Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Forces of Nature and the Supernatural

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Forces of Nature and the Supernatural

## Gargoyle [Minion]

Typically associated with the Undead, Gargoyles are magical creatures that are capable of disguising themselves as statues. Resembling winged demons, they perch themselves upon buildings, or rest in ruins, laying in wait. Often used as guard dogs by practiced mages or witches, they will ambush unsuspecting intruders.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 4 | 2 | 1 | 2 | 1 |

* **Soak:** 2/4
* **Wounds:** 7
* **Skills:** Athletics (Str), Hand-to-Hand (Str), Vigilance (Wits)
* **Drops/Equipment:** Precious stones/ore
* **Attacks/Weapons:**

Claw Swipe **- Skill:** Hand-to-Hand (Str) (GG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** Knockdown

Bite **- Skill:** Hand-to-Hand (Str) (GG) **Range:** Engaged, **Damage:** 4, **Crit:** 3, **Qualities:** Pierce 1, Vicious 1

* **Talents:**

None

* **Special Abilities:**

Stoneform - When not in combat, Gargoyles can take on or dismiss their stone disguise. When in stoneform, their Vigilance skill is **upgraded once**, and characters must pass a Hard Vigilance or Search check to determine their true identity.

## Gargoyle, Sentinel [Rival]

A larger, stronger Gargoyle, Sentinels are typically found deep in ruins, protecting precious stones or metals, or on orders from whomever their master currently is.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 5 | 3 | 1 | 3 | 1 |

* **Soak:** 4/6
* **Wounds:** 15
* **Skills:** Athletics 2(Str), Hand-to-Hand 2(Str), Vigilance 2(Wits)
* **Drops/Equipment:** Precious stones/ore
* **Attacks/Weapons:**

Claw Swipe **- Skill:** Hand-to-Hand (Str) (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Knockdown

Bite **- Skill:** Hand-to-Hand (Str) (YYG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 2, Vicious 1

* **Talents:**

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Stoneform - When not in combat, Gargoyles can take on or dismiss their stone disguise. When in stoneform, their Vigilance skill is **upgraded twice**, and characters must pass a Hard Vigilance or Search check to determine their true identity.

## Hagraven [Rival]

Half hag, half raven, legend has it these women were once witches that gave up their humanity to become hagravens. They despise nature, and hunt down spriggans to capture and sacrifice. The Reachmen revere them, and their lore suggests that Hagravens have been present since ancient times. Armed with magic, and little else, Hagravens typically rely on cultists, summons, or minions to protect them.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 2 | 1 | 3 | 4 | 3 |

* **Soak:** 1/6
* **Wounds:** 10
* **Magicka:** 12
* **Skills:** Alchemy 2(Int), Charm 1(Pers), Conjuration 2(Int), Cool 1(Wits), Deception 1 (Pers), Destruction 2 (Wits), Enchant 2 (Int), Search 1 (Wits), Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Ceremonial Dagger **- Skill:** One-Handed(Agi) (G) **Range:** Engaged, **Damage:** 3, **Crit:** 3, **Qualities:** None

* **Talents:**

Leyline - Once per encounter, can restore 3 Magicka as an action.

* **Spells:**

Scorch **- School:** Destruction(Wits) (YYGG), **Difficulty:** Average(PP) **Range:** Medium , **Cost:** 4, **Damage:** 8 Fire, **Crit:** 3, **Qualities:** Burn 3

Ice Storm **- School:** Destruction(Wits) (YYGG), **Difficulty:** Average(PP) **Range:** Short, **Cost:** 4, **Damage:** 8 Ice, **Crit:** 4, **Qualities:** Disorient 3, Blast (Engaged)

Summon Scamp **- School:** Conjuration(Int) (YYG),**Difficulty:** Average(PP) **Range:** Engaged, **Cost:** 2, **Effect:** Summon 1 Scamp 10 minutes per Success.

