

Black Annis

Alignment: Evil

Nature: Will gnaw the flesh from your bones

Type: Humanoid, Monster

The Black Annis is an ugly old witchlike hag. She is known to have blue skin, stringy black hair and a single eye (she is believed to be human and her second eye is always found to be sewn shut).

The Black Annis normally lives near swamps and moors. Very little is known of this evil creature for most that see her do so from a distance. Her home is normally a burrow or small cave located close to a swamp or moor. You know that you have found her home because of the pile of bones that will be found just outside its entrance as well as filling the floor of her burrow. The Black Annis sleeps upon the bones of her victims.

Her favorite food is human flesh and it is for this reason that some believe she is the creation of a Nagis Deity that wished to protect the swamps from human excursion. It is known that her bone pile will include the remains of sheep and deer. Presumably, the Black Annis supplements her diet with these creatures when human flesh is not available.

No one wishes to meet a Black Annis alone and when one is reported to be in the area, people will tend to travel in pairs, although this is not a guarantee for safety. The Black Annis has control over the bones she

covets. At any given time, she has complete control over one skeleton. The skeleton may even be in a living creature at the time she is controlling it. If she finds a lone person, she will simply take control of his skeleton, have him walk back to her lair, at which point she will start to feast upon him. People will sometimes live up to a day, as she savors the flesh and eats them alive. It is a horrible fate.

Summon Skeleton Spell

The Black Annis may summon skeletons. Up to 2d4 skeletons will heed the call if they are in the area. This will only work for the Black Annis if there are skeletons listed on the area's wandering monster encounter tables. The skeletons will arrive in 1d3 combat rounds and will remain until the end of the fight. The spell has a casting speed of 24/2d12.

Animate Skeletons Spell

If you find the Black Annis in her lair, she will animate the bones around her. From these bones, she will create 3d4 skeletons that will rise up, do her bidding and attempt to protect her. The skeletons start fighting on the round following the spell. The spell has a casting speed of 24/2d12.

Fighting the Black Annis

The Black Annis will tend to run from a well-organized group. She prefers easy prey; lone targets that she can control, take back to her lair and eat at her leisure. The best chance a group has of killing the creature is to confront her in her lair.

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Black Annis

Threat: 1
 WR: 1d4+2
 TKA: 0
 Wounds: 30+2d8
 Soul Points: 0
 Power: 15+1d4
 React: 8
 Resolve: 16
 Luck: 0
 Spell Resis: 12
 Relative Size: .9

The Black Annis does not have a physical attack. The spells she casts are described to the right and on the back of this stat sheet. All have a casting speed of 24/2d12.

Armor: None
APV: 0
WR: 1d4+2
TPV: 1d4+2
Concealment: 18+15
Move Un-noticed: 18+10
Swamp Craft: 18+50

Controlling a Skeleton

Once per combat round, the Black Annis may attempt to control a skeleton in a living creature. The target of the spell must make a resolve stat check or find he loses control of his body. Once control is lost, the character is done for unless the Black Annis is killed. Once controlled the character will fight for the Black Annis although all his fighting skill levels are cut in half (base and bonus are both halved). A controlled character will not cast spells in defense of the Black Annis. Only the physical body is controlled, not the mental.

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	13	9	8	16	13	5	20
2	12	10	12	6	3	6	11	8
3	16	14	13	12	13	15	15	16
4	12	8	24	17	10	10	4	13
5	8	6	14	14	12	14	12	6
6	3	12	8	6	16	9	22	10

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	46	34	42	39	37	40	39	39
2	36	36	40	36	38	42	41	41
3	34	43	39	33	34	45	42	34
4	41	41	42	38	40	40	39	42
5	37	42	44	37	39	36	36	39
6	42	33	37	43	40	35	38	42

(Black Annis)
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Centaur Recruit

Alignment: Any
 Nature: Depends on Alignment
 Type: Magical Animal

The centaur is a creation of the deity Caddar, having the body of a horse and the torso of a man. The centaur does not have a front kick or bite attack. Centaurs do use weapons and favor using a Long Sword and Large Shield in battle. One in four centaurs will excel at the use of a long bow.

The centaur is considered a very majestic looking creature although many like to drink and are very mischievous. Although only a small percentage of the population is like this, the mayhem they cause has spilled over to give the entire race a bad name.

Centaur titles include the following; recruit, soldier (archer), veteran (specialist), weapon master (bow master) and finally Arms Master. Their title is a reflection of their rank in society.

The centaur recruit is the weakest of the centaurs, barely having reached adulthood. The centaur recruit is taught to use a long bow as well as a long sword and shield. As the centaur gains more skill, it is encouraged to learn the weapon it likes the best. About 1 in four take the long bow, the rest take the shield and long sword. Due to their size, power and ability to learn these weapons, they can become formidable opponents. Centaurs never adventure underground and rarely go into

human or similar dwellings (they feel such areas are to confining). Although they build homes, they tend to be roofed areas with no solid walls. They sleep standing up, creeping out most of the people that wander by and see them.

