

## Normal Humans

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Anarchist	1	11	+1	1d6	2/15	30'	10	5	+1	15+
Assassin	2	12a	+2	Wpn+1	Wpn+1	30'	8	3	+2	14+
	<b>Crossbow:</b> range(100/300) 1d10+1 - Tags: 2H, SR, PM									
	<b>Throwing Blade:</b> thrown(30/60) 1d4+1 -									
	<b>Stiletto:</b> 1d4+1 2/18 Tags: S, PM									
	<b>Mobile:</b> The assassin can split their move around their action.									
Bandit	1	12a	+2	Wpn	Wpn	30'	8	5	+1	15+
	<b>Crossbow:</b> range (100/300) 1d10 -									
	<b>Shortsword:</b> 1d6 1/15									
Bandit										
Captain	2	14a	+3	1d6+1	2/15	30'	8	4	+1	14+
Berserker	2	12	+2 x2	1d10+1	4/15	30'	11	6	+0	14+
Bodyguard	1	13a	+2	1d6+1	3/15	30'	9	4	+1	15+
	<b>Defender:</b> The Bodyguard can take the <i>screen an ally</i> action as an on-turn action									
Bowman	1	12	+2	Wpn+1	Wpn+1	30'	7	5	+1	15+
	<b>Shortbow:</b> range (50/300) 1d6+1 -									
	<b>Dagger:</b> 1d4+1 2/15									
Brawler	1+2	10	+2	1d2+2	-	30'	8	5	+1	15+
Caveman	1	10	+1	1d6	2/13	30'	7	5	+1	15+
Commoner	1	10	+0	1d6	1/13	30'	7	5	+1	15+
Child	½	10	+0	1d4-1	-	25'	5	8	+1	16+
Cultist	1	10	+1	1d4	1/15	30'	10	5	+1	15+
Cult Fanatic	1	10	+1 x2	1d4	1/15	30'	12	5	+1	15+
Duelist	2	13as	+2	1d8	1/13	30'	9	4	+1	14+
	<b>Arts:</b> Duelist, 3 effort (pg. 349)									
	-Code Duello. DAY For the rest of the scene the duelist gains a +4 bonus to AC and can roll attacks twice against a target. This lasts as long as only the duelist and the target attack eachother.									
	-Gentlemen's Withdrawal. SCENE Gain a free <i>fighting withdrawal</i> as part of a move action.									
Duelist, Master	5	16s	+3 x2	1d6+1	3/15	30'	10	4	+2	13+
	<b>Arts:</b> Duelist, 4 effort (pg. 349)									
	-Code Duello. DAY For the rest of the scene the duelist gains a +4 bonus to AC and can roll attacks twice against a target. This lasts as long as only the duelist and the target attack eachother.									
	-Piercing Strike. SCENE For the rest of the scene a target always takes shock from the duelist.									
	-Unworthy Rabble. The duelist rerolls missed attacks against foes with one hit die.									
Gentry	1	10	+0	Wpn	Wpn	30'	7	5	+2	15+
	<b>Dagger:</b> 1d4 1/15									
	<b>Hand Hurlant:</b> range (30/60) 1d12 - Tags: SS, AP									
Gladiator	2	15as	+3	1d6+1	2/13	30'	9	2	+1	14+
	<b>Knockdown:</b> The gladiator can attack with a shield bash (1d4+1 dmg.) If the attack roll is 16 or higher the target is knocked prone, and the gladiator can attack them as an on-turn action.									
Guard	1	14a	+1	Wpn	Wpn	30'	8	4	+1	15+
	<b>Club:</b> 1d4 - Tags: LL									
	<b>Crossbow:</b> range(100/300) 1d10 - Tags: SR									
	<b>Spear:</b> 1d6 1/13									

