

Eda: Bestiary

This book contains creatures and adversaries found in the world of Eda. Each entry includes stats for combat and unique behaviors or abilities.

Creature Stat Blocks

- HP:** Hit Points.
- DR:** Damage Reduction (Armor).
- Reactions:** The number of reactions available for the encounter.
- Attributes:** Core stats (STR, AGI, INT, MND, CHA, CON).

1. Beasts & Animals

GRAY WOLF

Pack hunters that thrive in the winter forests.

HP: 12 | DR: 1 | Reactions: 1

STR	AGI	INT	MND	CHA	CON
40	60	15	25	10	35

ACTIONS

Bite. 65% hit, 5 damage.

ABILITIES

Pack Tactics: Gains +10 to attack rolls if another wolf is adjacent to the target.

ALPHA WOLF

Large, scarred leader of a pack.

HP: 22 | DR: 1 | Reactions: 2

STR
50

AGI
65

INT
20

MND
30

CHA
25

CON
45

ACTIONS

Crippling Bite. 70% hit, 7 damage.

ABILITIES

Alpha Howl: As an action, grants all allied wolves +5 to hit for 2 rounds.

ICHOR-WOLF

A wolf mutated by black ichor, dripping dark fluid.

HP: 18 | DR: 2 | Reactions: 1

STR
55

AGI
50

INT
10

MND
15

CHA
05

CON
50

ACTIONS

Corrosive Bite. 60% hit, 6 damage + 2 Bleeding.

ABILITIES

Fear Aura: Any character starting their turn adjacent to the Ichor-Wolf loses 1 MP.

WINTER BEAR

A massive white bear, blending into the snow.

HP: 40 | DR: 3 | Reactions: 2

STR
80

AGI
35

INT
15

MND
25

CHA
10

CON
75

ACTIONS

Heavy Maul. 65% hit, 10 damage.

ABILITIES

Snow-Camouflage: Advantage on Stealth in snow; attackers have Disadvantage if the bear is in cover.

CAVE BEAR

Smaller than the winter bear but more aggressive in tight spaces.

HP: 35 | DR: 2 | Reactions: 2

STR
75

AGI
40

INT
15

MND
20

CHA
10

CON
70

ACTIONS

Maul. 60% hit, 8 damage.

ABILITIES

Crushing Grip: If both claws hit, the target is Immobilized.

GIANT SPIDER

Lurks in dark forests and dungeons.

HP: 15 | DR: 0 | Reactions: 2

STR
45

AGI
55

INT
10

MND
20

CHA
05

CON
30

ACTIONS

Poisonous Bite. 70% hit, 4 damage.

ABILITIES

Webbing: Action (10m range), AGI check or be Stuck.

WEB-WEAVER SPIDER

Specializes in intricate, sticky traps.

HP: 18 | DR: 1 | Reactions: 2

STR
40

AGI
65

INT
20

MND
25

CHA
05

CON
35

ACTIONS

Bite. 65% hit, 5 damage.

ABILITIES

Reactive Web: Can spend a reaction to web a target moving within 5m.

GREAT RAVEN

An omen of death, capable of blinding eyes.

HP: 8 | DR: 0 | Reactions: 3

STR
15

AGI
75

INT
30

MND
40

CHA
20

CON
20

ACTIONS

Peck. 75% hit, 3 damage.

ABILITIES

Eye-Gouge: On a Critical Success, the target is Blinded for 1 round.

VIPER

A swift, venomous snake.

HP: 6 | DR: 0 | Reactions: 2

STR
10

AGI
80

INT
10

MND
20

CHA
05

CON
25

ACTIONS

Strike. 80% hit, 2 damage + Poison.

ABILITIES

Neurotoxin: Target must pass CON check or take -10 to AGI for 1 hour.

CONSTRUCTOR SNAKE

A massive serpent that crushes its prey.

HP: 25 | DR: 1 | Reactions: 1

STR
65

AGI
45

INT
15

MND
20

CHA
05

CON
55

ACTIONS

Constrict. 60% hit, 6 damage.

ABILITIES

Crush: Deals 6 automatic damage per round to a grappled target.

WILD BOAR

A stubborn, charging beast.

HP: 20 | DR: 2 | Reactions: 1

STR
60

AGI
45

INT
10

MND
15

CHA
05

CON
60

ACTIONS

Tusk Gore. 55% hit, 7 damage.