## Imp [Minion]

Resembling diminutive mer with large bat-like wings, Imps are about the size of a toddler, though considerably more trouble to deal with. Armed with magical powers and a taste for pranking and pestering (read: attacking innocent people), they can be vicious fiends to encounter. Thankfully, they stick to caves, ruins, and other uninhabited areas.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 3 | 2 | 3 | 2 |

* **Soak:** 2/4
* **Wounds:** 4
* **Magicka:** 9
* **Skills:** Deception (Pers), Destruction (Wits), Illusion (Pers), Hand-to-Hand (Agi), Vigilance (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Scratch **- Skill:** Hand-to-Hand(Attr) (GGG) **Range:** Engaged, **Damage:** 3, **Crit:** 4, **Qualities:** None

* **Talents:**

None

* **Spells:**

Ember **- School:** Destruction(Wits) (GGG), **Difficulty:** Average(PP) **Range:** Medium , **Cost:** 3, **Damage:** 4 Fire, **Crit:** 3, **Qualities:** Burn 3

Spark **- School:** Destruction(Wits) (GGG), **Difficulty:** Average(PP) **Range:** Short, **Cost:** 2, **Damage:** 4 Lightning, **Crit:** 3, **Qualities:** Burn 3

## Lycanthrope, Feral [Rival]

Lycanthropy is a supernatural condition that causes a person to periodically transform into a were-creature: an unnatural crossing between beast and man/mer. A Feral Lycan is one that has fully embraced their beastial form, and roams the wilds in search of prey.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 3 | 3 | 1 | 2 | 0 |

* **Soak:** 4/3
* **Wounds:** 16
* **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Hand-to-Hand 3(Str), Intimidate 1(Str), Vigilance 1(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Claw **- Skill:** Hand-to-Hand(Str) (YYY) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 2, Vicious 2

Bite **- Skill:** Hand-to-Hand(Str) (YYY) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 1, Vicious 1, Sunder

* **Talents:**

Talent 2 - Talent Description

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Infect - On a successful Bite attack, spend Triumph or 4 Advantage to infect target with Lycanthrope

How of Fear- Once per encounter, all enemies within Medium range must pass a Hard (3 Difficulty) Cool fear check.

**Lycanthrope Varieties:**

Lycans come in a number of flavours. Alter the above statline to create a Lycan of the following were-creatures:

**Werebear:** +2 Endurance, -1 Agility, +1 Damage to Claw Attack

**Wereboar:** +1 Strength, +1 Endurance, +1 Intellect

**Werecroc:** +2 Strength, +2 Damage to Bite Attack, -1 Damage to Claw Attack,

**Werelion:** +1 Strength, +1 Agility, +1 Damage to Bite/Claw Attack

**Wererat:** +3 Agility, -1 Endurance, -1 Silhouette, Hand-To-Hand linked Attribute is Agility

**Werewolf:** +2 Strength, +1 Agility, +1 Damage to Claw Attack.

## Lamia [Rival]

Described as half-woman, half snake, these monsters lurk in the water, extending their naked upper halves above the surface to lure in naive men and mer, who they attack and feed on. Intelligent and vicious, Lamia have been the end to many an adventurer listening too aggressively to their loins.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 2 | 4 | 3 | 3 | 5 |

* **Soak:** 3/4
* **Wounds:** 15
* **Skills:** Charm 4(Pers), Deception 4(Pers), One-Handed 2(Agi), Acrobatics 2(Agi), Illusion 2(Pers), Necromancy 2(Int), Destruction 2(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Curved Dagger **- Skill:** One-Handed(Agi) (YYGG) **Range:** Engaged, **Damage:** 6, **Crit:** 2, **Qualities:** Pierce 1, Vicious 1

* **Talents:**

Alluring - Gain a Boost to all Deception or Charm checks.

Adversary - Upgrade 1 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Paralytic Kiss - Once per encounter, Lamia may attempt to bestow a Paralytic Kiss upon a target in engaged range. Target must pass a competitive Cool vs Charm check to prevent the kiss. If the Lamia fails this check, she may try again in another round. If she passes, the target must pass a Hard(3) Resilience check, or become Paralyzed for 4 rounds.

