Bestiary

* ***Bandit*** – CV 12, TOU 13, HP 28(7), HCAL 2222, DG 2d8
* ***Brittle Skeleton*** – CV 9, TOU 8, HP 16(4), HCAL 0000, DG 2d4
  + Bony – ½ damage from slashing, 0 damage from piercing
  + Undead – Can be wounded, but never knocked unconscious
* ***Giant*** – CV 15/12, TOU 20, HP 50 (13), HCAL 1010, DG 2d10+1
  + Massive Blow – If you parry/block their melee attacks, you take 1d6 penetrating damage
  + Knockdown Resistant
  + Tall – Giants roll 1d10 for hit location
* ***Goblin*** – CV 11, TOU 13, HP 26 (7), HCAL 2222, DG 1d6+1d8
  + Axe – +1 Damage, Limb Breaker(1), Shield Smasher (2)
  + Spear – Thrust(2), Can Throw
* ***Racoon Companion*** – CV 10, TOU 12, HP 24, HCAL 1111, DG 2d4
* ***Razor Fish*** – CV 9, TOU 6, HP 12(7), HCAL 2222, DG 1d3 Penetrating, Swim 6”
  + Swarm – +1 to hit/damage for each enemy adjacent to you
* ***Serpent*** – CV 9, TOU 9, HP 18(5), HCAL 3333, DG 2d4
* ***Wolf*** – CV 12, TOU 12, HP 24, HCAL 1111, DG 2d6
  + Pack Tactics – +1 Attack when adjacent to ally
  + Knockdown Blow(6) – Hits to the legs can inflict prone
  + Go for the Throat – Pierce(4) when attacking prone, stunned
  + Howl – Full round attack, enemies within 6” save (SPI 14) or take -1 Attack