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Headsman	1	12a	+1	1d12	2/15	30'	8	4	+1	15+
Healer	4	12a	+1	1d6	1/13	30'	8	5	+1	13+
<b>Arts:</b> Healer, 3 effort (pg. 81) <i>-Healing Touch.</i> SCENE For rest of scene touch an ally as a main action to heal 2d6+1 HP. <i>-Healer's Eye.</i> COMMITTED Flawlessly diagnose creatures and see living creatures in the dark. <i>-Purge Ailment.</i> DAY Cure an ally of a poison or disease.										
Healer, Acolyte	1	10	+0	1d4	1/15	30'	8	5	+1	15+
<b>Arts:</b> Healer, 3 effort (pg. 81) <i>-Healing Touch.</i> SCENE For rest of scene touch an ally as a main action to heal 2d6+1 HP. <i>-Refined Restoration.</i> Up to a dozen tended allies lose 2 system strain per night.										
Hunter	1	11	+1	Wpn 1d6	Wpn 1/15	30'	7	5	+1	15+
<b>Hand Axe:</b> <b>Shortbow:</b> range (50/300) 1d6 -										
Knight	4	18as	+6	1d8+2	4/13	30'	10	1	+2	13+
<b>Cleave:</b> If two or more creatures are adjacent to the knight and each other the knight can make one attack on each of them. <b>Rally:</b> The knight's followers gain a +1 to morale checks if they can see the knight.										
Martial Artist	3	14	+2 x2	1d8	2/15	30'	9	3	+1	14+
<b>Arts:</b> Vowed, 3 effort (pg. 87) <i>-Hurling Throw.</i> SCENE On a successful attack the target must make a Physical Saving throw or be thrown 10' in a direction of the martial artist's choice. <i>-Revivifying Breath</i> DAY Gain 1d6+3 hit points. When used at 0 HP all remaining effort is used.										
Martial Artist, Initiate	1	13	+1	1d6	1/15	30'	8	4	+1	15+
<b>Arts:</b> Vowed, 3 effort (pg. 87) <i>-Brutal Counter.</i> SCENE After an attack on the initiate is resolved they may counterattack.										
Martial Artist, Master	7	16	+4 x2	1d10+1	3/15		12	1	+2	12+
<b>Arts:</b> Vowed, 4 effort (pg. 87) <i>-Brutal Counter.</i> SCENE After an attack on the master is resolved they may counterattack. <i>-Faultless Awareness.</i> The master can never be surprised. <i>-The Inward Eye.</i> COMMITTED The master has normal vision regardless of darkness or blindness. <i>-The Master's Vigor.</i> Regain 2 HP per hour. <i>-Revivifying Breath</i> DAY Gain 1d6+3 hit points. When used at 0 HP all remaining effort is used.										
Mercenary	1	14a	+2	Wpn+1 1d8+1	Wpn+1 3/13	30'	7	3	+1	15+
<b>Longsword:</b> <b>Shortbow:</b> range(50/300) 1d6+1 1										
Mercenary Captain	3	16a	+3	1d12+2	5/15	30'	8	2	+1	14+
<b>Brutal Opener:</b> If the mercenary's attacks do 3d6 damage against surprised opponents.										
Militia	1	13a	+1	1d6	2/13	30'	8	4	+1	15+
Musketeer	1	13a	+1	Wpn 1d4	Wpn 1/15	30'	7	4	+1	15+
<b>Dagger:</b> <b>Long Hurlant:</b> range (200/600) 2d8 - Tags: SS, AP, PM										
Ninja	4	14	+2	1d8+1	2/13	40'	9	3	+1	13+
<b>Arts:</b> Vowed, 3 effort (pg. 87) <i>-Leap of the Heavens.</i> SCENE Leap 40' horizontally, 20' vertically, or negate all fall damage. <i>-Nimble Ascent.</i> SCENE For the rest of the scene the ninja can move across vertical surfaces and ceilings. <i>-Unobtrusive Step.</i> DAY Once per scene reroll a failed stealth check.										