Kick Attack

The centaur may either attack using its weapon or may instead opt to kick someone that is behind it. When hit by the kick, the target must make a react roll, or be pushed back 2d10 feet. If the target is pushed back more than 10 feet, he or she will not get any further actions on the current round and must add 1d6 to his or her attack rank on the following round.

Skills Possessed by a Recruit:

Awareness: 12
Balance: 18 + 6
Bush Craft: 18
Combat: 12
Desert Craft: 18
Sixth Sense: 6
Tracking: 18 + 12 (one in 10 will have tracking)

A centaur will know either bush or desert craft (depending on the area they live in) but not both.

Centaur Recruit

Threat: 1
 WR: 1d6
 TKA: 1d8
 Wounds: 25+2d8

Soul Points: 0
 Power: 35
 React: 12
 Resolve: 14

Luck: 0
 Spell Resis: 10
 Relative Size: 6

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: 2d6+3
 Flying: -
 Free Weight: -

	L.Sword	L.Shield	Total	Long Bow	Total	Kick	Total
Skill	18 + 0	18 + 0		15		12	
Defense Adj.	6(18/6=3)	3(18/3=6)	9	n/a		n/a	
Attack Rank	14/1d6+1d8	-		24/2d12		24/2d12	
Damage	1d12	-	1d12+1d8	1d8+1d6	2d6+1d8	2d8	3d8

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Attack

All centaurs carry long swords, large shield and bows. At this point, the recruit has not started to specialize in either the bow or sword.

The Centaur must give up its weapon attack to use its kick attack. See the back of this stat sheet for more information on the centaur's kick attack.

(Centaur Recruit)

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	Attack Rank (14)					(24)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	13	8	8	6	8	20	14	13	1	28	27	35	30	30	40	30	34
2	6	9	5	3	3	8	17	14	2	31	38	30	33	35	34	31	30
3	9	11	7	14	7	19	2	12	3	37	33	36	35	29	33	33	37
4	8	13	10	11	3	12	14	10	4	31	36	37	31	29	35	31	29
5	11	6	9	7	12	7	10	16	5	32	37	30	37	33	40	29	34
6	11	11	4	8	8	13	18	8	6	31	34	28	33	31	36	38	33

Centaur Soldier

Alignment: Any
 Nature: Depends on Alignment
 Type: Magical Animal

The centaur soldier is a recruit that has started to specialize in the use of a sword and shield.

Although Centaurs are omnivores and enjoy the same foods and people, they do tend to live in forests and plains.

Riding a Centaur

Centaurs do not on the whole like to be riding. They know that many of the races ride horses, and believe that when they are riding they are being turned into a beast of burden. They don't like this.

Attack

All centaurs carry long swords, large shield and bows. Centaur Soldiers will be the first to sling their bows, draw their swords and shield and charge into battle.

Kick Attack

The centaur may either attack using its weapon or may instead

opt to kick someone that is behind it. When hit by the kick, the target must make a react roll, or be pushed back 2d10 feet. If the target is pushed back more than 10 feet, he or she will not get any further actions on the current round and must add 1d6 to his or her attack rank on the following round.

Skills Possessed by a Soldier:

Awareness: 18 + 0
Balance: 18 + 12
Bush Craft: 18 + 6
Combat: 18 + 0
Desert Craft: 18 + 6
Sixth Sense: 12
Tracking: 18 + 18 (one in 10 will have tracking)

A centaur will know either bush or desert craft (depending on the area they live in) but not both.

Centaur Soldier

Threat: 1
 WR: 1d6
 TKA: 2d6
 Wounds: 35+2d10
 Soul Points: 0
 Power: 40
 React: 14
 Resolve: 16
 Luck: 0
 Spell Resis: 12
 Relative Size: 8

	L.Sword	L.Shield	Total	Long Bow	Total	Kick	Total
Skill	18 + 24	18 +24		15		15	
Defense Adj.	6(18/6=3)	3(18/3=6)	9	n/a		n/a	
Attack Rank	14/1d6+1d8	-		24/2d12		24/2d12	
Damage	1d12	-	1d12+2d6	1d8+1d6	3d6+1d8	2d8	2d6+2d8

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Long Sword Combat Options

Powerful Blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.

Deflect blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Large Shield Combat Options

Shield Bash

Use any dice between a d4 and a d20. Roll the dice twice. Low roll equals synergy cost. High roll equals chance to stun opponent unless opponent can make React Stat check (add damage roll to this check). Stun last for this round plus the entire next round. Damage from stun = 3d6+3

Additional Information

See the back of this stat sheet for additional information regarding this creature's attacks / abilities and skills.