ABILITIES

Relentless Charge: Moves up to Speed and attacks; deals +5 damage if it moved 5m+.

RAZOR-TUSK BOAR

A larger boar with iron-like tusks.

HP: 30 | DR: 3 | Reactions: 1

STR
70

AGI
40

INT
10

MND
15

CHA
05

CON
70

ACTIONS

Ripping Gore. 60% hit, 9 damage.

ABILITIES

Armor Piercing: Ignores up to 2 DR.

GIANT BAT

Leathery wings in the night.

HP: 10 | DR: 0 | Reactions: 2

STR
20

AGI
70

INT
10

MND
30

CHA
10

CON
25

ACTIONS

Wing Buffet. 65% hit, 4 damage.

ABILITIES

Echolocation: Ignores Blinded and invisibility within 20m.

BLOOD-SUCKING BAT

Parasitic bat that drains health.

HP: 12 | DR: 0 | Reactions: 2

STR

15

AGI

75

INT

15

MND

35

CHA

10

CON

30

ACTIONS

Drain. 70% hit, 3 damage.

ABILITIES

Sanguine Siphon: Heals for the amount of damage dealt.

MOUNTAIN LION

A silent predator of the high peaks.

HP: 25 | DR: 1 | Reactions: 2

STR

55

AGI

70

INT

20

MND

35

CHA

15

CON

45

ACTIONS

Pounce. 75% hit, 7 damage.

ABILITIES

Death from Above: Advantage on attacks if attacking from higher ground.

2. Outlaws & Humanoids

BANDIT SCOUNDREL

A common criminal.

HP: 15 | DR: 2 | Reactions: 1

STR
50

AGI
50

INT
40

MND
30

CHA
40

CON
40

ACTIONS

Rusty Sword. 50% hit, 7 damage.

ABILITIES

Ambush: Advantage on turn 1 if target is surprised.

BANDIT ARCHER

Uses a bow to pick off targets from afar.

HP: 12 | DR: 1 | Reactions: 1

STR
40

AGI
60

INT
45

MND
35

CHA
35

CON
35

ACTIONS

Short Bow. 65% hit, 6 damage.

ABILITIES

Sniper: Ignores Light Cover.

BANDIT LEADER

The strongest and most cunning of the bunch.

HP: 25 | DR: 3 | Reactions: 2

STR

60

AGI

55

INT

50

MND

45

CHA

55

CON

55

ACTIONS

Bastard Sword. 60% hit, 9 damage.

ABILITIES

Command: One ally within 10m can make a free attack.

HIGHWAYMAN

A skilled rider and robber.

HP: 20 | DR: 2 | Reactions: 2

STR

55

AGI

65

INT

45

MND

40

CHA

50

CON

50

ACTIONS

Rapier. 65% hit, 7 damage.

ABILITIES

Hit and Run: Can move 5m after an attack without spending AP.

THUG

A brutal brawler.

HP: 22 | DR: 1 | Reactions: 1

STR

65

AGI

40

INT

30

MND

25

CHA

30

CON

60

ACTIONS

Club. 55% hit, 8 damage.

ABILITIES

Daze: On a hit, target takes -10 to next check.

MERCENARY VETERAN

A professional soldier for hire.

HP: 30 | DR: 4 | Reactions: 2

STR

65

AGI

55

INT

50

MND

50

CHA

45

CON

65

ACTIONS

Halberd. 70% hit, 10 damage.

ABILITIES

Tactical Stance: +1 DR when not moving.

MERCENARY CROSSBOWMAN

Trained in heavy ranged combat.

HP: 25 | DR: 3 | Reactions: 1

STR

55

AGI

55

INT

45

MND

45

CHA

40

CON

55

ACTIONS

Crossbow. 75% hit, 8 damage.

ABILITIES

Armor Piercing Bolt: Ignores 3 DR.

ROGUE KNIGHT

A fallen noble turned predator.

HP: 35 | DR: 5 | Reactions: 2

STR

70

AGI

50

INT

55

MND

55

CHA

60

CON

65

ACTIONS

Great Sword. 65% hit, 11 damage.

ABILITIES

Challenge: Forces an enemy to attack only the Rogue Knight.

TOWN GUARD

Protecting what remains.

HP: 20 | DR: 4 | Reactions: 2

STR

60

AGI

50

INT

40

MND

40

CHA

40

CON

50

ACTIONS

Spear. 60% hit, 9 damage.