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Noble	1	12a	+2	Wpn+1	Wpn+1	30'	7	4	+1	15+
Nomad	1	10	+1	Wpn	Wpn	30'	7	5	+1	15+
Pilgrim	1	11a	+0	1d6	1/13	30'	7	5	+1	15+
Pistoleer	1	11a	+2	1d4+1	2/15	30'	8	4	+1	15+
<b>Hurlant Brace:</b> The pistoleer carries a brace of 1d4+1 (3) hand hurlants (range 30/50, 1d12+1 dmg., Tags: AP, SR)										
Sailor	1	11	+1	1d6	1/15	30'	7	5	+1	15+
Scout	1	12a	+1	Wpn+1	Wpn+1	30'	7	4	+1	15+
<b>Shortbow:</b> range(50/300) 1d6+1 - <b>Shortsword:</b> 1d6+1 3/15										
Skinshifter	3	12a	+1	1d6	1/13	30'	8	5	+1	14+
<b>Arts:</b> Skinshifter, 3 effort (pg. 347) <b>-Change Shape.</b> DAY Change into an alternate form.										
Skinshifter, Flying Form	""	12	+2	1d2+1	-	40'F*	""	""	""	""
<b>*Movement:</b> Flying requires a main action. Otherwise the from moves on the ground at 30'. <b>Eyes of the Hawk:</b> This form has a +2 bonus to notice checks.										
Skinshifter, Stealth Form	""	12	+2	1d2+1	-	30' <sup>C</sup>	""	""	""	""
<b>The Serpent's Kiss:</b> Commit effort for the SCENE for an attack to deal an additional 1d8+1 poison damage. This poison can be paralytic instead of deadly.										
Skinshifter, War Form	""	15	+2	1d8+1	3/13	40'	""	""	""	""
Soldier	1	15as	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
<b>Light Spear:</b> thrown(30/60) 1d6+1 3/13 <b>Short Sword:</b> 1d6+1 3/15										
Soldier, Phalanx	1	15as	+0	1d6+1	3/15	25'	8	3	+1	15+
<b>Tower Shield:</b> If 3 or more soldiers with tower shields are in a line they and creatures behind them gain a +4 to AC. The shields are unwieldy; when dropped the soldier gains the stats of an unshielded soldier, though their weapon stays the same.										
Soldier, Unshielded	1	14a	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
<b>Crossbow:</b> range(100/300) 1d10+1 - Tags: SR <b>Halberd:</b> 1d10+1 3/15 Tags: 2H, L <b>Pike:</b> 1d8+1 2/18 Tags: 2H, L <b>Shortsword:</b> 1d6+1 3/15										
Slaver	1	10	+0	1d6	1/13	30'	7	5	+1	15+
Spy	1	11a	+1	1d4+1	2/18	30'	8	4	+2	15+
Thief	1	11	+1	1d4	1/15	30'	7	5	+1	15+
Thief, Master	3	12	+2	1d6+1	3/13	30'	7	4	+2	14+
<b>Master of Movement:</b> The master thief can split their move around their action and has a climbing speed equal to their movement speed.										

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Thought Noble	3	13a	+1	1d4	1/15	30'	8	3	+1	14+
<p><b>Arts:</b> Thought Noble, 3 effort (pg. 355)</p> <p>-<i>Impress Imperative.</i> DAY A target must succeed on a mental save or it will perform a reasonable task.</p> <p>-<i>Positive Association.</i> DAY A target must succeed on a mental save or it will treat the thought noble as a friend until attacked or the thought noble leaves for an hour.</p> <p>-<i>Unthinkable Thought.</i> DAY A target must succeed on a mental save or else it cannot acknowledge the existence of a creature or object for the rest of the scene.</p>										
Thug	1	13a	+1	1d4	-	30'	8	4	+1	15+
Tribal Warrior	1	12s	+1	1d6	2/13	30'	8	5	+1	15+
Warlord	4	16a	+10 x2	1d12+4	6/-	30'	10	3	+2	11+
<p><b>Grand Plate:</b> The warlord is immune to damage from thrown or melee weapons unless the shock rating is 16 or higher, it is two-handed, or the warlord is grappled.</p>										
Warrior	1	15as	+2	1d8+1	3/13	30'	8	3	+1	15+
War Priest	5	17as	+3	1d8+1	2/18	30'	9	3	+1	13+
<p><b>Arts:</b> Blood Priest, 3 effort (pg. 353)</p> <p>-<i>Fear No Flame.</i> DAY An ally is immune to mundane fire and magic fire deals 5 less damage.</p> <p>-<i>God Wills It.</i> DAY Up to 30 allies gain a +2 bonus to hit, damage, and shock for the scene.</p> <p>-<i>Merciful Healing.</i> DAY An ally gains 2d6+4 HP. If done in combat they gain 1 system strain.</p> <p>-<i>Sanctified Ward</i> COMMITTED Until the priest takes a hostile action they are immune to shock, gain a +4 bonus to AC and saves, and enemies must make an instinct check to attack them.</p> <p>-<i>Turn False Life.</i> DAY 2d6+5 Hit dice of non-living creatures must make a save or cower until attacked.</p>										

## Humans

**Anarchists** typically wish to destroy a state, though this statline is useful for rioters and radicals of all kinds.

**Assassins** are hired killers. Most fight from a distance and prefer to run if discovered, but they are dangerous mobile fighters up close.

**Bandits** is a statline for representing common brigands, criminals, and pirates. Unless desperate, bandits won't attack a group unless they outnumber its armed members.

**Bandit Captains** lead larger or well-organized groups of bandits. If the captain is subdued the remaining bandits make a morale check.

**Berserkers** are warriors that become frenzied and fearless in combat through drugs, rituals, or rage. Outside of combat berserkers have 1 hit die and a morale of 9.

**Bodyguards** are hired protection. The statline here represents guards willing and able to take blows for their charge. If their charge is killed bodyguards immediately make a morale check.