Pre - Rolled Wounds

	Attack Rank (14)					(24)			Pre - Rolled Wounds									
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Walking:	1	4	13	2	4	10	16	14	12	1	41	45	44	42	47	45	37	47
Charging:	2	7	7	6	7	8	14	15	8	2	54	41	46	52	45	41	48	45
Running:	3	12	5	2	9	3	11	17	13	3	51	41	41	43	48	49	43	53
Broad Jump:	4	13	8	9	5	6	5	14	12	4	47	44	51	49	47	37	51	50
Flying:	5	5	6	11	7	7	12	7	9	5	37	50	40	50	42	40	50	44
Free Weight:	6	10	11	5	10	10	13	10	6	6	47	51	39	47	43	42	44	46

Centaur Archer

Alignment: Any

Nature: Depends on Alignment

Type: Magical Animal

The Centaur Archer is on the same social level as a Centaur Soldier. Whereas the Soldier is starting to learn the use of the Sword, the archer is beginning to specialize in the use of the bow. In any given force you will normally find one centaur Archer for every four soldiers. Keep in mind that the archer can wield a sword and will jump into a fight once she has no more targets to fire her missiles at.

Kick Attack

The centaur may either attack using its weapon or may instead opt to kick someone that is behind it. When hit by the kick, the target must make a react roll, or be pushed back 2d10 feet. If the target is pushed back more than 10 feet, he or she will not get

any further actions on the current round and must add 1d6 to his or her attack rank on the following round.

Skills Possessed by a Centaur Archer:

Awareness: 18 + 0
Balance: 18 + 12
Bush Craft: 18 + 6
Combat: 18 + 0
Desert Craft: 18 + 6
Sixth Sense: 12
Tracking: 18 + 18 (one in 10 will have tracking)

A centaur will know either bush or desert craft (depending on the area they live in) but not both.

Centaur Archer

Threat: 2
 WR: 1d6
 TKA: 2d6
 Wounds: 35+2d10
 Soul Points: 0
 Power: 40
 React: 14
 Resolve: 16
 Luck: 0
 Spell Resis: 12
 Relative Size: 8

Skill	L.Sword	L.Shield	Total	Long Bow	Total	Kick	Total
18 + 0	18 + 0	18 + 0		18 + 18		15	
Defense Adj.	6(18/6=3)	3(18/3=6)	9	n/a		n/a	
Attack Rank	14/1d6+1d8			24/2d12		24/2d12	
Damage	1d12		1d12+2d6	1d8+1d6	3d6+1d8	2d8	2d6+2d8

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Long Bow Combat Options

Extra Shots

Each Extra shot costs 1d8 in bonus synergy. Rolled amount is also added to the Attack Rank of the previous shot (you only get the extra shot if the final attack rank is 24 or less). It costs 1d10 synergy bonus to make extra shots with a bodkin arrow (1d12 for barbed arrow). May continue to make extra shots so long as final attack rank is 24 or less.

Point Shots and Hitting Fast Targets

Normally depends on arrow used. Will assume normal arrow is used.
Point Shot. Base +12 on the dice (plus situation modifiers). Pick dice between d4 and d12. Roll twice. Low roll is cost in synergy. High roll is chance on d20 to avoid all penalties associated with a point shot.

Fast Targets. Base +12 on the dice (plus situation modifiers). Pick dice between d4 and d20. Low roll is cost in synergy. High roll is chance on d20 that you will avoid all modifiers and penalties associated with the shot.

Additional Information

See the back of this stat sheet for additional information regarding this creature's attacks / abilities and skills.

Pre - Rolled Wounds

	Attack Rank (14)					(24)			Pre - Rolled Wounds									
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Broad Jump:	1	8	11	5	7	12	15	21	8	1	50	40	47	42	50	54	51	40
Flying:	2	2	13	9	5	5	6	12	7	2	44	43	45	46	40	40	46	46
Free Weight:	3	7	4	7	10	10	12	8	12	3	45	50	40	43	39	54	42	48
	4	3	7	8	11	6	11	6	14	4	38	46	49	47	52	49	55	41
	5	13	13	11	8	11	13	7	12	5	49	41	51	41	54	44	41	49
	6	10	6	7	6	8	10	12	18	6	39	46	40	45	46	45	52	46

(Centaur Archer)

No Image Currently Available

Centaur Veteran

Alignment: Any
 Nature: Depends on Alignment
 Type: Magical Animal

Centaur titles include the following; recruit, soldier (archer), veteran (specialist), weapon master (bow master) and finally Arms Master. Their title is a reflection of their rank in society.

The centaur veteran is a brutal hand to hand opponent. Its great strenght and size give it a huge damage potential. Most people that fight them thank the heavens that their form does not allow them to weild 2 handed weapons effectively.

Kick Attack

The centaur may either attack using its weapon or may instead opt to kick someone that is behind it. When hit by the kick, the target must make a react roll, or be pushed back 2d10 feet. If the target is pushed back more than 10 feet, he or she will not get any further actions on the current round and must add 1d6 to his or her attack rank on the following round.

Skills Possessed by a Veteran:

Awareness: 18 + 0
Balance: 18 + 24
Bush Craft: 18 + 15
Combat: 18 + 20
Desert Craft: 18 + 15
Sixth Sense: 12
Tracking: 18 + 24 (one in 10 will have tracking)

A centaur will know either bush or desert craft (depending on the area they live in) but not both.