ABILITIES

Phalanx: +1 DR if adjacent to an ally with a shield.

GUARD CAPTAIN

A disciplined leader of the watch.

HP: 30 | DR: 5 | Reactions: 3

STR

65

AGI

55

INT

55

MND

55

CHA

65

CON

60

ACTIONS

Long Sword. 70% hit, 8 damage.

ABILITIES

Hold the Line: Allies within 5m cannot be pushed or knocked prone.

ASSASSIN

A silent killer in the dark.

HP: 18 | DR: 1 | Reactions: 3

STR

45

AGI

80

INT

60

MND

55

CHA

45

CON

45

ACTIONS

Poisoned Dagger. 85% hit, 5 damage + 5 Poison.

ABILITIES

Shadow Step: Can teleport 10m between shadows.

POISONER

A specialist in toxins.

HP: 15 | DR: 1 | Reactions: 2

STR

40

AGI

70

INT

70

MND

50

CHA

50

CON

40

ACTIONS

Dart. 75% hit, 3 damage + Blindness.

ABILITIES

Toxic Cloud: As an action, creates a 3m radius of poison gas.

DESERTER

A soldier who fled, now fighting for survival.

HP: 18 | DR: 2 | Reactions: 1

STR

55

AGI

50

INT

35

MND

30

CHA

30

CON

50

ACTIONS

Axe. 55% hit, 8 damage.

ABILITIES

Desperate Strike: If HP < 5, gains Advantage on attacks.

BEGGAR (HOSTILE)

Driven to madness by hunger.

HP: 10 | DR: 0 | Reactions: 1

STR

35

AGI

45

INT

30

MND

20

CHA

20

CON

35

ACTIONS

Club. 40% hit, 4 damage.

ABILITIES

Cling: On a hit, the target has Disadvantage on their next Move action.

GRAVE ROBBER

Vultures of the battlefield.

HP: 15 | DR: 1 | Reactions: 1

STR

45

AGI

55

INT

40

MND

35

CHA

35

CON

40

ACTIONS

Shovel. 50% hit, 6 damage.

ABILITIES

Loot Specialist: Can use an action to steal a non-equipped item.

3. The Cults & Fanatics

CULT ACOLYTE

Low-level servant of a dark god.

HP: 12 | DR: 0 | Reactions: 1

STR

40

AGI

40

INT

50

MND

45

CHA

50

CON

35

ACTIONS

Dagger. 50% hit, 5 damage.

ABILITIES

Sacrifice: Can deal 5 damage to self to give an ally +10 to hit.

CULT PRIEST

Leader of a small cell.

HP: 20 | DR: 1 | Reactions: 2

STR
45

AGI
45

INT
65

MND
70

CHA
65

CON
45

ACTIONS

Mace. 55% hit, 6 damage.

ABILITIES

Dark Benediction: Grants 5 Temp HP to all allies within 10m.

FANATIC ZEALOT

Brainwashed and fearless.

HP: 18 | DR: 0 | Reactions: 1

STR
55

AGI
55

INT
30

MND
75

CHA
40

CON
55

ACTIONS

Flail. 65% hit, 8 damage.

ABILITIES

Unwavering: Immune to Fear and Intimidation.

INQUISITOR

Hunter of heretics and witches.

HP: 28 | DR: 4 | Reactions: 2

STR
60

AGI
55

INT
60

MND
65

CHA
55

CON
60

ACTIONS

Long Sword. 70% hit, 8 damage.

ABILITIES

Identify Sin: Can sense magic/ichor within 15m.

SACRIFICIAL VICTIM (TWISTED)

A soul broken and mutated by ritual.

HP: 25 | DR: 2 | Reactions: 0

STR
65

AGI
30

INT
10

MND
10

CHA
05

CON
70

ACTIONS

Claws. 50% hit, 9 damage.

ABILITIES

Death Throe: Explodes on death, dealing 5 damage to all adjacent.

DARK SUMMONER

Calls horrors from the Void.

HP: 15 | DR: 0 | Reactions: 3

STR

35

AGI

50

INT

75

MND

80

CHA

60

CON

40

ACTIONS

Staff. 45% hit, 4 damage.

ABILITIES

Summon Lesser Horror: Once per combat, summons a Void-Stalker.

BLOOD-BINDER

Uses life force to chain enemies.

