one of the humanoid races that inhabit the Continent. Forming a major part of the Elder Races (along with dwarves and gnomes), those known as Aen Seidhe came to the Continent on their white ships much earlier than humans, but later than the other Elder Races. They live much longer than humans and are usually very attractive.

Elves are capable of interbreeding with humans (thus producing half-elves and quarter-elves) and dryads. Though elves are incredibly long lived, only young elves are fertile, thus elven populations tend to reproduce at a slower rate than humans.

Like other nonhumans, elves are often persecuted by Nordlings. Because of that, many elves were members of the Scoia'tael guerrillas allied with Nilfgaard during the empire's second invasion of the Northern Kingdoms. In return, Emperor Emhyr var Emreis gave the elves a state of their own in Dol Blathanna and made Enid an Gleanna its queen.

Elves believe that they were created, unlike humans, who evolved. For this reason, some elves consider humans to be little more than hairless apes. Aside from Aen Seidhe, there exists another group of elves called Aen Elle that inhabits another world.

### Aen Seidhe

Aen Seidhe means People of the Hills or Hill Folk in the Elder Tongue. In the years immediately following the First Landing the elves either tended to ignore humans or tried to start peaceful relationships. One such example being when they took a group of human children to be trained in magic in Loc Muinne. Later, after the massacres carried out by Marshall Milan Raupenneck, they started to leave their settlements hoping that the march of humanity would stop at least – which of course it did not. Eventually Dol Blathanna and certain parts of modern-day Kaedwen became one of the last free habitats of the Aen Seidhe; the elves who did not flee were rounded up and moved to reservations or forced to assimilate.

Around the 1060s elven youth led by Aelirenn rose up against human rule, despite their elders' warnings. Contrary to their ancestors' advice, these rebels destroyed any palaces and cities they could not defend, in order to prevent them from falling into human hands like dozens of elven settlements before. The rebellion was quashed and most of the young elves were killed as the elders had predicted. This drastic reduction in their numbers also led to threatening the future of the elvenkind.

### Aen Elle

The Aen Elle, People of the Alders or Alder Folk in the Elder Tongue, are elves who inhabit another world and are culturally distinct from Aen Seidhe elves. Their ancestral homeworld was at the brink of destruction so both left for new worlds long before the Conjunction of the Spheres. While the former arrived in a new world, the latter arrived on the Continent.

Upon arriving in what would come to be known as the world of the Aen Elle, the Aen Elle encountered one sentient species already living there: the unicorns. They are constantly at war with the unicorns, likely, because the Aen Elle seek to use the natural ability of the unicorns to travel through space and time, powers they possessed themselves before the Conjunction of the Spheres. They frequently used the Wild Hunt to plunder other worlds and kidnap humans to use as servants. Mountains of human bones have been discovered on their world, killed by the Aen Elle, although it is unknown if the humans already lived on this world before the Aen Elle, were brought by the Conjunction of the Spheres or if they were slaves. The King of the Alders, Auberon Muircetach, governed his people from the capital city of Tir ná Lia.

### Dol Blathanna

Dol Blathanna, translated from Elder Speech as the Valley of Flowers, was a kingdom and now an allod to Aedirn. It is bordered on the north by Kaedwen and the Blue Mountains to the east. It belonged to the elves for ages, until humans came and laid claim to the land about one hundred years ago, and the elves fled to the mountains.

The region, while originally held by elves, later fell to humans around the 1160s and, by the summer of 1267, was ruled over by a governor from Vengerberg, Aedirn.

# Dwarves

Dwarves are one of the humanoid races. Together with gnomes and elves they are called the Elder Races, and along with gnomes they were one of the oldest sentient races on the Continent. Dwarves are often excellent soldiers, artisans and businessmen. While they tend to be uncouth, they are also jolly and cheerful.

The motherland of dwarves is Mahakam. Like other nonhumans, dwarves are often persecuted by Nordlings. Because of that, some dwarves were members of the Scoia'tael guerrilla allied with Nilfgaard during the empire's invasion of the Northern Kingdoms. These dwarves distinguished themselves from their brethren by wearing their beards in plaits.