Centaur Veteran		L.Sword	L.Shield	Total	Long Bow	Total	Kick	Total	Armor:	None									
Skill		18 + 48	18 + 48		15		18+0		APV:	0									
Defense Adj.		6(18/6=3)	3(18/3=6)	9	n/a		n/a		WR:	2d4									
Attack Rank		14/1d6+1d8			24/2d12		24/2d12		TPV:	2d4									
Damage		1d12		1d12+2d8	1d8+1d6	1d6+2d8	2d8	4d8											
Threat:	4																		
WR:	2d4																		
TKA:	2d8																		
Wounds:	45+2d12																		
Soul Points:	0																		
Power:	45																		
React:	16																		
Resolve:	18	(Centaur Veteran) No Image Currently Available																	
Luck:	0																		
Spell Resis:	16																		
Relative Size:	9																		
Walking:	5																		
Charging:	15																		
Running:	25																		
Broad Jump:	3d6+6																		
Flying:	-																		
Free Weight:	-																		
		Attack Rank (14)					(24)			Pre - Rolled Wounds									
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
		1	3	9	11	10	13	18	17	7	1	65	47	53	56	51	58	53	66
		2	9	4	9	7	9	14	14	8	2	57	59	69	61	60	60	52	51
		3	12	7	5	8	6	19	10	13	3	63	60	65	60	56	57	54	57
		4	6	12	10	11	7	5	12	10	4	52	67	60	52	48	59	53	50
		5	9	10	9	6	10	9	8	12	5	51	67	59	49	55	61	61	53
		6	4	8	4	12	8	12	14	13	6	60	56	66	60	63	62	55	57

Long Sword Combat Options

Powerful Blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals damage bonus.

Deflect blow

Use any dice between a d4 and a d10. Roll the dice twice. Low roll equals synergy cost. High roll equals chance on a d20 that the deflection attempt will succeed (if the blow hits roll the deflection attempt).

Large Shield Combat Options

Shield Bash

Use any dice between a d4 and a d20. Roll the dice twice. Low roll equals synergy cost. High roll equals chance to stun opponent unless opponent can make React Stat check (add damage roll to this check). Stun last for this round plus the entire next round. Damage from stun = 3d6+3

Additional Information

See the back of this stat sheet for additional information regarding this creature's attacks / abilities and skills.

Centaur Specialist

Alignment: Any
 Nature: Depends on Alignment
 Type: Magical Animal

Centaur titles include the following; recruit, soldier (archer), veteran (specialist), weapon master (bow master) and finally Arms Master. Their title is a reflection of their rank in society.

The centaur specialist is well on the way to mastering the long bow. It is a brutal and deadly opponent.

Kick Attack

The centaur may either attack using its weapon or may instead opt to kick someone that is behind it. When hit by the kick, the target must make a react roll, or be pushed back 2d10 feet. If the target is pushed back more than 10 feet, he or she will not get any further actions on the current round and must add 1d6 to his or her attack rank on the following round.

Skills Possessed by a Specialist:

Awareness: 18 + 0
Balance: 18 + 24
Combat: 18 + 20
Bush Craft: 18 + 15
Desert Craft: 18 + 15
Sixth Sense: 12
Tracking: 18 + 24 (one in 10 will have tracking)

A centaur will know either bush or desert craft (depending on the area they live in) but not both.

Centaur Specialist

Threat: 4
 WR: 2d4
 TKA: 2d8
 Wounds: 45+2d12

 Soul Points: 0
 Power: 45
 React: 16
 Resolve: 18

 Luck: 0
 Spell Resis: 16
 Relative Size: 9

	L.Sword	L.Shield	Total	Long Bow	Total	Kick	Total
Skill	18 + 0	18 + 0		18 + 36		18+0	
Defense Adj.	6(18/6=3)	3(18/3=6)	9	n/a		n/a	
Attack Rank	14/1d6+1d8			24/2d12		24/2d12	
Damage	1d12		1d12+2d8	1d8+1d6	1d6+3d8	2d8	4d8

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Long Bow Combat Options

Extra Shots

Each Extra shot costs 1d8 in bonus synergy. Rolled amount is also added to the Attack Rank of the previous shot (you only get the extra shot if the final attack rank is 24 or less). It costs 1d10 synergy bonus to make extra shots with a bodkin arrow (1d12 for barbed arrow). May continue to make extra shots so long as final attack rank is 24 or less.

Point Shots and Hitting Fast Targets

Normally depends on arrow used. Will assume normal arrow is used.

Point Shot. Base +12 on the dice (plus situation modifiers). Pick dice between d4 and d12. Roll twice. Low roll is cost in synergy. High roll is chance on d20 to avoid all penalties associated with a point shot.

Fast Targets. Base +12 on the dice (plus situation modifiers). Pick dice between d4 and d20. Low roll is cost in synergy. High roll is chance on d20 that you will avoid all modifiers and penalties associated with the shot.

Additional Information

See the back of this stat sheet for additional information regarding this creature's attacks / abilities and skills.

