

# Eda: Bestiary

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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

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- **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).
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### 1. Beasts & Animals

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#### 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	AGI	INT	MND	CHA	CON
50	65	20	30	25	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	AGI	INT	MND	CHA	CON
55	50	10	15	05	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	AGI	INT	MND	CHA	CON
80	35	15	25	10	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	AGI	INT	MND	CHA	CON
75	40	15	20	10	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	AGI	INT	MND	CHA	CON
45	55	10	20	05	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	AGI	INT	MND	CHA	CON
40	65	20	25	05	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	AGI	INT	MND	CHA	CON
15	75	30	40	20	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	AGI	INT	MND	CHA	CON
10	80	10	20	05	25

### ACTIONS

---

**Strike.** 80% hit, 2 damage + Poison.

### ABILITIES

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

## CONSTRICCTOR SNAKE

---

A massive serpent that crushes its prey.

**HP:** 25 | **DR:** 1 | **Reactions:** 1

STR	AGI	INT	MND	CHA	CON
65	45	15	20	05	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	AGI	INT	MND	CHA	CON
60	45	10	15	05	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	AGI	INT	MND	CHA	CON
70	40	10	15	05	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	AGI	INT	MND	CHA	CON
20	70	10	30	10	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	AGI	INT	MND	CHA	CON
15	75	15	35	10	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	AGI	INT	MND	CHA	CON
55	70	20	35	15	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	AGI	INT	MND	CHA	CON
50	50	40	30	40	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	AGI	INT	MND	CHA	CON
40	60	45	35	35	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	AGI	INT	MND	CHA	CON
60	55	50	45	55	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	AGI	INT	MND	CHA	CON
55	65	45	40	50	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	AGI	INT	MND	CHA	CON
65	40	30	25	30	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	AGI	INT	MND	CHA	CON
65	55	50	50	45	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	AGI	INT	MND	CHA	CON
55	55	45	45	40	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	AGI	INT	MND	CHA	CON
70	50	55	55	60	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	AGI	INT	MND	CHA	CON
60	50	40	40	40	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	AGI	INT	MND	CHA	CON
65	55	55	55	65	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	AGI	INT	MND	CHA	CON
45	80	60	55	45	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	AGI	INT	MND	CHA	CON
40	70	70	50	50	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	AGI	INT	MND	CHA	CON
55	50	35	30	30	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	AGI	INT	MND	CHA	CON
35	45	30	20	20	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	AGI	INT	MND	CHA	CON
45	55	40	35	35	40

### ACTIONS

---

**Shovel.** 50% hit, 6 damage.

### ABILITIES

---

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

## 3. The Cults & Fanatics

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## CULT ACOLYTE

---

*Low-level servant of a dark god.*

**HP:** 12 | **DR:** 0 | **Reactions:** 1

STR	AGI	INT	MND	CHA	CON
40	40	50	45	50	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	AGI	INT	MND	CHA	CON
45	45	65	70	65	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	AGI	INT	MND	CHA	CON
55	55	30	75	40	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	AGI	INT	MND	CHA	CON
60	55	60	65	55	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	AGI	INT	MND	CHA	CON
65	30	10	10	05	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	AGI	INT	MND	CHA	CON
35	50	75	80	60	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	AGI	INT	MND	CHA	CON
45	50	70	75	55	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	AGI	INT	MND	CHA	CON
30	55	70	75	65	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	AGI	INT	MND	CHA	CON
35	50	75	80	60	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	AGI	INT	MND	CHA	CON
60	75	50	85	10	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	AGI	INT	MND	CHA	CON
40	40	60	65	80	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	AGI	INT	MND	CHA	CON
55	55	30	90	40	70