### Mahakam

Mahakam is both a vassal state and mountain range between the kingdoms of Temeria, Aedirn, Lyria and Rivia, and Sodden and is inhabited by dwarves, gnomes, and halflings.

It is the biggest known exporter of iron and steel to the Northern Kingdoms and Nilfgaard, and many mines, foundries, forges, and ironworks are located there. Mahakam iron is famous for its quality and is considered to be the best in the world. Aside from its iron, Mahakam is famous for its weapons, especially gwyhyrs forged using advanced gnomish technology.

Although the kings of Temeria are titular lords of Mahakam, in practice its dwarves and gnomes keep the region largely autonomous as any foreign intervention would cause them to stop the supply shipments and flood the mines. The real power lies in the hands of local clans governed by a chosen elder who rules absolutely for life. During the reign of King Foltest, the position was held by Brouver Hoog.

# Gnomes

Gnomes are an old and noble race, one of the Elder Races, which came to be the first to populate the northern part of the Continent. They are related to dwarves with whom they peacefully coexist.

In the Northern Kingdoms, many gnomes live in Mahakam alongside dwarves, while the majority of those south of the Yaruga inhabit the Tir Tochair mountain range. Few other gnomish former settlements can be found throughout the realms e.g. the Citadel on Mount Cremora (on the border between Temeria and Cidaris) and an abandoned underground town beneath the modern-day Maribor.

They are gifted alchemists, jewellers, smiths, and metallurgists known for making swords of the highest quality.

# Halflings

Halflings, sometimes called hobbits and in Elder Speech, are one of the non-human races and, despite the name, are actually a distinct race and not mixed, like half-elves.

Halflings are chubby and rather short, standing between two and four feet tall, and their big feet are covered with curly hair up to the shins. Because of this, they do not usually wear any shoes. Their hair varies from a chestnut brown to blonde or red even and is said to be as curly as ram's fleece.

Unlike gnomes and dwarves, with whom they have the best relations , halflings don't have a traditional dominion ruled and inhabited exclusively by them. Instead, they live in the human countries of the Northern Kingdoms, despite the prejudice, and the Nilfgaardian Empire.

Items and Materials

# Dimeritium

Dimeritium is a rare and precious metal with an interesting feature, it represses the transfer of magical energy.

A bluish alloy of iron and dimeritium is used to produce handcuffs and necklaces. Those who wear them cannot cast spells or use magic in any way. There are known cases, however, of extraordinarily powerful sorcerers managing to overcome the shield generated by dimeritium.

Dimeritium is in extremely limited supply, three quarters of all dimeritium in the world is sourced from the Northern kingdoms of Kovir and Poviss.

Dimeritium provides the effect of Spell Resistance to any equipment produced with it, with the Magnitude of the resistance being relative to the percentage of dimeritium used in the creation.

| Percentage Dimeritium | Spell Resistance Level |
| --- | --- |
| 100% Dimeritium | 10 |
| Every 10% reduction | -1 |

Dimeritium by itself is a soft metal, similar in malleability to lead, meaning that it must always be alloyed to be practically useful as part of an object. Most items constructed with dimeritium are at most 50% dimeritium.

## Effects on Mages

Dimeritium has additional effects on all humanoids able to use magic, acting like a poison as long as the dimeritium is in close contact to the creature.

#### Dimeritium Poisoning

Dimeritium Poisoning has the following profile;

| Application: | *Close contact (5cm to skin)* |
| --- | --- |
| Potency: | *90* |
| Onset Time: | *Instant* |
| Duration: | *While close contact is maintained* |
| Conditions: | *Nausea, any strenuous physical activity or spell casting requires the victim to pass an unopposed endurance roll or be violently sick for 1d3 rounds.*  *Sapping, the victim’s current magic points are reduced by 1d10 each round.* |
| Antidote/Cure: | *Remove the dimeritium from close contact* |

#### 