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: 3d6+6
 Flying: -
 Free Weight: -

	Attack Rank (14)					(24)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	8	5	7	13	3	19	10	12	1	56	62	61	53	62	60	56	55
2	9	11	4	7	12	9	12	13	2	60	59	54	67	54	58	62	53
3	6	7	11	11	13	10	8	8	3	62	56	62	65	59	68	61	55
4	7	10	6	3	6	9	5	9	4	53	61	56	62	67	61	55	62
5	9	12	8	6	10	14	15	7	5	59	63	64	56	62	55	64	50
6	13	9	8	4	9	15	12	5	6	62	59	58	66	55	63	57	52

(Centaur Specialist)

No Image Currently Available

Gate Crasher

Alignment: Neutral
 Nature: Charge!
 Type: Magical Lizard

This is a very odd creature that lives in the deserts and badlands of Panjere. The creature walks on two legs, and has a long tail used to balance a fairly large head. The creature's forehead contains a lot of bone, allowing the creature to charge and head butt its primary target. Once its target is on the ground the creature will use its mouth to tear large chunks of meat out of its targets hide.

There is a legend that tells of one of these creatures that charged and knocked over a fortified gate (someone had taunted it from behind the gate. Whether or not the legend is true, the name sticks.

Number Encountered

Most of the time you will only ever find 1d4 of these creatures. There is a 10% chance of meeting a group of 3d4 creatures.

Charge

The creature is never surprised and will always charge any target whose RS rating is 3 or less. The character must make a react roll at +10 on the dice to make an attack against the creature (at it charges). Regardless of the outcome of this attack, the creature finishes it charge.

If the Gate Crasher hits the target roll damage and a d20. If the d20 roll is equal to or less than the actual damage taken by the target (after WR and APV dice rolls) the target is stunned for 1d2 combat rounds. Stunned character's end up on the ground. While stunned the Gate Crasher is able to makes its to hit and Damage rolls twice, applying the results that hurt the targets the most.

Gate Crasher

Threat: 5
 WR: 1d8
 TKA: 1d12
 Wounds: 60+2d20
 Soul Points: 0
 Power: 40+2d12
 React: 18+12
 Resolve: 16
 Luck: 0
 Spell Resis: 8
 Relative Size: 6

	Head Butt	Total	Bite	Total
Skill	18 + 40		18 + 30	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	2d8	2d8+1d12	1d12	2d12

Armor: None
APV: 0
WR: 1d8
TPV: 1d8
Awareness: 18+15
Balance: 18+40
Desert Craft: 18+50
Tracking: 18+30

Head Butt (Charge)

The creature is never surprised and will always charge any target whose RS rating is 3 or less. The character must make a react roll at +10 on the dice to make an attack against the creature (at it charges). Regardless of the outcome of this attack, the creature finishes it charge.

If the Gate Crasher hits the target roll damage and a d20. If the d20 roll is equal to or less than the actual damage taken by the target (after WR and APV dice rolls) the target is stunned for 1d2 combat rounds. Stunned character's end up on the ground. While stunned the Gate Crasher is able to makes its to hit and Damage rolls twice, applying the results that hurt the targets the most..

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: 2d6
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	6	15	24	13	9	8	7	12
2	3	7	17	15	11	4	15	8
3	22	16	6	8	7	14	12	7
4	16	3	22	10	18	21	10	9
5	11	11	11	6	6	16	8	15
6	16	9	2	14	14	8	5	6

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	70	75	84	78	83	92	92	84
2	64	79	79	81	63	68	93	77
3	88	83	66	94	80	72	77	74
4	96	68	95	67	71	90	66	88
5	89	67	75	86	90	80	80	94
6	65	68	70	85	69	66	65	83

Goatman

Alignment: Any

Nature: I will drink your blood at your sacrifice

Type: Humanoid, Monster

Goatmen are another of Darkheim's creatures. It is a creature with the body of a man and the head of a goat. The Goatman's head spout a vicious set of horns it will use when it charges into battle. Besides Darkheim, Goatmen worship about a half dozen deities. All of the deities the Goatmen worship require blood sacrifice (they even make sacrifices to Darkheim although they are among the few of Darkheims creations to do so). Goatmen are vicious and cunning and are masters at large two handed weapons. They never wear armor but their build makes them reasonable resistant to damage.

Number Encountered

Most of the time you will only ever find one or two of these foul creatures. On rare occasions (10% chance) you can meet a small war band of 3d4 of them. No villages have yet

been seen (or at least no one who has seen a village has ever lived to say anything about it).

Ram Attack

When first encountered, roll to see if the closest opponent to the Goatman is surprised. If he or she is surprised and the Goatman is not, the Goatman will charge and use its Ram attack against the character. To do this, it must make a react roll (to not be surprised) and then an awareness roll (to realize that its target is surprised).

A character that is hit by the Ram attack must make a React, Balance or Escapist skill check (character chooses which skill to roll on) or be knocked down by the blow. When the skill check is made the character should add in the actual damage done by the hit (a high synergy level will negate this penalty).