### ACTIONS

---

**Scourge.** 70% hit, 7 damage.

### ABILITIES

---

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

## 4. The Hollowed (Mutants)

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### HOLLOWED SHAMBLER

---

*A man lost to the black ichor.*

**HP:** 18 | **DR:** 2 | **Reactions:** 0

STR	AGI	INT	MND	CHA	CON
60	30	10	05	05	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	AGI	INT	MND	CHA	CON
55	20	10	05	05	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	AGI	INT	MND	CHA	CON
70	60	15	20	05	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	AGI	INT	MND	CHA	CON
55	65	30	50	05	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	AGI	INT	MND	CHA	CON
50	75	60	50	70	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	AGI	INT	MND	CHA	CON
75	35	15	25	05	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	AGI	INT	MND	CHA	CON
55	70	10	15	05	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	AGI	INT	MND	CHA	CON
60	20	10	15	05	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	AGI	INT	MND	CHA	CON
40	55	40	60	05	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	AGI	INT	MND	CHA	CON
45	65	20	20	05	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	AGI	INT	MND	CHA	CON
80	10	05	10	05	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	AGI	INT	MND	CHA	CON
75	50	10	20	05	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	AGI	INT	MND	CHA	CON
50	75	40	45	05	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	AGI	INT	MND	CHA	CON
70	25	20	30	05	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	AGI	INT	MND	CHA	CON
45	45	35	40	05	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	AGI	INT	MND	CHA	CON
55	20	05	05	05	60

### ACTIONS

---

**Slam.** 40% hit, 4 damage.

### ABILITIES

---

**Relentless:** Requires decapitation/max damage to kill.

## PLAQUE-CARRIER ZOMBIE

---

*Explodes with disease.*

**HP:** 20 | **DR:** 0 | **Reactions:** 0

STR	AGI	INT	MND	CHA	CON
50	20	05	05	05	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	AGI	INT	MND	CHA	CON
45	50	10	10	05	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	AGI	INT	MND	CHA	CON
55	45	15	20	05	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	AGI	INT	MND	CHA	CON
40	60	20	25	05	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	AGI	INT	MND	CHA	CON
10	70	50	70	30	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	AGI	INT	MND	CHA	CON
10	75	60	80	50	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	AGI	INT	MND	CHA	CON
65	45	30	40	20	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	AGI	INT	MND	CHA	CON
75	50	50	60	40	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	AGI	INT	MND	CHA	CON
55	75	25	30	10	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	AGI	INT	MND	CHA	CON
65	60	55	60	40	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	AGI	INT	MND	CHA	CON
20	85	50	65	10	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	AGI	INT	MND	CHA	CON
40	90	40	60	10	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	AGI	INT	MND	CHA	CON
60	75	55	60	75	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	AGI	INT	MND	CHA	CON
75	30	40	60	30	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	AGI	INT	MND	CHA	CON
70	40	10	15	05	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	AGI	INT	MND	CHA	CON
70	80	50	70	40	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	AGI	INT	MND	CHA	CON
10	60	60	80	20	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	AGI	INT	MND	CHA	CON
80	45	20	30	10	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	AGI	INT	MND	CHA	CON
90	25	15	25	10	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	AGI	INT	MND	CHA	CON
95	30	15	20	10	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	AGI	INT	MND	CHA	CON
100	40	40	50	30	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	AGI	INT	MND	CHA	CON
50	60	80	85	70	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	AGI	INT	MND	CHA	CON
60	55	80	85	70	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	AGI	INT	MND	CHA	CON
75	30	25	40	10	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	AGI	INT	MND	CHA	CON
65	50	30	50	10	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	AGI	INT	MND	CHA	CON
35	80	70	75	95	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	AGI	INT	MND	CHA	CON
85	20	20	40	05	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	AGI	INT	MND	CHA	CON
60	65	45	55	20	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	AGI	INT	MND	CHA	CON
75	25	15	25	05	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	AGI	INT	MND	CHA	CON
65	75	40	50	15	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	AGI	INT	MND	CHA	CON
40	90	45	50	30	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	AGI	INT	MND	CHA	CON
55	85	60	80	35	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	AGI	INT	MND	CHA	CON
55	70	40	50	05	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	AGI	INT	MND	CHA	CON
20	55	95	100	05	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	AGI	INT	MND	CHA	CON
40	95	50	65	05	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	AGI	INT	MND	CHA	CON
80	50	85	90	05	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	AGI	INT	MND	CHA	CON
45	70	50	55	05	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	AGI	INT	MND	CHA	CON
60	65	90	95	05	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	AGI	INT	MND	CHA	CON
10	85	80	90	10	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	AGI	INT	MND	CHA	CON
65	75	85	95	50	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	AGI	INT	MND	CHA	CON
110	60	70	85	10	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.