**Bowmen** are talented, but not extraordinary, archers.

**Brawlers** are musclebound commoners who fight with their fists. They don't fight with much technique. In combat brawlers may try to *grapple* their target.

**Cavemen** are primitive humans who lack even subsistence farming. Cavemen make morale checks when faced with displays of magic or technology.

**Commoners** are everyday individuals. Farmers, laborers, fishermen, servants, serfs, slaves, and more can be represented by this statline.

**Children** are unlikely to be fought in most campaigns. They are much more likely to be NPC allies.

**Cultists** are devotees of dark powers.

While untrained, cultists are less likely to flee when doing their dark work. When defending sites or individuals holy to them cultists may have a morale of 12. **Cult Fanatics** are cultists with less regard for their lives but more skill with a knife.

## Duelists

**Duelists** are no ordinary swordsmen. Their techniques are nothing short of magical. The archetypical duelist will not pick fights with entire groups, preferring to focus on one target at a time. Occasionally duelists band together and pick fights with other duelists. Duelists make morale checks whenever they are outnumbered in melee combat.

Note that duelists of all types can be a deadly encounter for a character that they target.

**Master Duelists** attain their title by defeating countless newcomers. Unless the master duelist serves a higher power (or are authorities themselves) they must be sought out or challenged to fight them.

**Gentry.** Are skilled members of the middle and upper class. Lesser lords, merchants, physicians, sages, and mundane priests can be represented by this statline.

**Gladiators** are skilled fighters. Gladiators tend to open combat with a shield bash. While the archetypical gladiator is a crowd-pleasing pit fighter this statline can be used for any vicious fighter.

**Guards** come in all varieties: Caravan protectors, city watchmen, and household sentries are all represented by this statline. Guards often work in teams and will normally call for backup if they suspect a situation is too dangerous.

**Headsmen** are executioners. They are not skilled fighters, but they do have large weapons.

## Healers

**Healers** are not mundane physicians, but are those with magical restorative talents. Most healers are in the employ of nobles or temples, but some itinerants travel from village to village, helping where they can. Most healers charge 10sp per hit point healed.

**Acolyte Healers** are healers with less training. Most are either apprenticed to an individual healer or lower members in a hierarchy.

**Hunters** are those who make their living by trapping or killing beasts for food or pelts. This statline can also represent mundane bounty hunters.

**Knights** are warriors trained in the use of heavy armor and weapons. Armor, training, and horses are expensive, so the role of a knight is often exclusive to the nobility. Most knights prefer to fight lesser-trained foes on the battlefield, as fighting another knight is much riskier.

A knight typically has a retinue of 2d4 squires (use the **guard** statline) who all immediately make a morale check if the knight is incapacitated.

## Martial Artists

**Martial Artists** are those trained in using their body as a weapon. Martial artists tend to be members of elite orders, as their training is both difficult and time-consuming. Unless they are on a mission it is unlikely to encounter more than one martial artists outside of their home base.

**Martial Arts Initiates** are junior members of martial arts orders, or those who never completed their training.

**Martial Arts Masters** are those who have nearly perfected their techniques. They either lead temples or are solitary recluses.

**Mercenaries** and **Mercenary Captains** are soldiers who fight for nothing more than coin. They will not get into fights that they are unlikely to win, and will not attack evenly-

matched groups without a successful morale check (or the promise of more cash).

**Militamen** can represent regional quasi-militaries, posses, or quickly raised peasant levies. They are usually untrained.

**Musketeers** are soldiers or hobbyists who know their way around a hurlant.

**Ninjas** are martial artists whose training revolves around movement and stealth. Ninjas never attack outside of terrain with lots of verticality that they can use to their advantage.

**Nobles** are hereditary aristocrats. They receive some degree of weapon training.

**Nomads** are anyone with a wandering lifestyle.

**Pilgrims** are common people traveling to or visiting religious sites. While untrained they do wear some form of armor and carry light weapons for protection.

**Pistoleers** typically fight outside the law. They carry multiple hand hurlants and make morale checks once they fire their last shot.

**Sailors** spend most of their time at sea. They have a +1 to morale while on their ship.

**Scouts** only attack from a distance, and even then only if they have easy escape routes. Unless cornered they prefer to report back what they find.

## Skinshifters

**Skinshifters** can magically change their forms. Three archetypical alternate forms are provided, with relevant arts already factored in. Note that a skinshifter can only have one of these alternate forms's statlines, even if the forms can assume different shapes.

## Soldiers

**Soldiers** are the regular infantrymen for nations powerful enough to field an organized army. Soldiers are rarely alone unless on guard duty, and always have a purpose for being somewhere.

