

Alerion

A very rare breed of bird with bright red feathers, the Alerion is known to have razor-sharp wings with which they easily slice into foes. They are primarily harmless, unless they feel their territory is threatened in any way. The females are particularly fierce when waiting for their eggs to hatch, a process that takes fifty years or so. Shortly after an Alerion hatches, the parents perish from old age.

Combat: Alerions usually swoop in for quick attacks with their wings before flying back into the air. They will fight to the death to protect their young and will often try to lead their opponents away from their nests.

Environment: Primarily found in temperate forests.

Organization: Alerions are incredibly rare and are usually found alone or with their mate.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d10

Cha: +0; **Pace:** 3; **Parry:** 6;

Toughness: 4

Treasure: Meager in nest

Special Abilities

- **Razor Wings:** Str+d4, AP 4.
- **Flight:** Flying Pace of 8" and Climb 2.
- **Size -1:** Alerions are decent sized birds, but still smaller than a human. They have a -1 penalty to Toughness.
- **Swoop:** Alerions gain a +2 bonus to attack and damage against one target as long as they move their full flying pace (this may be split up so some

pace is used before and after the attack.) The victim of the swoop does not get a free attack against an Alerion for leaving their space, though anyone else the Alerion was engaged with gets a free attack as normal.

Ant-Lion

These large insects are considered to be the lions of ants, meaning they are the true kings of their kind. Since they are much larger than ants they are feared as they are prone to feast upon sentient species.

Combat: Ant-Lions typically strike at their victims in close proximity to their homes, typically small dens dug into the sand. They stun their victims by spraying them with sand before attacking with their large mandibles.

Environments: Ant-Lions are typically found in desert environments.

Organization: Ant-Lions are found usually in groups of 2-6.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d8

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

Cha: +0; **Pace:** 6; **Parry:** 6;

Toughness: 9 (2)

Treasure: None

Special Abilities

- **Armor +2:** Chitin.
- **Pincers:** Str+d6, Reach 1", AP 2.
- **Size +1:** Ant-Lions are slightly larger than humans. This increases their Toughness by +1.
- **Dirty Tactics:** Ant-Lions instinctively throw dirt or sand in the eyes of their foes. They get a +2 bonus to Agility Tricks.



Arcane Devourer

This four-legged beast has dark blue skin, a set of four pointed ears, and a taste for magic. While it cannot cast spells itself, it enjoys finding wizards and feeding off of their magic, even killing them to steal their arcane essence.

Combat: Arcane Devourers focus their attention on the spellcasters in a group. While they will fight anyone who gets in their way, they have a deep desire to feed off of spells, the same way any living creature has a desire to eat. They almost always target mages and then attempt to flee the combat once they've had their fill of magic.

Environment: Arcane Devourers can be seen in most environments, but are most often found in places of magic such as a temple or near a Dragon's hoard.

Organization: Arcane Devourers usually hunt in packs of 4-8.

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

Skills: Fighting d10, Notice d6

Cha: +0; **Pace:** 8; **Parry:** 7;

Toughness: 8 (2)

Treasure: Worthwhile

Special Abilities

- **Armor +2:** Small scales.
- **Bite:** Str+d6.
- **Fast Runner:** Arcane Devourers roll a d8 when running instead of d6.
- **Size +1:** Arcane Devourers are almost as large as a horse. This increases their Toughness by +1.
- **Counter:** Has 15 Power Points that can be used with the dispel, and drain power points Powers. They use their smarts roll to activate the ability.
- **Eat Magic:** If an Arcane Devourer incapacitates a character with an Arcane Background, the Arcane Devourer heals 1 wound.

- **Immunity:** Arcane Devourers are immune to any and all Powers that do not deal direct damage.

Babblers

This odd oozing blob has a collection of eyes and mouths all over its body. Babblers love the flesh of living prey, talking all the while eating gleefully. Babblers can usually be heard from a distance as the sound of multiple voices speaking in gibberish echoing off of abandoned corridors or sinister caves.

Babblers will eat most things and are sometimes used by heartless despots as disposals used to get rid of anything, or anyone.

Combat: Babblers act primarily on instinct, but are still smart for blobs of ooze and flesh. In combat they usually go for the closest target, their natural cackle often serving as a mechanism to unnerve opponents. They fight to the death, biting and screaming to the end.

Environment: Babblers are found in dark and dank places, typically dungeons and caves.

Organization: Babblers are sometimes found in a group, known as a "cackle", but it is far more likely to find them alone. Their numbers usually range between 1-4.

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

Skills: Fighting d8, Notice d6

Cha: +0; **Pace:** 3; **Parry:** 6;

Toughness: 7 (1)

Treasure: Meager

Special Abilities

- **Armor +1:** Thick Flesh.
- **Bite:** Str+d10.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Amorphous:** Doesn't suffer additional damage from raises or

called shots.