HP: 20 | DR: 1 | Reactions: 2

STR

45

AGI

50

INT

70

MND

75

CHA

55

CON

50

ACTIONS

Sickle. 55% hit, 6 damage.

ABILITIES

Crimson Chain: Target within 10m must pass MND check or be Immobilized.

COVEN WITCH

Uses ancient hexes.

HP: 18 | DR: 0 | Reactions: 2

STR
30

AGI
55

INT
70

MND
75

CHA
65

CON
40

ACTIONS

Athame. 60% hit, 5 damage.

ABILITIES

Misfortune: Imposes Disadvantage on an enemy's next roll.

HEX-WEAVER

Specialist in long-term curses.

HP: 22 | DR: 1 | Reactions: 2

STR
35

AGI
50

INT
75

MND
80

CHA
60

CON
45

ACTIONS

Staff. 50% hit, 5 damage.

ABILITIES

Wither: Target takes -5 to all Attributes for 3 rounds.

SILENT MONK (HOSTILE)

Sworn to a dark silence.

HP: 25 | DR: 0 | Reactions: 4

STR
60

AGI
75

INT
50

MND
85

CHA
10

CON
60

ACTIONS

Unarmed Strike. 80% hit, 6 damage.

ABILITIES

Mute Aura: Spells cannot be cast within 5m.

DOOMSDAY PROPHET

Spreads the word of the end.

HP: 15 | DR: 0 | Reactions: 1

STR
40

AGI
40

INT
60

MND
65

CHA
80

CON
45

ACTIONS

Staff. 45% hit, 4 damage.

ABILITIES

Visions of Doom: Target must pass MND check or be Stunned for 1 round.

FLAGELLANT

Pain is their prayer.

HP: 24 | DR: 0 | Reactions: 2

STR

55

AGI

55

INT

30

MND

90

CHA

40

CON

70

ACTIONS

Scourge. 70% hit, 7 damage.

ABILITIES

Empowered by Agony: Gains +10 to hit for every 5 HP missing.

4. The Hollowed (Mutants)

HOLLOWED SHAMBLER

A man lost to the black ichor.

HP: 18 | DR: 2 | Reactions: 0

STR

60

AGI

30

INT

10

MND

05

CHA

05

CON

60

ACTIONS

Slam. 55% hit, 6 damage.

ABILITIES

Oozing Ichor: On hit, target must pass CON check or be Blinded by fluid.

ICHOR-BLOATED

Full of volatile fluid.

HP: 25 | DR: 1 | Reactions: 0

STR

55

AGI

20

INT

10

MND

05

CHA

05

CON

70

ACTIONS

Burst. Auto hit, 5 damage 3m radius on death.

ABILITIES

Volatile Body: Takes double damage from fire.

MANY-LIMBED HORROR

Too many arms to count.

HP: 30 | DR: 2 | Reactions: 3

STR

70

AGI

60

INT

15

MND

20

CHA

05

CON

60

ACTIONS

Multi-Claw. 60% hit, 4 damage x3.

ABILITIES

Flurry: Can attack three different targets within reach.

FACELESS ONE

A smooth-skinned, silent mutant.

HP: 22 | DR: 3 | Reactions: 2

STR
55

AGI
65

INT
30

MND
50

CHA
05

CON
55

ACTIONS

Bone Blade. 70% hit, 8 damage.

ABILITIES

Unsettling Silence: Enemies within 10m have Disadvantage on Fear checks.

SKIN-STRETCHER

Capable of mimicking human forms.

HP: 20 | DR: 1 | Reactions: 2

STR
50

AGI
75

INT
60

MND
50

CHA
70

CON
45

ACTIONS

Hidden Needle. 75% hit, 4 damage + Sleep.

ABILITIES

Mimic: Can appear as a friendly NPC until it attacks.

BONE-GROWN

Exoskeleton of jagged bone.

HP: 35 | DR: 5 | Reactions: 1

STR
75

AGI
35

INT
15

MND
25

CHA
05

CON
70

ACTIONS

Bone Spike. 65% hit, 10 damage.

ABILITIES

Thorns: Melee attackers take 2 damage on a successful hit.

TWISTED HOUND

A dog merged with ichor.

HP: 15 | DR: 1 | Reactions: 2

STR
55

AGI
70

INT
10

MND
15

CHA
05

CON
40

ACTIONS

Jagged Bite. 70% hit, 6 damage.

ABILITIES

Flesh-Ripper: Deals +5 damage against Prone targets.