**Phalanx Soldiers** are soldiers that carry massive tower shields to protect themselves and their comrades. Phalanx soldiers are only found when they have time to prepare and organize, as their formations take time to set up. These formations are usually lines if their flanks are protected, or circular otherwise.

**Unshielded Soldiers** are soldiers who carry two-handed weapons. When possible, unshielded soldiers remain behind walls of phalanx soldiers and take advantage of their weapon's reach.

Soldiers of all kinds make morale checks when their formations are significantly damaged or they notice their commanding officers fall.

NPCs using tactics are much more challenging to the average party, so beware before employing large numbers of soldiers.

**Slavers** travel in bands of 3d6 and try to kidnap and imprison others. They only attack if they outnumber their targets. Slavers try to subdue their targets instead of outright killing them, so all of their weapons have the *Less Lethal* tag.

**Spies** can be found in all manner of contexts. They will only fight if cornered, preferring to flee otherwise.

**Thieves** are burglars and pickpockets. They only attack if they absolutely need to, preferring to use stealth otherwise. **Master Thieves** behave the same way, but are more skilled.

**Thought Nobles** have psionic powers. They rarely fight on their own, preferring to deceive their opponents. Thought nobles usually have 1d4-1 of their arts replaced with non-combat arts.

**Thugs** are criminal bullies and legbreakers.

**Tribal Warriors** are the fighters of less-advanced civilizations. They make morale checks when presented with displays of technology.

**Warlords** are skilled fighters who lead from the front. Their followers make morale checks when they witness the warlord fall.

**Warriors** are generic fighters with no special abilities.

**War Priests** utilize magical powers to augment their combat abilities.

War Priests make fights much more difficult, as many of their abilities can be used to bolster allies.

## Soldiers

The soldiers statted below are the hirelings from page 343. Each class of soldier also has sergeant (+1 HD, +1 to hit) and captain (+2 HD, +2 to hit) variants.

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Archer	1	11a	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
	<b>Longbow:</b> range (100/600)			1d8+1	-					
	<b>Shortsword:</b>			1d6+1	3/15					
Crossbowman	1	11a	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
	<b>Crossbow:</b> range (100/300)			1d10+1	-	Tags: SR				
	<b>Shortsword:</b>			1d6+1	3/15					
Heavy Cavalry	3	17as	+4	Wpn+2	Wpn+2	30'	10	2	+2	14+
	<b>Warhammer:</b>			1d8+2	3/18					
	<b>Lance:</b> When mounted, the heavy cavalryman can attack with a lance (1d10+2 dmg, 4/15 shock, 10 ft. reach). On foot the lance becomes a heavy spear (loses reach, becomes 2-handed).									
Heavy Infantry	1	16as	+2	1d8+1	3/13	30'	8	3	+1	15+
Horse Archer	2	11a	+3	Wpn+1	Wpn+1	30'	9	2	+1	14+
	<b>Shortbow:</b> range (50/300)			1d6+1	-					
	<b>Shortsword:</b>			1d6+1	3/15					
Light Cavalry	2	12a	+3	Wpn+1	Wpn+1	30'	9	2	+1	14+
	<b>Light Spear:</b> thrown (30/60)			1d6+1	3/13					
Light Infantry	1	1as	+2	1d6+1	3/13	30'	8	3	+1	15+

