

Index

Introduction	3	Half Demons	11
Badger Men	4	Cultist	12
Badger Lord		As Player Characters	12
Bladelings	4	Hyena Men	12
Blood Ogres	5	Pack Leader	
Bugbears	5	As Player Characters	13
As Player Characters	5	Iron Born	13
Cave Crawlers	6	Captain	
Demilons	6	As Player Characters	
Weeping Queens		Minotaurs	13
Denfirs	7	Mistlings	14
Doppelgangers	7	Quill Hounds	14
As Player Characters	7	Ragers	15
Dread Wyverns	8	Rot Hounds	15
Drow	8	Shadowlings	15
Drow Noble		Master	
As Player Characters	9	Shadow Drakes	16
Eagle Folk	9	Snake Men	16
Nest Leader		Cobra King	
As Player Characters	10	Three Headed Dogs	16
Emerald Serpents	10	Valkyrie	16
Flail Drakes	10	Venari	17
Gollogs	11	Vorn	17
Gremlins	11		
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Base Monster statistics were created using Richard Woolcock's Savage Worlds Monster Builder. This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

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Introduction

Within these pages lie 40 foes for a Game Master to throw at an unsuspecting party of adventurers. Seven of these creatures also have statistics to be playable races. The beasts and adversaries seen here are assumed to be used in a fantasy setting but they could work in most settings with a few tweaks.

The goal of this book is a simple one: to provide more creatures for a Game Master to use and develop his or her own world. It probably goes without saying that a Bestiary is an integral part of any setting as it says a lot about the place which the player characters occupy. Every time a Game Master introduces a new monstrosity to his or her players they are adding a little bit to the world, fleshing out the details right down to the horns and scales.

Savage Bestiary: Fantasy Foes is designed to be a toolbox of fantasy goodness from which a Game Master can throw bits and pieces into the blender that is their homebrew setting.

A Note about Treasure


Each creature has a note about treasure, listed as meager, worthwhile, rich, or trove. This is simply using the statistics found in the Savage Worlds Fantasy Companion on page 48. This is for GMs who use the Companion for their classic dungeon crawls but would like to add more monsters to their repertoire. Now they can do so easily. However, while this feature is

included, the Fantasy Companion is not required.

Monsters as Player Characters

Several of the creatures found in this Bestiary have statistics to be player characters. This is partially inspired by other role playing games that include the statistics for monster player characters in their Bestiaries. At many game tables it is not uncommon for a player to really like the description and personalities of certain enemies, often wanting to play one of those creatures themselves. With the ease of use of Savage World's race creation system there is very little reason that a player's next character couldn't be a Dark Elf or Doppelganger. The playable races within this book include: Bugbear, Doppelganger, Drow, Eagle Men, Half Demon, Hyena Men, and Iron Born.

Wild Cards

The dragon symbol () frequently found throughout this book represents when a character is typically a Wild Card.



Badger Men

Feral and angry creatures, Badger Men are territorial humanoids that are easily provoked, particularly if they feel threatened. While they are perfectly capable of using weapons, they tend to stick to the use of their own claws. Most Badger Men live underground, serving their Badger Lords, who are usually the biggest and strongest of their kind.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Tracking d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Mean

Edges: Berserk

Treasure: Meager per 5

Special Abilities:

- **Burrow:** May dig equal to their pace.
- **Claws:** Str+d6
- **Low Light Vision:** Badger Men can see well in very little light. They ignore penalties for dim or dark lighting.



Badger Lords

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Tracking d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Mean

Edges: Berserk

Treasure: Worthwhile

Gear: Great Sword (Str+d10, -1 Parry, Two-Handed)

Special Abilities:

- **Burrow:** May dig equal to their pace.
- **Claws:** Str+d6
- **Low Light Vision:** Badger Men can see well in very little light. They ignore penalties for dim or dark lighting.
- **Size +1:** Badger Lords are slightly larger than humans.
- **Intimidating Presence:** May Intimidate once per round as a free action.



Bladelings

These armored humanoids have sharp blades built into their arms and a wicked looking metallic tail. They roam the land in search of a worthy foe to slay and will challenge any tough-looking fighter. Bladelings are known to travel in groups, taking on parties of adventurers they believe might present a challenge.

This constant need to find and fight worthy foes has made them great mercenaries who will take very little pay in exchange for the location of potential adversaries. They will also do their best to make sure the odds are even (or against them) as they find that honorable.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d6, Tracking d6, Knowledge (Battle) d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Code of Honor

Edges: Two-Fisted, Ambidextrous, Florentine

Treasure: Meager per 5

Special Abilities:

- **Armor +2:** Metallic Form
- **Arm Blades:** (Str+d6, AP 1)

Blood Ogres

These creatures are almost suicidal in their fighting habits, doing just about anything for a meal. Their skin is a dark shade of red and their form is bloated. Any who have faced the creatures before and emerged triumphant will tell you that they go down much easier than a normal Ogre. However, the Blood Ogre's own life fluid acts as a vengeful weapon after the creature is destroyed.