- **Immunities:** Sleep, poison, shape-changing, paralysis and Gang Up bonuses.
- **Babble:** When creatures first hear the unnatural chatter of the Babbler they must make Spirit rolls at -2 or be shaken.

Bone Beast

A large monster with much of its muscle and sinew exposed, the Bone Beast is known most notably for the long bones protruding from its body. It often throws its natural bone spikes at enemies or rapidly grows them in a club-like shape on its hand, slamming them into their prey. These creatures prefer fresh meat when they can get it. They seem to know instinctively how to impale for maximum damage, striking their targets where they are least armored.

Combat: Bone Beasts are ferocious fighters who typically come out of cover and begin throwing their bone spikes from a distance. They will typically wait for creatures to come close to them before they transform their fists to clubs.

Environments: Bone Beasts are found most commonly in forests but are seen in mountains and caves as well, though this is more rare.

Organization: Bone Beasts are never alone. There is always a leader in the group, an alpha male or female that is bigger than the others. Bone Beast groups have been spotted with numbers ranging from 3-12.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d12, Intimidation d12, Notice d6, Throwing d12
Cha: +0; **Pace:** 5; **Parry:** 8;
Toughness: 11

Treasure: Worthwhile

Special Abilities

- **Bone Spikes:** Throwing; range 3/6/12; Str+d6 or Fighting Str+d8
- **Infra-vision:** Halve vision penalties for darkness.
- **Size +3:** Bone Beasts weight almost 2,000 pounds. This increases their Toughness by +3.
- **Go for the Throat:** On a raise with a fighting roll, the attack strikes the least armored part of the body.

Bordred

These bizarre creatures are very quick and intelligent. Bordreds' real motives are uncertain and in most cases they are viewed with uneasiness. Their elongated legs allow them to move with surprising grace and despite their small frames they can be formidable should opponents get on their bad side.

Little is known of Bordred philosophy or their general way of life. They tend to keep hidden in secret societies and cities that many believe are buried in rolling hills or beneath the surface of open planes. Despite their hidden homes, Bordreds tend to roam in wide



spaces when there is daylight and are very social amongst their own kind.

Combat: Bordreds strike quickly and usually they make sure they outnumber their opponents. They often attack if they feel threatened and for the most part would just prefer to be left to their own devices.

Environment: Bordreds are commonly found on open plains and hills.

Organization: Bordred usually nest in large numbers. A typical nest of Bordred contains 10-20. However, Bordreds typically scout in pairs.

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

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

Cha: -2; **Pace:** 10; **Parry:** 6;

Toughness: 4

Hindrances: Outsider

Edges: Extraction

Treasure: Meager per 5

Special Abilities

- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Sprint:** Bordreds roll a d10 Running Die instead of a d6.
- **Size -1:** Bordreds stand at an average height of 4 feet tall, this reduces their Toughness by -1.



Bordred Archer

Some Bordreds use their quick movement to attack from a distance and then duck for cover. They can be a real nuisance in combat to those who aren't used to such devious hit and run tactics.

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

Skills: Fighting d6, Notice d8, Stealth d6, Shooting d8, Taunt d6

Cha: -2; **Pace:** 10; **Parry:** 5;

Toughness: 5 (1)

Hindrances: Outsider

Edges: Extraction, Improved

Extraction, Trademark Weapon (Bow)

Treasure: Meager

Gear: Bow (12/24/48, 2d6 damage)

Leather Armor (+1)

Special Abilities

- **Bite:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Sprint:** Bordreds roll a d10 Running Die instead of a d6.
- **Size -1:** Bordreds stand to an average height of 4 feet tall, this reduces their Toughness by -1.

Bordreds as Player Characters

These odd creatures can make for interesting characters whose nesting mindset make them familiar in nature. Their odd appearance alone can be a fun aspect to play.

- **Bite:** Bordred have tough beak-like mouths they can use to bite. This attack deals Str+d6 damage.
- **Fast:** Their lanky legs allow Bordred to have a Pace of 10 and a d10 running die.
- **Low Light Vision:** Bordren can see well in the dark, this means they have no penalties for dim or dark lighting.
- **Small:** Bordred aren't that big, standing a mere 3 and 1/2 feet on average. They take a -1 Penalty to Toughness.
- **Mysterious:** Since not much is known about the Bordred, they have the Outsider (Minor) Hindrance.

Caveling

These impish creatures are small in size, but can be a real nuisance to any who come across them. They enjoy stealing anything that seems to be of value and often hide in caves, only coming out to the surface at night. They rarely mean to kill anyone, simply stealing what they can.