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## Spellcasters

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Apprentice Mage	1	10	+0	1d4	1/15	30'	7	6	+1	15+
<b>Spellcasting:</b> Level 1 High Mage, 1 spell per day <i>-Damnation of the Sense</i> (pg. 69) Take control of a sense of a target on a failed save. <i>-The Wind of Final Repose</i> (pg. 75) Put all creatures with less than 4 hd in 1 10x10 cube to sleep. <b>Arts:</b> High Mage, 3 effort (pg. 67) <i>-Counter Magic.</i> DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check. <i>-Ward Allies.</i> DAY Up to 6 allies are protected from direct effects of the caster's spell.										
Criminal Mage	2	12	+1	1d4	1/15	30'	9	5	+1	15+
<b>Spellcasting:</b> Level 2 High Mage, 1 spell per day <i>-The Excellent Transpicious Transformation</i> (pg. 70) Two targets turn invisible for two hours. <i>-The Wind of Final Repose</i> (pg. 75) Put all creatures with less than 4 hd in 1 10x10 cube to sleep. <b>Arts:</b> High Mage, 3 effort (pg. 67) <i>-Restrained Casting</i> DAY A spell can be cast without noise or motion. <i>-Sense Magic</i> COMMITTED Perceive magical energy and see in the dark. <i>-Suppress Magic</i> DAY A spell or magical effect within 100 feet is suppressed for 1d6+2 rounds.										
Deck Wizard	2	12a	+1	1d6	2/15	30'	9	5	+1	14+
<b>Spellcasting:</b> Level 2 Elementalist, 1 spell per day <i>-Decree of Ligneous Dissolution</i> (pg. 70) Destroy plant-based matter in 2 contiguous 10' cubes within 200' ft. <i>-Elemental Favor</i> (pg. 78) Shape a 10-foot cube of an elemental mass. <b>Arts:</b> Elementalist, 3 effort (pg. 77) <i>-Beckoned Deluge.</i> SCENE Conjure water to drench 2 10' cubes. 2d6 damage to fiery creatures. <i>-Elemental Blast.</i> SCENE Magical attack with 100' range. +2 to hit, 1d6+2 Damage, No shock <i>-Elemental Resilience</i> The caster takes half damage from magical elemental attacks. <i>-Elemental Sparks</i> Conjure petty amounts of an element.										
Elementalist	6	11	+1	1d6	1/13	30'	9	4	+2	13+
<b>Spellcasting:</b> Level 6 Elementalist, 3 spells per day <i>-Decree of Lithic Dissolution</i> (pg. 70) Destroy all stone in 6 10-foot cubes. <i>-Elemental Vallation</i> (pg. 78) Create a wall of an element. Non-earthen walls do damage. <i>-Elemental Favor</i> (pg. 78) Reshape a 10' cube of an element. <i>-Like the Stones</i> (pg. 79) The caster changes their form into that of an element, gaining traits. <i>-Pact of Stone and Sea</i> (pg. 78) Immune to injury from mundane instances of a chosen element <i>-Wind Walking</i> (pg. 79) Turn a visible target a vapor for the rest of the scene. <b>Arts:</b> Elementalist, 4 effort (pg. 77) <i>-Earthsight</i> COMMITTED See solid outlines in the dark and through 6 feet of earth or stone. <i>-Elemental Blast</i> SCENE Magical attack with 100' range. +3 to hit, 1d6+6 Damage, No shock <i>-Elemental Resilience</i> The caster takes half damage from magical elemental attacks. <i>-Elemental Sparks</i> Conjure petty amounts of an element. <i>-Steps of Air.</i> SCENE A Visible ally can fly for 6 rounds and float to the ground. <i>-Thermal Shield</i> SCENE Negate one instance of fire or frost damage to a visible ally or object.										
Hedge Mage	2	10	+0	1d4	1/15	30'	8	5	+1	14+
<b>Spellcasting:</b> Level 2 High Mage, 1 spell per day <i>-The Excellent Transpicious Transformation</i> (pg. 70) Two targets turn invisible for two hours. <b>Arts:</b> High Mage, 3 effort (pg. 67) <i>-Hang Sorcery</i> SCENE When a spell is cast it's effects are held until a later on-turn action. <i>-Restrained Casting</i> DAY A spell can be cast without noise or motion. <i>-Wizard's Grandeur</i> COMMITTED The caster is neat, clean, and comfortable regardless of climate.										