Goatman

Threat: 3
WR: 1d8
TKA: 2d6
Wounds: 40+2d10

Soul Points: 0
Power: 40
React: 18 + 6
Resolve: 18 + 12

Luck: 0
Spell Resis: 12
Relative Size: 6

Walking: 3
Charging: 9
Running: 15
Broad Jump: -
Flying: -
Free Weight: -

	2 Handed Sword	Total	Ram	Total
Skill	18+35		18 + 20	
Defense Adj.	7(18/7=2)	2	n/a	
Attack Rank	12 / 2d6		24/2d12	
Damage	2d8	2d6+2d8	2d6	4d6*

Armor:
APV:
WR: 2d6
TPV: 2d6

Awareness: 18+10
Bush Craft: 18+50
Combat: 18+15
Sixth Sense: 12
Tracking: 18+25

* Ram

See the back of this stat sheet for information on the Ram attack.

Two Handed Sword Combat Options

Mighty Blow

Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

(Goatman)

No Image Currently Available

	Attack Rank (14)					(24)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	6	7	3	12	6	4	15	7	1	45	58	48	55	52	45	51	55
2	9	10	6	6	4	18	7	14	2	53	53	51	57	58	58	52	43
3	6	12	8	11	5	21	16	12	3	47	45	50	53	52	46	45	50
4	10	4	7	7	10	9	8	15	4	54	55	50	49	57	50	52	52
5	9	7	5	11	9	12	15	7	5	55	51	51	46	49	46	54	43
6	7	8	4	10	5	18	7	16	6	57	44	52	54	55	58	45	56

Scorpion, Giant

Alignment: Neutral

Nature: I will attack and one of us *will* die

Type: Unnatural Insect, Giant Insect

Giant Scorpions can be found in any desert area or badlands. They are aggressive and will not back down or run away from a fight.

Encounter Numbers

Giant Scorpions can appear singly or in packs. As can be imagined, no one really wants to meet a pack of these nasty creatures. Although rare, you will sometimes see a pack of up to 12 creatures although the normal size seems to be between 2 and 8 of the creatures.

Avoiding the Encounter

A character may avoid an encounter with a giant scorpion if she can make a Desert Craft Skill check at +20 on the dice roll.

Scorpion, Giant

Threat: 0
 WR: 1d12
 TKA: 1d12
 Wounds: 40+2d12

Soul Points: 0
 Power: 35
 React: 14
 Resolve: 18+50

Luck: 0
 Spell Resis: 6
 Relative Size: 6

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Pincher (*2)	Total	Tail	Total
Skill	18 + 15		18 + 5	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d12	2d12	1d6	1d6+1d12

Armor: None
APV: 0
WR: 1d12
TPV: 1d12
Desert Craft: 18+40

Tail Attack

The tail attack can only strike someone to the front of the scorpion (so all three of the scorpions attacks are normally at the same individual or creature). The tail is poisonous and the target will suffer the affects of the poison if he or she takes one or more actual wounds from the tail attack.

Poison Tail Attack

Onset Time: 2d4 Combat Rounds
 Damage Time: 1d4 Combat Rounds
 Run Time: 6d6 Combat Rounds
 Damage Roll: 3d8

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	12	17	7	8	13	15	11	16
2	21	8	23	16	7	12	24	2
3	6	9	22	7	9	4	8	8
4	7	10	13	14	15	8	19	7
5	14	12	3	9	6	19	20	14
6	12	8	2	11	14	8	5	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	54	59	56	45	50	55	59	53
2	53	56	47	53	46	56	52	48
3	52	47	54	58	56	50	47	53
4	47	52	48	63	59	56	52	51
5	61	53	53	47	51	49	62	50
6	54	46	49	46	57	44	61	47

Lizard, Thunder

Alignment: Neutral

Nature: Very aggressive predator

Type: Unnatural Lizard

You normally find Thunder Lizards in bush and badlands. They seem equally adapt at living in either area although they are much more common in bush lands.

The thunder lizard looks much like a small version of the T-Rex. It grows between ten to twelve feet long but because of its posture it normally only stands six to seven feet tall. Its tail acts as a counter weight but is not used as a weapon by the creature. Its main defense is its ability to bring down other animals quickly. It has a huge mouth, filled with multiple rows of teeth. It delivers one of the most vicious bite attacks going.

Encounter Numbers

Thunder lizards can be encountered singly or in groups. Groups are not normally much more than 15 or so animals. There is speculation that the social structure of the Thunder Lizards is similar to that of the lion. Two or three males may lead a group of females. Lone Thunder Lizards may actually be out looking to join a pride since they are young or possibly, they have been expelled (for whatever reason) from their previous group.