SLITHERING MASS

A mound of mutated flesh.

HP: 40 | DR: 2 | Reactions: 1

STR

60

AGI

20

INT

10

MND

15

CHA

05

CON

80

ACTIONS

Lash. 55% hit, 7 damage.

ABILITIES

Amorphous: Can move through gaps of 5cm.

EYE-STALK MUTANT

Covered in seeing organs.

HP: 18 | DR: 1 | Reactions: 4

STR

40

AGI

55

INT

40

MND

60

CHA

05

CON

40

ACTIONS

Tentacle. 60% hit, 5 damage.

ABILITIES

All-Seeing: Cannot be surprised; ignores Stealth.

ICHOR-SPITTER

Ranged mutant.

HP: 15 | DR: 1 | Reactions: 1

STR

45

AGI

65

INT

20

MND

20

CHA

05

CON

45

ACTIONS

Ichor Glob. 75% hit, 6 damage, 15m range.

ABILITIES

Slippery Floor: Glob creates rough terrain.

FLESHY WALL

Immovable and bloated.

HP: 60 | DR: 4 | Reactions: 0

STR

80

AGI

10

INT

05

MND

10

CHA

05

CON

100

ACTIONS

Slam. 45% hit, 12 damage.

ABILITIES

Living Barrier: Provides Heavy Cover to those behind it.

SCREAMING MAW

A giant mouth on legs.

HP: 35 | DR: 2 | Reactions: 1

STR

75

AGI

50

INT

10

MND

20

CHA

05

CON

65

ACTIONS

Swallow. 60% hit, 15 damage.

ABILITIES

Deafening Shriek: Action, all within 5m are Stunned.

SHADOW-TOUCHED MUTANT

Fades in and out of sight.

HP: 20 | DR: 1 | Reactions: 3

STR

50

AGI

75

INT

40

MND

45

CHA

05

CON

45

ACTIONS

Shadow Claw. 75% hit, 6 damage.

ABILITIES

Blur: All attacks against it have Disadvantage.

CRYSTALLIZED HORROR

Body turned to jagged obsidian.

HP: 45 | DR: 6 | Reactions: 1

STR

70

AGI

25

INT

20

MND

30

CHA

05

CON

80

ACTIONS

Crystal Shard. 65% hit, 10 damage.

ABILITIES

Reflective Skin: Spells have a 25% chance to reflect back.

VOID-LEPER

Decaying with extra-dimensional rot.

HP: 20 | DR: 0 | Reactions: 1

STR

45

AGI

45

INT

35

MND

40

CHA

05

CON

40

ACTIONS

Rotting Touch. 60% hit, 4 damage + 4 Fear.

ABILITIES

Aura of Decay: Metal armor within 2m loses 1 DR per round.

5. The Grave-Bound (Undead)

ROT-WALKER (ZOMBIE)

The classic shambling threat.

HP: 18 | DR: 0 | Reactions: 0

STR

55

AGI

20

INT

05

MND

05

CHA

05

CON

60

ACTIONS

Slam. 40% hit, 4 damage.

ABILITIES

Relentless: Requires decapitation/max damage to kill.

PLAGUE-CARRIER ZOMBIE

Explodes with disease.

HP: 20 | DR: 0 | Reactions: 0

STR

50

AGI

20

INT

05

MND

05

CHA

05

CON

65

ACTIONS

Bite. 45% hit, 5 damage + Plague.

ABILITIES

Toxic Gas: Releases 3m cloud of disease on death.

SHAMBLING SKELETON

Bones held by hate.

HP: 10 | DR: 1 | Reactions: 1

STR

45

AGI

50

INT

10

MND

10

CHA

05

CON

30

ACTIONS

Rusty Scimitar. 55% hit, 6 damage.

ABILITIES

Dismantle: Can reassemble in 1d4 rounds if not crushed.

ARMORED SKELETON

Ancient guards.

HP: 15 | DR: 4 | Reactions: 2

STR

55

AGI

45

INT

15

MND

20

CHA

05

CON

40

ACTIONS

Spear. 60% hit, 8 damage.

ABILITIES

Shield Wall: +10 Defense if adjacent to another skeleton.

SKELETON ARCHER

Silent snipers from the dark.

HP: 12 | DR: 1 | Reactions: 1

STR

40

AGI

60

INT

20

MND

25

CHA

05

CON

35

ACTIONS

Short Bow. 65% hit, 6 damage.