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
High Mage	6	11	+1	1d6	2/13	30'	9	5	+2	13+
<p><b>Spellcasting:</b> Level 6 High Mage, 3 spells per day</p> <p>-<i>Conjunction of the Inexorable Step</i> (pg. 69) Teleport a creature or object to a visible safe location.</p> <p>-<i>The Coruscating Coffin</i> (pg. 66) 6d8 damage against single target, save for half.</p> <p>-<i>Decree of Lithic Dissolution</i> (pg. 70) Destroy all stone in 6 10-foot cubes.</p> <p>-<i>Extirpate Arcana</i> (pg. 71) Dispel magic within a 20-foot radius of a point.</p> <p>-<i>Glass Chimes of the Bamboo Terrace</i>. (pg. 71) 3d6 damage to all other creatures in 40'.</p> <p>-<i>Ineluctable Shackles of Volition</i> (pg. 71) Control a target after a failed save.</p> <p>-<i>Phobic Storm</i> (pg. 73) All foes within 40' take 6 damage and make a morale check, fleeing on a failure.</p> <p><b>Arts:</b> High Mage, 4 effort (pg. 67)</p> <p>-<i>Arcane Lexicon SCENE</i> The caster can read any language.</p> <p>- <i>Counter Magic</i>. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check.</p> <p>-<i>Empowered Sorcery</i> DAY re-roll any die associated with a spell.</p> <p>- <i>Sense Magic</i> COMMITTED Perceive magical energy and see in the dark.</p> <p>- <i>Wizard's Grandeur</i> COMMITTED The caster is neat, clean, and comfortable regardless of climate.</p>										
Necromancer	6	15	+2	1d6+1	2/13	30'	10	4	+2	13+
<p><b>Spellcasting:</b> Level 6 Necromancer, 3 spells per day</p> <p>-<i>Command the Dead</i> (pg. 84) Exert control over 12 HD worth of undead with a save to resist.</p> <p>-<i>Compel Flesh</i> (pg. 85) A target's body obeys the commands of the caster. The Target is aware and can try to break the spell.</p> <p>-<i>The Coruscating Coffin</i> (pg. 69) 6d8 damage against single target, save for half.</p> <p>-<i>Final Death</i> (pg. 84) Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing.</p> <p>-<i>Forgetting the Grave</i> (pg. 85) A target cannot die for 6 rounds.</p> <p>-<i>Raise Corpse</i> (pg. 84) Turn an intact skeleton or corpse into a servitor.</p> <p><b>Arts:</b> Necromancer, 4 Effort (pg. 83)</p> <p>-<i>Cold Flesh</i> Suffer no more than 2 shock from any instance of damage.</p> <p>-<i>False Death</i> INSTANT Caster appears dead to mundane examination for 6 days</p> <p>-<i>Gravesight</i> COMMITTED Caster can see in darkness and detect poisons and disease with sight.</p> <p>-<i>Unaging</i> Caster has a longer life.</p>										
Necromancer, Apprentice	3	13	+1	1d4	1/15	30'	8	5	+1	14+
<p><b>Spellcasting:</b> Level 3 Necromancer, 2 spells per day</p> <p>-<i>Command the Dead</i> (pg. 84) Exert control over 6 HD worth of undead with a save to resist.</p> <p>-<i>Final Death</i> (pg. 84) Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing.</p> <p>-<i>Raise Corpse</i> (pg. 84) Turn an intact skeleton or corpse into a servitor.</p> <p><b>Arts:</b> Necromancer, 3 Effort (pg. 83)</p> <p>-<i>Cold Flesh</i> Suffer no more than 2 shock from any instance of damage.</p> <p>-<i>Uncanny Ichor</i> Cannot die from puncture wounds unless pincushioned.</p>										