* **Spells:**

Who, Me? **- School:** Illusion(Pers) (YYGGG), **Difficulty:** Average(PPP) **Range:** Medium, **Cost:** 4, **Effect:** Level 3 Charm Effect on Target, Hard Resist

Consume **- School:** Necromancy(Int)(YYG), **Difficulty:** Average(PPP) **Range:** Engaged, **Cost:** 5, **Effect:** Drain 6 Wounds, +1 per 2 Successes

## Minotaur [Rival]

Minotaurs are forest creatures that have the physical features of both man and bull. They are nearly twice the height of a man and move with a agility deceptive of their bulky size. Minotaurs will utilize their sharp horns and incredible upper-body strength in combat, as well as wield massive warhammers.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 4 | 3 | 1 | 2 | 1 |

* **Soak:** 5/4
* **Wounds:** 18
* **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Hand-to-Hand 2(Str), Two-Handed 3(Str) Intimidate 2(Str), Survival 1 (Wits), Resilience 2(End), Vigilance 1(Wits)
* **Drops/Equipment:** Minotaur Horn (Rare Herb), Weapon Below
* **Attacks/Weapons:**

Great Maul **- Skill:** Two-Handed(Str) (YYYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Knockdown, Disorient, Cumbersome 4

* **Talents:**

Bullrush - Minotaur can close from Medium to Engaged range in one maneuver. At the end of such movement, they gain a Boost to all attack rolls for that round.

Large - Minotaur possess a Silhouette of 3.

* **Special Abilities:**

Enrage - Minotaur gain +1 Damage when Wounded, and +2 Damage when Critically Wounded.

## Minotaur, Lord [Nemesis]

Bigger and badder than the average Minotaur, Lords rule over a herd of their kind. Armed with the best weapons, and possessing limited magic, they are considerably more dangerous than their lesser kin.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 5 | 6 | 3 | 1 | 4 | 2 |

* **Soak:** 5/4
* **Defense:** 1/1
* **Wounds:** 26
* **Magicka:** 10
* **Skills:** Athletics 4(Str), Acrobatics 2(Agi), Hand-to-Hand 4(Str), Two-Handed 5(Str), Destruction 1(Wits), Intimidate 2(Str), Survival 1 (Wits), Resilience 2(End), Vigilance 1(Wits)
* **Drops/Equipment:** Minotaur Horn (Rare Herb), Weapon Below
* **Attacks/Weapons:**

Greater Maul **- Skill:** Two-Handed(Str) (YYYYY) **Range:** Engaged, **Damage:** 9, **Crit:** 3, **Qualities:** Knockdown, Disorient, Cumbersome 4

* **Talents:**

Bullrush - Minotaur can close from Medium to Engaged range in one maneuver. At the end of such movement, they gain a Boost to all attack rolls for that round.

Large - Minotaur possess a Silhouette of 3.

* **Special Abilities:**

Enrage - Minotaur gain +1 Damage when Wounded, and +2 Damage when Critically Wounded.

* **Spells:**

Disintegrate Weapon **- School:** Destruction(Wits) (YGGG), **Difficulty:** Average(PPP) **Range:** Short , **Cost:** 4, **Effect:** Damage target weapon once.

## Nereid [Nemesis]

Often seen as beautiful women wandering the shores of Tamriel, they are rarely seen twice. Resembling alluring, though drowned, young women, these Sea Nymphs come in from the seas to meddle in the affairs of mortals. Though not evil, an indelicate adventurer can end up on the wrong side of a Nereid.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 2 | 3 | 4 | 4 | 5 |

* **Soak:** 3/4
* **Wounds:** 14
* **Strain:** 19
* **Magicka:** 21
* **Skills:** Charm 4(Pers), Deception 4(Pers), Two-Handed 2(Str), Acrobatics 2(Agi), Illusion 2(Pers), Destruction 2(Wits), Alteration 4(Wits), Mysticism 4(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Curved Quarterstaff **- Skill:** Two-Handed(Str) (YY) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Disorient 2

* **Talents:**

Leyline - Once per encounter, can restore 6 Magicka as an action.

* **Special Abilities:**

Mistform - Once per encounter, Nereid can take the form of mist, increasing her speed and her Defense by 1/1. Lasts 2 rounds. Nereid cannot make attacks from Mistform without causing it to end prematurely.

* **Spells:**

Mistguard **- School:** Alteration(Wits)(YYYY), **Difficulty:** Hard(PPP), **Range:** Engaged, **Cost:** 6, **Effect:** +3 Soak, 1 round per success.