ABILITIES

Night Sight: No penalties for darkness.

WRAITH

A spirit of sorrow.

HP: 20 | DR: 0 | Reactions: 3

STR

10

AGI

70

INT

50

MND

70

CHA

30

CON

40

ACTIONS

Chilling Touch. 65% hit, 6 Psychic.

ABILITIES

Drain Will: On hit, target loses 2 MP.

BANSHEE

Wail of the lost.

HP: 25 | DR: 0 | Reactions: 3

STR

10

AGI

75

INT

60

MND

80

CHA

50

CON

45

ACTIONS

Shriek. MND vs MND, 10 Psychic damage.

ABILITIES

Death Wail: Once per encounter, all who hear must pass MND or drop to 0 MP.

DRAUGR WARRIOR

The honored dead.

HP: 25 | DR: 3 | Reactions: 2

STR

65

AGI

45

INT

30

MND

40

CHA

20

CON

55

ACTIONS

Ancient Axe. 55% hit, 10 damage.

ABILITIES

Cold Aura: -5 AGI rolls to adjacent enemies.

DRAUGR LORD

Master of the tomb.

HP: 45 | DR: 5 | Reactions: 3

STR

75

AGI

50

INT

50

MND

60

CHA

40

CON

70

ACTIONS

Frost-Brand Sword. 70% hit, 12 damage + Cold.

ABILITIES

Raise Dead: Can raise 2 Skeletons per round.

GHOUL

Eaters of the dead.

HP: 20 | DR: 1 | Reactions: 3

STR

55

AGI

75

INT

25

MND

30

CHA

10

CON

50

ACTIONS

Paralytic Claws. 70% hit, 5 damage.

ABILITIES

Paralysis: Target must pass CON check or be Immobilized.

WIGHT

Intelligent, life-draining undead.

HP: 35 | DR: 4 | Reactions: 2

STR
65

AGI
60

INT
55

MND
60

CHA
40

CON
65

ACTIONS

Life-Drain Blade. 75% hit, 9 damage + 5 Max HP drain.

ABILITIES

Soul Harvest: Heals 5 HP when an enemy dies nearby.

SPECTRAL STALKER

Invisible hunter.

HP: 15 | DR: 0 | Reactions: 4

STR
20

AGI
85

INT
50

MND
65

CHA
10

CON
40

ACTIONS

Ethereal Claw. 80% hit, 7 damage.

ABILITIES

Phase: Can move through walls.

POLTERGEIST

Chaos in the shadows.

HP: 12 | DR: 0 | Reactions: 5

STR
40

AGI
90

INT
40

MND
60

CHA
10

CON
35

ACTIONS

Object Throw. 85% hit, 5 damage.

ABILITIES

Telekinesis: Can push targets 5m as a reaction.

VAMPIRE THRALL

Siren of the night.

HP: 30 | DR: 2 | Reactions: 2

STR
60

AGI
75

INT
55

MND
60

CHA
75

CON
60

ACTIONS

Bite. 80% hit, 8 damage.

ABILITIES

Charm: Target must pass MND check or be unable to attack the Thrall.

ANCIENT MUMMY

Preserved by dark oils.

HP: 50 | DR: 3 | Reactions: 1

STR

75

AGI

30

INT

40

MND

60

CHA

30

CON

90

ACTIONS

Rotting Fist. 65% hit, 12 damage + Curse.

ABILITIES

Mummy's Curse: Target cannot heal until the curse is removed.

BONE-HEAP

Amalgamation of remains.

HP: 40 | DR: 3 | Reactions: 1

STR

70

AGI

40

INT

10

MND

15

CHA

05

CON

80

ACTIONS

Bone Flail. 60% hit, 10 damage.

ABILITIES

Splinter: When hit, deals 2 damage to all within 2m.

HEADLESS RIDER

A spectral terror on horseback.

HP: 45 | DR: 4 | Reactions: 3

STR
70

AGI
80

INT
50

MND
70

CHA
40

CON
70

ACTIONS

Flame Sword. 75% hit, 12 damage.

ABILITIES

Fearful Charge: Targets in path must pass MND or be Frightened.

CURSED SPIRIT

Bound to an object.

HP: 20 | DR: 0 | Reactions: 2

STR
10

AGI
60

INT
60

MND
80

CHA
20

CON
40

ACTIONS

Spiritual Lash. 65% hit, 8 damage.