Blood Ogres will eat just about anything as long as it's still alive. It is not unheard of for Orcs to keep "pet" Blood Ogres the way they keep their larger brethren, letting them loose in battle to die violently, showering their enemies in deadly blood.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Notice d6, Taunt d6

Pace: 5; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Vengeful (Major)

Edges: Sweep

Treasure: Meager

Gear: Longsword (Str+d8)

Special Abilities:

- **Armor +1:** Thick Skin
- **Boiling Blood:** When a Blood Ogre is killed, all adjacent creatures suffer 2d6 damage. Those within a Medium Burst Template make an Agility roll or suffer 2d6 damage. Blood Ogres also add a +4 bonus to resist the effects of hot weather.
- **Size +2:** Blood Ogres tend to be about 7 feet tall and are particularly bloated creatures.

Bugbears

Kin to goblins and hobgoblins, Bugbears are large, nasty creatures who are surprisingly quiet when they need to be. Their big stature makes them intimidating, but their true danger lies in their hunter-like instincts. While they are by no means intelligent, their deceptive nature makes them worthy foes.

Attributes: Agility d8, Smarts d6-2, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d8



Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Treasure: Meager

Gear: Longsword (Str+d8), Shield (+1 Parry, +2 Armor against ranged attacks), Chain Hauberk (+2 Armor)

Special Abilities:

- **Infravision:** Much like Goblins, Bugbears can see on the infrared spectrum, halving penalties for bad lighting.

Bugbears as Player Characters

Some players may get the inkling to play a Bugbear and really, who wouldn't? The strong, silent type of character can be easily personified in a Bugbear. Below is a racial template to make a Bugbear Player Character.

- **Strong:** By nature, Bugbears are very muscular. They gain a free d8 in the Strength Attribute. This Attribute can be raised to a d12+2 through Advances.
- **Silent Hunter:** These beasts are naturally sneaky. Bugbears start with a free d6 in the Stealth skill.
- **Infravision:** Much like Goblins, Bugbears can see on the infrared spectrum, halving penalties for bad lighting.
- **Dumb:** Bugbears are not the brightest of creatures, making any Smarts roll suffer a -2 penalty.
- **Outsider:** Bugbears are shifty. They gain the Outsider (Minor) Hindrance.



Cave Crawlers

These nasty beetle-like beasts are known to hide in caves where their back armor acts as a natural camouflage. They rarely need to eat, slowly digesting their food over a long period of time. However, when they do eat, they favor adventurers who pass through their lair unwittingly. Cave Crawlers sometimes live in groups, making them particularly deadly.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 12 (2)

Treasure: Worthwhile in lair

Special Abilities:

- **Armor +2:** Tough Skin
- **Pincers:** Str+d8, AP 2
- **Infravision:** Cave Crawlers halve the penalties for bad lighting against living targets.
- **Size +4:** Cave Crawlers are massive insects that weigh around 4,000 pounds.
- **Large:** Cave Crawlers take a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks against them.
- **Wall Walk:** Cave Crawlers can walk across most surfaces at their pace without needing a climbing roll.
- **Cave Stealth:** When a Cave Crawler is in its natural environment and does not move, it adds a +2 bonus to its stealth rolls.

- **Drop Attack:** When falling from a height of 6" or more to attack a foe, everyone within a Medium Burst template of impact must make an agility roll or be Shaken. This can cause a wound.

Demilon

Often seen as a weeping woman in a gown, the Demilon is a terrifying sight to any unfortunate adventurer. Sorrow is the drive of these monsters. Many believe them to be the souls of the dead manifested in new bodies.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: Meager

Special Abilities:

- **Touch of Sorrow:** When making a touch attack (+2 Fighting) any foe hit makes a Spirit roll (-2 if hit with a raise) or becomes Shaken. If the victim is already Shaken this may cause a wound.



Weeping Queen

These more powerful Demilons have a truly deadly touch. They are constantly weeping and wailing, commanding their lessers between sobs.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d12

Skills: Fighting d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Frenzy (may be used with Greater Touch of Sorrow.)

Treasure: Worthwhile

Special Abilities:

- **Greater Touch of Sorrow:** May make a touch attack (+2 Fighting Roll) which causes the Shaken condition on the target automatically. This may cause a wound if the target is already Shaken.
- **Wail:** Opposed Spirit roll vs all non-Demilon targets within a medium burst template. Those who fail are Shaken. If this is a second Shaken result, it does not cause a wound.