Monster	HD	AC	Atl.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Petty Tyrant	4	14a	+1	1d6+1	3/13	30'	8	4	+1	13+
<p><b>Spellcasting:</b> Level 4 High Mage, 2 spell per day</p> <p>-<i>The Coruscating Coffin</i> (pg. 69) 4d8 damage against single target, save for half.</p> <p>-<i>Ineluctable Shackles of Volition</i> (pg. 71) Control a target after a failed save.</p> <p>-<i>The Inexorable Imputation</i> (pg 72) A statement is believed by all who hear it.</p> <p>-<i>Prudentially Transient Abnegation of Life</i> (pg. 73) A target appears to die but remains alive.</p> <p>-<i>Wardpact Invocation</i> (pg. 75) Make a target partially weapon-immune or make a weapon worthless.</p> <p><b>Arts:</b> High Mage, 3 effort (pg. 67)</p> <p>-<i>Empowered Sorcery</i> DAY re-roll any die associated with a spell.</p> <p>-<i>Inexorable Effort</i> DAY Once per scene force the subject of a spell to re-roll a saving throw.</p> <p>-<i>Swift Casting</i> DAY Once per scene cast a spell as an on-turn action.</p> <p>-<i>Wizard's Grandeur</i> COMMITTED The caster is neat, clean, and comfortable regardless of climate.</p>										
Raised Corpse	1	13	+1	1d6	-	30'	12	0	+0	15+
Shaman	3	11	+1	1d8	1/13	30'	8	5	+1	14+
<p><b>Spellcasting:</b> Level 3 Elemental 2 spells per day</p> <p>-<i>Aqueous Harmony</i> (pg. 78) Caster and 12 allies can breathe and see underwater for 3 hours.</p> <p>-<i>Decree of Ligneous Dissolution</i> (pg. 70) Destroy plant-based matter in 2 contiguous 10' cubes within 200' ft.</p> <p>-<i>Elemental Favor</i> (pg. 78) Reshape a 10' cube of an element.</p> <p>-<i>Pact of Stone and Sea</i> (pg. 78) Immune to injury from mundane instances of a chosen element.</p> <p><b>Arts:</b> Elemental 3 effort (pg. 77)</p> <p>-<i>Elemental Resilience</i> The caster takes half damage from magical elemental attacks.</p> <p>-<i>Elemental Sparks</i> Conjure petty amounts of an element.</p> <p>-<i>Petrifying Stare</i>. DAY Visible target makes a physical save or loses Move action for 2 rounds.</p> <p>-<i>Steps of Air</i>. SCENE A Visible ally can fly for 3 rounds and float to the ground.</p>										
Sword Mage	3	15a	+2	1d12+1	3/15	30'	10	3	+1	14+
<p><b>Spellcasting:</b> Level 3 Partial Necromancer, 1 spell per day</p> <p>-<i>Final Death</i> (pg. 84) Curse 3 targets. Targets cannot regain HP and die if mortally wounded. Physical save to break curse after each failed healing.</p> <p><b>Arts:</b> Necromancer, 2 Effort (pg. 83)</p> <p>-<i>Consume Life Energy</i> The caster gains 1d6 energy each time they damage a target, up to the damage dealt.</p> <p>-<i>Uncanny Ichor</i> DAY When a sentient dies within 50' gain either 1d6 HP or a +4 bonus to next attack.</p>										
War Mage	5	14a	+1	1d6+1	3/15	30'	9	3	+2	13+
<p><b>Spellcasting:</b> Level 5 High Mage, 3 spells per day</p> <p>-<i>The Coruscating Coffin</i> (pg. 69) 5d8 damage against single target, save for half.</p> <p>-<i>The Howl of Light</i> (pg. 71) 5d8 damage to all creatures within a 20-foot radius with a save for half.</p> <p>-<i>Glass Chimes of the Bamboo Terrace</i>. (pg. 71) 3d6 damage to all other creatures in 40'.</p> <p>-<i>Mantle of Disjuncting Dissection</i> (pg. 72) While the mage is still whirling blades surround them.</p> <p>-<i>Resounding Temporal Echo</i> (pg. 73) Give # targets an extra move for 1 system strain.</p> <p>-<i>Scorn the Fetters of Earth</i> (pg. 74) Caster and 5 allies can fly.</p> <p>-<i>The Verdant Vallation</i> (pg. 75) Summon a wall of plants.</p> <p>-<i>The Wind of Final Repose</i> (pg. 75) Put all creatures with less than 4 hd in 5 10x10 cubes to sleep.</p> <p><b>Arts:</b> High Mage, 4 effort (pg. 67)</p> <p>-<i>Counter Magic</i>. DAY Stop an enemy spell via contested Int/Magic or Cha/Magic check.</p> <p>-<i>Iron Resolution</i>. DAY Make a save to avoid being disrupted after taking damage.</p> <p>-<i>Preparatory Countermagic</i>. SCENE Caster is unaffected by a spell they have prepared.</p> <p>-<i>Ward Allies</i> DAY Up to 6 allies are protected from direct effects of the caster's spell.</p>										

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## Spellcasters

All spellcasters are challenging opponents, as even the weakest amongst them can put an entire low-level party to sleep. Players should be aware that they are up against a mage. As most mages where occult garb this should be apparent before the fight begins. 1d6 spells can be removed from the spell lists of wizards if a GM wishes to represent spells with no combat applications.

**Apprentice Mages** are young men and women receiving an education in magic. While an individual wizard may have up to 1d6 apprentices, more of them can be found at wizarding academies.

**Criminal Mages** are wizards who applied their talents to crime. While any statline could be a criminal, this statline is focused on breaking, entering, and subverting magical traps.

**Deck Wizards** are spellcasters that ply their trade on the high seas and waterways. Deck mages present major hazards to ships, and they can dissolve large portions of wooden hulls.

**Elementalists** are archetypical wizards that use elemental powers.

**Hedge Mages** are petty sorcerers who work for a living. Most brew potions and provide minor magical services. Few have an appetite for combat, and will flee at the first opportunity.

**Hight Mages** are standard fantasy wizards.

**Necromancers** are mages who animate the dead. In combat they tend to let their undead servitors protect them. If need be they use *compel flesh* on whichever opponent looks the most capable of harming the necromancer's enemies. **Apprentice Necromancers** behave similarly in combat.

**Petty Tyrants** are evil wizards who focus their spells on dominating others. Some petty tyrants carve out their own fiefdoms, but this statline can be used for a villain's sorcerous lieutenants and other unethical mages.

**Raised Corpses** are the undead that accompany the typical necromancer.

**Shamans** are sorcerers who serve or lead remote communities and tribes. Most of their spells are focused on helping their community survive.

**Sword Mages** are warriors who know spells and arts to help them survive or fight.

**War Mages** are wizards trained to fight on a battlefield. They typically are accompanied by soldiers to protect them from closer assailants while they use their magic on distant foes and large formations.