Ice Storm **- School:** Destruction(Wits) (YYGG), **Difficulty:** Average(PP) **Range:** Short, **Cost:** 4, **Damage:** 8 Ice, **Crit:** 4, **Qualities:** Disorient 3, Blast (Engaged)

## Spriggan [Rival]

Spriggans, often called "Nature's Guardians", are female tree spirits found in Tamriel, usually underground or in dense forests. Resembling a woman constructed of twisted branches, they protect locations of importance to the natural world. And do so fiercely.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 4 | 2 | 2 | 3 | 2 |

* **Soak:** 3/4
* **Wounds:** 16
* **Magicka:** 12
* **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Hand-to-Hand 3(Str), Intimidate 1(Str), Vigilance 1(Wits), Restoration 2(Wits), Destruction 2(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Rake **- Skill:** Hand-to-Hand(Str)(YYY) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Knockdown, Pierce 1

* **Talents:**

Fire Weakness 2 - Spriggans take an additional 2 damage from Fire based damage

* **Special Abilities:**

Regenerate - Spriggans regenerate 1 Wound per round.

* **Spells:**

Nature's Wrath **- School:** Destruction(Wits)(YYG), **Difficulty:** Hard(PPP), **Range:** Medium, **Cost:** 3, **Damage:** 8 Wound, **Crit:**None, **Qualities:** None

Restore Wounds **- School:** Restoration(Wits)(YYG), **Difficulty:** Hard(PPP), **Range:** Medium, **Cost:** 3, **Effect:** Restore 3 Wounds, +1 Wound per Success

## Troll [Rival]

Trolls are large, hairy, apelike creatures with sharp fangs, claws, and long powerful arms. These creatures have three beady black eyes, their skulls being easily recognized by their three eye sockets. Commonly found in forests, Trolls also inhabit caves, ruins, and mountains. While not very intelligent, Trolls compensate with tough physical prowess and the ability to regenerate health.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 4 | 3 | 1 | 2 | 1 |

* **Soak:** 3/4
* **Wounds:** 16
* **Skills:** Athletics 2(Str), Acrobatics 2(Agi), Hand-to-Hand 3(Str), Intimidate 2(Str), Survival 1 (Wits), Resilience 2(End), Vigilance 1(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Claw Rake **- Skill:** Hand-to-Hand(Str) (YYY) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Knockdown, Pierce 1

* **Talents:**

None

* **Special Abilities:**

Regeneration - Unless afflicted with the Burn effect, Trolls regenerate 1 Wound per round.

## Will-o-the-Wisp [Minion]

The exact nature of Wisps is uncertain. Many scholars describe them as sentient light, while others view them as spirits of whimsy, and still more believe them to be the departed souls of children. Resembling small balls of light, Wisps dance about the wilds. They can often be found in the company of a Wispmother, which seems to nurture and care for them.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 3 | 1 | 3 | 2 |

* **Soak:** 1/2
* **Defense:** 1/1
* **Wounds:** 5
* **Skills:** Acrobatics (Agi), Vigilance (Wits), Hand-to-Hand (Agi)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Wisp Kiss **- Skill:** Hand-to-Hand(Agi) (GGG) **Range:** Engaged, **Damage:** 3, **Crit:** 3, **Qualities:** +6 Drain Wounds

* **Talents:**

Hover - Wisps hover above the ground, making them immune to difficult terrain.

Incorporeal - Character isn’t strictly tangible, and gains 1/1 Defense.

## Wispmother [Nemesis]

Often found in the more northern reaches of Tamriel, Wispmothers are equal in mystery to the Wisps they care for. Scholars still argue over the exact nature of the creatures, with the most common theory in them being malicious spirits of mothers, who steal the souls of children. Described as ghostly female men and mer, wrapped in mist and ragged clothes, Wispmothers are never found without a flock of Wisps at their beck and call.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 2 | 3 | 4 | 5 | 3 |

* **Soak:** 3/5
* **Defense:** 1/1
* **Wounds:** 14
* **Skills:** Intimidate 1(Str), Destruction 3(Wits), Illusion 3(Pers), Restoration 2(Wits), Necromancy 2(Int)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Icy Touch **- Skill:** Hand-to-Hand(Agi) (YYG) **Range:** Engaged, **Damage:** 4, **Crit:** 5, **Qualities:** +7 Frost Damage

* **Talents:**

Hover - Wispmothers hover above the ground, making them immune to difficult terrain.

