

Goblin					
Fight	6	Ranged	1	Magic	1
Health	6	Armor	0	Dagger	2D4
Goblins despise sunlight and are therefore mostly active during the night. Their weapon of choice is a Dagger (Fight).					

Wererat					
Fight	8	Ranged	1	Magic	1
Health	7	Armor	0	Bite	2D4
Wererats live in sewers and other dirty areas. They are often carriers of diseases. They attack with a terrible Bite (Fight).					

Kobold					
Fight	10	Ranged	1	Magic	1
Health	6	Armor	1D4	Sword	1D6
Kobolds live in packs and obey the alpha male without ever questioning him. They wield Short Swords (Fight).					

Orc Warrior					
Fight	12	Ranged	1	Magic	1
Health	9	Armor	1D4	Blade	1D6+2
Orcs are infamous for the terror they bring in their nightly raids. They use Dark Blades (Fight).					

Orc Archer					
Fight	1	Ranged	12	Magic	1
Health	7	Armor	1D4	Bow	1D6+1
An Orc Archer attacks with a Dark Bow (Ranged). The arrows are smudged in dirt and if the player fails an Athletics check, she gets poisoned and loses 1 HP at the start of each turn until she succeeds with an athletics check.					

Ogre					
Fight	13	Ranged	1	Magic	1
Health	12	Armor	1D4	Club	2D4
Ogres often lives in deep forests and mountain ranges and hunt for things to eat. They are very unintelligent. They hunt with Clubs (Fight).					

Centaur					
Fight	14	Ranged	1	Magic	1
Health	12	Armor	1D4+1	Spear	2D4
Centaur are wild as untamed horses and are seldom seen by humans. They battle with Spears (Fight).					

Minotaur					
Fight	14	Ranged	1	Magic	1
Health	12	Armor	1D6	Axe	2D6
Minotaurs are known for their brute force and many great hunters seek to add them to their trophy collection. Their weapon of choice is an Axe (Fight).					

Hippogriff					
Fight	15	Ranged	1	Magic	1
Health	13	Armor	1D6	Claws	1D6+2
A hippogriff is a steed born of a mare and a griffin. It is one of the fastest animals in the world. They attack with their Claws (Fight).					

Cultist Apprentice					
Fight	1	Ranged	1	Magic	6
Health	6	Armor	0	Fire	2D4
A Cultist Apprentice is someone who has taken his first vow to serve the magic cult. They have a curse placed on them so that if they are captured, they spontaneously start to combust, to prevent them from spreading their knowledge. Since they just know basic magic skills they attack with small Fireballs (Magic Tier 1).					

Cultist Teacher					
Fight	1	Ranged	1	Magic	12
Health	6	Armor	1D4	Fire	2D4+2
A Cultist Teacher has taken the vows needed to learn the second level of secrets and they can therefore teach apprentices. They are also cursed with the same curse as the apprentices. They know how to conjure larger Fireball (Magic Tier 2).					

Cultist Leader					
Fight	1	Ranged	1	Magic	17
Health	12	Armor	1D6	Fire	2D6
A Cultist Leader has taken the eternal vows and can never be persuaded to do anything else than to serve the cult. Since they have taken the eternal vows the curse of self-combustion is lifted, but don't get fooled into thinking they will leak anything easily. Their favourite spell is wall of Fire (Magic Tier 3).					

Troll					
Fight	15	Ranged	1	Magic	1
Health	15	Armor	1D6		
Club	2D4	Fist	2D4		
Trolls are incredibly unintelligent but stronger than most creatures found in the wild. They attack with Clubs (Fight) and Fists (Fight).					

Cyclops					
Fight	16	Ranged	1	Magic	1
Health	25	Armor	1D6		
Club	2D4	Fist	2D4		
Cyclopes have just one eye, which limits their peripheral vision. They are therefore easy to sneak past. In battle, they wield Clubs (Fight) and use their Fists (Fight).					

Tunnel worm					
Fight	16	Ranged	1	Magic	1
Health	25	Armor	1D6+1		
Bite	2D4	Strangle	2D4		
The tunnel worm is hidden underground and comes to the surface only when it attacks. It is above ground for three turns before it hides underground again. It can attack either with a Bite (Fight) or try to Strangle you (Fight).					

Basilisk					
Fight	15	Ranged	15	Magic	1
Health	30	Armor	2D6		
Bite	2D4	Stare	1D6+2		
A basilisk has a deadly Stare (Ranged) and a poisonous Bite (Fight). If a player is bitten and fails an Athletics check, she gets poisoned and loses 1 HP at the start of each turn until she succeeds with an athletics check. To be free from the poison a player must make a successful Athletics check. The basilisk regenerates 2 HP every turn.					

Hydra					
Fight	15	Ranged	1	Magic	1
Health	30	Armor	2D6		
Bite	2D4	Slash	2D6		
The hydra has two heads and may make an attack with each one every turn. If a head is cut off two new heads will grow from the stump and the Hydra gains an additional turn for that head. It attacks with Bite (Fight) or Slash (Fight).					

Dragon					
Fight	18	Ranged	18	Magic	18
Health	36	Armor	3D6		
Bite	2D4	Firebreath	3D6	Cure	3D6
The king of beasts, most elusive. Believed by some just to exist in myths. A dragon cannot be hurt by fire and attacks with Firebreath (Ranged) and Bite (Fight). Cure counts as a Tier 3 spell. Since firebreathing is not a spell, it does not yield the dragon any Corruption.					