

<p>Salt Wretch <i>HP:</i> 1d10 or 4 <i>Scores:</i> 1 STR <i>Skills:</i> - Claw (2n1): 1d4 (S). Enemies take damage = to their current SALT on the beginning of their turn and lose one SALT when within 1 space of the Wretch. <i>Holds:</i> 1d4-3 pickaxe, 1d4-2 curse_eye.</p> <hr/> <p><i>A bent creature, shriviled and distended. Rattling sandpaper breathing and muttering. Eyes shriveled and wasted, or a dull black.</i></p>	<p>Crust Punk <i>HP:</i> 4d10 or 20 <i>Scores:</i> 2 STR, 1 CON, 2 HYLIC <i>Holds:</i> 2d100f of SALT.</p>	<p>Nightlight Chicken <i>HP:</i> 1d6 or 3 <i>Scores:</i> -1 STR, 1 AGI <i>Skills:</i> - Peck and Scratch, (3n1): 1d4-1 (S) + 1 (P).</p>
<p>Starving Harvester <i>HP:</i> 2d12 13 <i>Scores:</i> 1 STR, 1 AGI, 1 CON, 1 HYLIC <i>Holds:</i> foul_club, hunting_knife are both standard. Otherwise, really any sharp knife and any bludgeoning weapon, as likely improvised. Weaker Harvesters will tend to have worse equipment. 1d100f of SALT.</p>	<p>Gluttonous Harvester <i>HP:</i> 3d12 19 <i>Scores:</i> 2 STR, 2 AGI, 2 CON, 2 HYLIC <i>Holds:</i> crimson_cudgel, cruel_razor, potentially foul_club or hunting_knife. 2d100f of SALT.</p>	<p>Feasting Harvester <i>HP:</i> 5d12 or 32 <i>Scores:</i> 2 STR, 2 AGI, 3 CON, 4 HYLIC <i>Holds:</i> weeping_greatclub, screeching_sickle, are unique to powerful Harvesters. Harvesters might also use other fine bludgeoning weapons or sharp knives. 1d4-1 hunting_net. 4d100f of SALT.</p>
<p>Gold Eater <i>HP:</i> 5d6 or 18 <i>Scores:</i> 1d4-1 or 2 STR, -2 AGI and DEX, 0 PERCEPTION</p>	<p>Ibex Duke <i>HP:</i> 1d12 or 6 <i>Scores:</i> 1 STR, 1 AGI</p>	<p>Ibex King <i>HP:</i> 3d12 or 19 <i>Scores:</i> 1 STR, 1 AGI</p>

Illuminated Wretch <i>HP:</i> 1d8 or 4 <i>Scores:</i> -1 all core stats, 1 PSYCHIC	Lionhead <i>HP:</i> 1d12 or 6 <i>Scores:</i> -1 all core stats, 3 PSYCHIC	Ant Scout <i>HP:</i> 1d12 or 6 <i>Scores:</i> 1 STEALTH
Ant Soldier <i>HP:</i> 3d10 or 16 <i>Scores:</i> 1 STR, 1 AGI, 1 DEX	Ant Demon <i>HP:</i> 5d10 or 27 <i>Scores:</i> 3 STR, 2 AGI	Tchok <i>HP:</i> 3d8+1 or 13 <i>Scores:</i> 1 CON <i>Skills:</i> Jibbering (1n1): All checks related to magic made within earshot of a jibbering Tchok are made with -3. This effect stacks with multiple instances of jibbering. <i>Holds:</i> Carrying 1d4 daggers, 1d6 short spears. 1d6 clubs. 1d2 blowguns. More rarely poisons that push back the furthest AP token by 1 slot on hit, consumed on hit. Even more rarely, daggers that can deliver 3 doses of poison before reapplication is necessary. <hr/> <i>Slimy, stupid, and inane.</i>
Isopod Peacekeeper <i>HP:</i> 3d10 or 16 <i>Scores:</i> 1 STR, 2 CON <i>Holds:</i> 2 shell_buckler, 1 great_claw, sap.	Isopod Trophy Hunter <i>HP:</i> 3d12 or 19 <i>Scores:</i> 1 STR, 2 CON, 1 STEALTH <i>Holds:</i> hunting_knife, 1d4 hunting_net, 1d4 great_claw, 1d4 shell_buckler.	Isopod Ambassador <i>HP:</i> 2d12 or 13 <i>Scores:</i> 1 DEX, 2 PERSUASION, 2 STEALTH

Radiat Thrall <i>HP:</i> 2d12 or 13 <i>Scores:</i> 1 STR, 1 CON, 1 PSYCHIC <i>Skills:</i> - Screech (3n1): 1d6 + PSYCHIC (P) reach: 2 spaces.	Radiat Priest <i>HP:</i> 4d10 or 18 <i>Scores:</i> 1 STR, 3 PSYCHIC <i>Holds:</i> radiat_dagger. Ceremonial robes.	Radiat Crusader <i>HP:</i> 5d12 or 32 <i>Scores:</i> 3 STR, 2 AGI, 2 CON, 3 PSYCHIC <i>Holds:</i> radiat_greatsword sometimes. Any large sword. Sometimes a shield. The heaviest armor they would reasonably have in the situation. radiat_crusader_armor potentially.
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