Incorporeal - Character isn’t strictly tangible, and gains 1/1 Defense.

* **Special Abilities:**

Mother Dearest - When within Long range of a Wisp, all Wounds drained by a Wisp’s Wisp Kiss in excess of the Wisp’s wounds, heals the Wispmother.

* **Spells:**

Ice Spike **- School:** Destruction(Wits) (YYGG), **Difficulty:** Average(PP) **Range:** Medium , **Cost:** 4, **Damage:** 8 Ice, **Crit:** 3, **Qualities:** Disorient 3

Ice Storm **- School:** Destruction(Wits) (YYGG), **Difficulty:** Average(PP) **Range:** Short, **Cost:** 4, **Damage:** 8 Ice, **Crit:** 4, **Qualities:** Disorient 3, Blast (Engaged)

## Wraith, Fire [Minion]

Described as translucent flying segmented snakes, wreathed with elemental energy, Elemental Wraiths are named for their ghostly appearance, and little connection to the Undead that share the name. An elemental force of nature, Elemental Wraiths dwell in areas home to their elements, where they playfully dance in their element.

While not as common, Fire Wraiths can be found in areas of severe volcanic activity, and are known to make appearances when wildfires are present (whether or not they were the cause is debatable).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 3 | 2 | 2 | 2 |

* **Soak:** 2/2
* **Wounds:** 5
* **Skills:** Acrobatics (Agi), Vigilance (Wits), Hand-to-Hand (Agi)
* **Drops/Equipment:** Fire Wraith Teeth (Rare Herb)
* **Attacks/Weapons:**

Fiery Strike **- Skill:** Hand-to-Hand (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** +5 Fire Damage, Pierce 1

* **Talents:**

Hover - Wraiths hover above the ground, making them immune to difficult terrain.

* **Special Abilities:**

Feeding Frenzy - If not summoned by Feeding Frenzy, once per encounter a Wraith may summon an additional Wraith of their element into the current encounter.

## Wraith, Ice [Minion]

Common in the more northern reaches of Tamriel, Ice Wraiths are often found playing in the snow and glaciers of Skyrim. Particularly deadly to already frozen travellers, Ice Wraiths will attack in numbers if they feel threatened.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 3 | 2 | 2 | 2 |

* **Soak:** 2/2
* **Wounds:** 5
* **Skills:** Acrobatics (Agi), Vigilance (Wits), Hand-to-Hand (Agi)
* **Drops/Equipment:** Ice Wraith Teeth (Rare Herb)
* **Attacks/Weapons:**

Ice Strike **- Skill:** Hand-to-Hand (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** +5 Frost Damage, Pierce 1

* **Talents:**

Hover - Wraiths hover above the ground, making them immune to difficult terrain.

* **Special Abilities:**

Feeding Frenzy - If not summoned by Feeding Frenzy, once per encounter a Wraith may summon an additional Wraith of their element into the current encounter.

## Wraith, Air [Minion]

The most common Elemental Wraith, Air Wraiths are nearly impossible to pick out with the naked eye, until they’re upon their prey. Typically at home high in the skies, dancing in the clouds, Air Wraiths will sometimes attack those they feel threaten their domains.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 3 | 2 | 2 | 2 |

* **Soak:** 2/2
* **Wounds:** 5
* **Skills:** Acrobatics (Agi), Vigilance (Wits), Hand-to-Hand (Agi)
* **Drops/Equipment:** Air Wraith Teeth (Rare Herb)
* **Attacks/Weapons:**

Storm Strike **- Skill:** Hand-to-Hand (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** +5 Shock Damage, Pierce 1

* **Talents:**

Hover - Wraiths hover above the ground, making them immune to difficult terrain.

* **Special Abilities:**

Feeding Frenzy - If not summoned by Feeding Frenzy, once per encounter a Wraith may summon an additional Wraith of their element into the current encounter.