ABILITIES

Possession: Once per combat, can take control of an NPC or creature.

6. Ancient Folk & Spirits

FOREST TROLL

Regenerating beast of the woods.

HP: 50 | DR: 2 | Reactions: 1

STR

80

AGI

45

INT

20

MND

30

CHA

10

CON

85

ACTIONS

Claw. 65% hit, 11 damage.

ABILITIES

Regeneration: Heals 10 HP at the start of its turn unless hit by fire.

MOUNTAIN TROLL

Made of living stone.

HP: 70 | DR: 6 | Reactions: 1

STR

90

AGI

25

INT

15

MND

25

CHA

10

CON

100

ACTIONS

Boulder Throw. 55% hit, 15 damage.

ABILITIES

Petrify: On Critical Success, target's skin begins to turn to stone (-10 Speed).

HILL GIANT

A hungry, clumsy titan.

HP: 80 | DR: 2 | Reactions: 1

STR

95

AGI

30

INT

15

MND

20

CHA

10

CON

110

ACTIONS

Great Club. 50% hit, 20 damage.

ABILITIES

Stomp: Deals 10 damage and knocks all within 5m Prone.

FROST GIANT

Master of the winter peaks.

HP: 100 | DR: 5 | Reactions: 2

STR

100

AGI

40

INT

40

MND

50

CHA

30

CON

120

ACTIONS

Frost Axe. 65% hit, 25 damage.

ABILITIES

Freezing Breath: 10m cone of ice, causes Cold status.

HAG (FOREST)

Uses nature to trap souls.

HP: 35 | DR: 1 | Reactions: 3

STR

50

AGI

60

INT

80

MND

85

CHA

70

CON

60

ACTIONS

Iron Nails. 75% hit, 8 damage.

ABILITIES

Root Bind: Action, entangles all within 10m.

HAG (SEA)

Drowned and hateful.

HP: 40 | DR: 2 | Reactions: 3

STR

60

AGI

55

INT

80

MND

85

CHA

70

CON

65

ACTIONS

Drowning Touch. 70% hit, 10 damage.

ABILITIES

Fog Cloud: Creates a 20m radius of heavy fog.

WOOD-WRETCH

A tree-like spirit of rot.

HP: 45 | DR: 4 | Reactions: 1

STR

75

AGI

30

INT

25

MND

40

CHA

10

CON

80

ACTIONS

Branch Lash. 60% hit, 12 damage.

ABILITIES

Spore Cloud: On hit, releases spores that cause Disadvantage on INT rolls.

MOSS-MAN

Silent guardian of the swamp.

HP: 30 | DR: 2 | Reactions: 2

STR

65

AGI

50

INT

30

MND

50

CHA

10

CON

70

ACTIONS

Mossy Slam. 65% hit, 9 damage.

ABILITIES

Swamp Walk: Ignores rough terrain in water.

CORRUPTED NYMPH

Beauty turned to horror.

HP: 25 | DR: 0 | Reactions: 4

STR
35

AGI
80

INT
70

MND
75

CHA
95

CON
40

ACTIONS

Thistle Whip. 85% hit, 6 damage.

ABILITIES

Siren's Call: Target must pass MND check or be charmed for 1 hour.

STONE GUARDIAN

Animated monolith.

HP: 60 | DR: 8 | Reactions: 1

STR
85

AGI
20

INT
20

MND
40

CHA
05

CON
100

ACTIONS

Heavy Slam. 55% hit, 18 damage.

ABILITIES

Unyielding: Cannot be pushed or moved by any force.

SPRIGGAN

A shape-shifting forest spirit.

HP: 30 | DR: 3 | Reactions: 2

STR
60

AGI
65

INT
45

MND
55

CHA
20

CON
55

ACTIONS

Claw. 70% hit, 8 damage.

ABILITIES

Size Shift: Can double its size (and damage) for 3 rounds.

EARTH ELEMENTAL (LESSER)

Moving mound of dirt and rock.

HP: 40 | DR: 5 | Reactions: 1

STR
75

AGI
25

INT
15

MND
25

CHA
05

CON
80

ACTIONS

Rock Fist. 60% hit, 12 damage.

ABILITIES

Burrow: Can move through the earth at full speed.

WATER SPIRIT (HOSTILE)

A violent wave given form.