Lizard, Thunder

Threat: 3
 WR: 1d4
 TKA: 1d8
 Wounds: 20+2d4

Soul Points: 0
 Power: 40
 React: 18+12
 Resolve: 15

Luck: 0
 Spell Resis: 6
 Relative Size: 5

Walking: 5
 Charging: 15
 Running: 25
 Broad Jump: 3d6
 Flying: -
 Free Weight: -

	Bite	Total
Skill	18 + 15	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	2d8	3d8

Armor: None
APV: 0
WR: 1d4
TPV: 1d4

Awareness: 18+30
Bush Craft: 18+25
Desert Craft: 18+25

(Thunder Lizard)

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Avoiding a Thunder Lizard

A group may avoid an encounter with a Thunder Lizard if one of its members can make a Bush Craft or Desert Craft skill check at +25 on the dice roll. The skill used is determined by the location of the encounter (i.e., use desert craft if the Thunder Lizard is encountered in the Badlands).

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	9	12	18	12	7	22	13
2	11	14	6	10	12	17	2	6
3	5	12	7	12	9	15	8	23
4	18	9	13	8	3	9	12	15
5	6	12	10	9	16	11	13	12
6	21	19	4	18	6	12	11	11

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	28	26	25	24	25	28	26	27
2	28	25	24	26	27	26	23	24
3	26	23	24	25	23	23	28	25
4	26	24	22	26	25	26	25	23
5	25	24	25	23	28	23	27	23
6	23	26	26	27	23	27	25	27

Spider, Fire

Alignment: Evil

Nature: Likes it's meat cooked

Type: Unnatural Insect, Giant Insect

As the Fire Spider walks, it feet produces goutts of flame. In the dark this looks very strange since the flame lasts for several seconds before going out. Generally, in the dark, you see the trails of flame left by these spiders as they scurry towards you.

Damage Weapons

If a blow to the spider does more than 20 points of damage, then enough of the spiders blood and gore has gotten onto the weapon to cause the weapon to heat up. When this happens you have to make a saving throw for the weapon or the heating will weaken the weapons metal. To make the saving throw, take the damage done by the weapon and subtract 20. Roll percentile. If the roll is greater then the adjusted

damage done by the weapon, then the weapon is fine. If the roll is equal to or less than the adjusted damage roll, then subtract one from the damage done by the weapon. For example, a 25 point blow gives a 5% chance that the weapon will be weakened or harmed by the spiders blood.

Poison Bite

The Fire Spider will inject a poison into the body that heats the blood. Damage is taken round to round. Damage is equal to the spiders TKA dice roll. The target gets its normal WR dice roll against the damage but not its APV. Damage continues for 4d6 rounds. Note, remove or cure poison will remove the toxin. Each wound has a seperate damage roll against the spiders.

Immune to Fire Damage

The Fire Spider will not take damage from fire or fire based spells.

Spider, Fire

Threat: 2
WR: 1d6
TKA: 2d8
Wounds: 40+2d12

Soul Points: 0
Power: 30
React: 14
Resolve: 12

Luck: 0
Spell Resis: 10
Relative Size: 3

Walking: 4
Charging: 12
Running: 20
Broad Jump: 0
Flying: -
Free Weight: -

	Bite	Total
Skill	16	
Defense Adj.	n/a	
Attack Rank	24/2d12	
Damage	1d8	3d8

(Fire Spider)
No Image Currently Available

Armor: None
APV: 0
WR: 1d6
TPV: 1d6
Awareness: 18+12
Climbing: 18+50
Concealment*: 18+25
Move Un-Noticed: 18+0
Sixth Sense: 18+12
* in rock or caverns only

1d12 of these spiders may be encountered at any given time. Fire Spiders live deep in caves and caverns or possible within dungeons. Generally, to be found in dungeons someone had to take them there.

Fire spiders may walk on walls, ceiling and floor with equal ease.

Damage Metal and Poison

The bite of the fire spider is poisonous and the blood can damage metal weapons. See the back of this stat sheet for more information.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	21	15	21	12	24	17	13
2	10	11	12	8	16	7	21	11
3	15	21	2	18	19	5	13	13
4	20	18	12	17	4	7	6	14
5	22	8	9	7	7	13	22	11
6	13	4	10	12	22	7	12	15

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	50	52	51	52	57	49	53	44
2	51	57	52	55	56	62	58	53
3	50	51	50	60	59	58	54	58
4	60	63	56	54	58	61	62	48
5	55	54	46	60	59	51	51	51
6	46	50	59	53	53	50	61	57

Spider, Spitting

Alignment: Evil

Nature: Likes it meat fresh... fresh enough to be called alive

Type: Unnatural Insect, Giant Insect

Spider will spit poison. Poison will paralyze its target for later consumption.

Encounter Numbers

You can encounter 3d6 of these little terrors at a time. They have been found in caves, dungeons and forests.

Spit Attack

These spiders spit poison at the targets. As such they do not have to contend with the target's weapon Defense Adjustment (DA), but do have to add in a DA due to a shield. If the poison attack hits (see the front of the sheet for the specifics) it will blind the character and deliver the poison into the characters system. Roll the poisons damage as normal. However, rather than take damage, the character gains greater penalties to her skill use. The character does receive a WR dice roll against the affects of the poison but not her APV dice roll.