HP: 35 | DR: 1 | Reactions: 3

STR
65

AGI
75

INT
40

MND
50

CHA
15

CON
60

ACTIONS

Water Jet. 75% hit, 10 damage.

ABILITIES

Engulf: Can pull a target into itself to drown them.

FIRE-DANCER

Spirits of the hearth gone wild.

HP: 25 | DR: 0 | Reactions: 4

STR
40

AGI
90

INT
45

MND
50

CHA
30

CON
45

ACTIONS

Flame Lash. 85% hit, 8 damage.

ABILITIES

Ignite: On hit, target catches Burning status.

STORM-CALLER (SPIRIT)

The thunder's roar.

HP: 45 | DR: 0 | Reactions: 3

STR

55

AGI

85

INT

60

MND

80

CHA

35

CON

70

ACTIONS

Lightning Bolt. 80% hit, 15 damage.

ABILITIES

Thunderclap: Action, all within 10m are Stunned.

7. Void-Spawn & Horrors

VOID-STALKER

The basic foot soldier of the Void.

HP: 20 | DR: 2 | Reactions: 2

STR

55

AGI

70

INT

40

MND

50

CHA

05

CON

50

ACTIONS

Void-Blade. 75% hit, 8 damage.

ABILITIES

Flicker: 50% chance to avoid any non-magical attack.

MIND-WARP

A floating brain-like horror.

HP: 30 | DR: 0 | Reactions: 3

STR
20

AGI
55

INT
95

MND
100

CHA
05

CON
50

ACTIONS

Mind Blast. 85% hit, 12 Psychic damage.

ABILITIES

Memory Eater: On hit, target loses a random talent for 1 hour.

SHADOW-FORM

A living, aggressive shadow.

HP: 25 | DR: 0 | Reactions: 5

STR
40

AGI
95

INT
50

MND
65

CHA
05

CON
45

ACTIONS

Shadow Lash. 90% hit, 7 damage.

ABILITIES

Merge: Can hide in an enemy's own shadow.

STAR-SPAWN

Beings of geometry and madness.

HP: 55 | DR: 4 | Reactions: 2

STR
80

AGI
50

INT
85

MND
90

CHA
05

CON
80

ACTIONS

Geometric Strike. 75% hit, 15 damage.

ABILITIES

Aura of Madness: All within 10m take -10 to MND checks.

DIMENSIONAL LEACH

Siphons reality itself.

HP: 18 | DR: 1 | Reactions: 2

STR
45

AGI
70

INT
50

MND
55

CHA
05

CON
45

ACTIONS

Reality Drain. 70% hit, 6 damage + 2 MP.

ABILITIES

Blink: Can teleport 5m as a reaction to being hit.

REALITY-BENDER

Distorts space around it.

HP: 40 | DR: 3 | Reactions: 3

STR
60

AGI
65

INT
90

MND
95

CHA
05

CON
70

ACTIONS

Space Fold. 80% hit, 10 damage + Teleport.

ABILITIES

Gravity Well: Enemies within 5m have their Speed halved.

WHISPERING VOID

A cloud of dark voices.

HP: 35 | DR: 0 | Reactions: 4

STR
10

AGI
85

INT
80

MND
90

CHA
10

CON
55

ACTIONS

Voice of Dread. MND vs MND, 15 Psychic damage.

ABILITIES

Silence: Can silence all magic within 15m.

DEVOURER OF DREAMS

Lurks in the sleeping mind.

HP: 50 | DR: 2 | Reactions: 3

STR
65

AGI
75

INT
85

MND
95

CHA
50

CON
70

ACTIONS

Dream Lash. 80% hit, 12 damage + 5 Fear.

ABILITIES

Nightmare: Can force a target into a permanent coma if MP reaches 0.

THE THING IN THE SNOW

A legendary horror of the high waste.

HP: 150 | DR: 6 | Reactions: 4

STR
110

AGI
60

INT
70

MND
85

CHA
10

CON
130

ACTIONS

Frost-Bite. 85% hit, 30 damage.

ABILITIES

Eternal Winter: 50m radius of lethal cold (-10 HP per hour).

Avatar of the Void (Boss)

The physical manifestation of the end.

HP: 300 | DR: 10 | Reactions: 6

STR	AGI	INT	MND	CHA	CON
150	100	150	200	50	200

Actions

Oblivion Ray. 100% hit, 50 damage.

Abilities

World Ender: Once per day, can erase a 1km area. Permanent death for all caught in it.