Poison Characteristics

Onset Time: 1d2

Run Time: 2d12

Damage Time: 1d3

Damage Dice: 2d8

Poison Example

A character that is hit by the poison is blind for 1d2 combat rounds. In addition the poison starts to work and the character will take damage. The Legend Weaver rolls the onset time. In this case, it is 1 combat round. This means that on the following round the Legend Weaver rolls the poison's damage. The damage roll is 2d8 minus the characters WR dice roll. For each point of poison damage, the character receives a cumulative 1-point penalty to all his skill check dice rolls (combat, spell casting and adventure skill checks). When the penalty is so great that the character cannot perform any skill, then the character is paralyzed.

As can be assumed, the character's movement is slowly dropping during this period until she cannot even run away. To represent this, assume that for each 2 points of paralysis, her maximum movement rate drops by 1.

The affects of multiple poison attacks are cumulative.

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Spider, Spitting

Threat: 4
WR: 1d8
TKA: 1d12
Wounds: 50+2d12

Soul Points: 0
Power: 40
React: 18+0
Resolve: 16

Luck: 0
Spell Resis: 14
Relative Size: 5

Walking: 5
Charging: 15
Running: 25
Broad Jump: 4d6
Flying: -
Free Weight: -

	Bite	Total	Spit*	Total
Skill	18 + 15		18 + 30	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d12	2d12	See Spit Combat Options	

Armor: None **Awareness:** 18+35
APV: 0 **Climbing:** 18+60
WR: 1d8 **Concealment*:** 18+40
TPV: 1d8 **Move Un-Noticed:** 18+25
Sixth Sense: 18+22

The spider will spite at the character's face (attempting to blind and paralyze her).

Spit combat Options

Spit in Targets Eyes

Roll any dice between a d4 and a d12 twice. The first roll equal the cost in synergy bonus. The second equal the chance, on a d20, to hit the targets face. Roll the point shot first and then roll the to hit (you have to make both rolls to succeed). Only a point shot will blind and deliver poison into the targets system.

See the back of the sheet for more information on the poisons characteristics.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	15	19	10	12	11	6	9	12
2	11	9	4	9	3	20	11	17
3	10	7	17	22	10	10	12	9
4	19	4	8	11	23	14	16	8
5	14	7	9	8	16	8	10	15
6	4	4	16	7	7	11	18	18

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	63	63	57	66	64	73	61	67
2	54	68	59	60	65	68	54	63
3	55	62	58	66	56	63	73	58
4	66	60	62	68	69	68	61	68
5	61	72	61	72	67	65	64	61
6	68	65	60	62	56	60	57	65

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Spider, Web Slinger

Alignment: Evil

Nature: Likes it meat fresh... fresh enough to be called alive

Type: Unnatural Insect, Giant Insect

Spider will spit balls of spider web. The web is very sticky and will eventually immobilize the target (for later consumption).

Encounter Numbers

You will normally meet 1d8 of these creatures, however, there is a 20% chance you can stumble onto a very large colony of 2d12+6. They have been found in caves, dungeons and forests.

Spit Web Attack

These spiders spit spider web at the target. To do this, they must still hit the target. A target does normally want to use its weapon to deflect the web (the web will stick to it).

A shield works better at deflecting the web since you are deflecting a missile attack (use the shield missile defense adjustment figure).

The spider will not normally use its bite attack, but will spit web once per round until the target is helpless. Once helpless,

outside help must be used to free the character.

To make a spit attack, the spider must make a normal to hit roll. If it makes the roll then the target is hit. Roll 1d4. This is a penalty that is applied to all the character's skill checks (combat, spell and adventuring skill checks). Each time a hit is made by a spider, roll the d4 and add it to the previous total. When the character cannot take any action the character is helpless (i.e., when the penalty is greater than the character's greatest skill).

Using Shield and Weapon to Deflect

The character may use his weapon and shield to deflect incoming spit attacks. You can normally tell if using such an item is successful if the character would have scored a hit if the penalty had not been applied. When a character does this, you will want to know if a weapon or shield deflected the web. If a shield deflects the web, ignore the shot since the web can be cleaned off at the end of the battle.

If a weapon deflects (or more likely catches) the web, then roll the 1d4 as if the web was stuck to the character. However, this amount equals the weapon's reduction in damage. The more times the weapon catches a web ball, the less damage it can do. Catch enough web balls and the weapon will be effectively useless until cleaned.

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Spider, Web Slinger

Threat: 3
WR: 1d6
TKA: 1d10
Wounds: 35+2d8

Soul Points: 0
Power: 38
React: 18+12
Resolve: 18+20

Luck: 0
Spell Resis: 12
Relative Size: 4.5

Walking: 5
Charging: 15
Running: 25
Broad Jump: 4d6
Flying: -
Free Weight: -

	Bite	Total	Spit
Skill	18 + 25		18 + 40
Defense Adj.	n/a		n/a
Attack Rank	24 / 2d12		24/2d12
Damage	1d12	1d10+1d12	Special *

Armor: None
APV: 0
WR: 1d6
TPV: 1d6

Awareness: 18+25
Climbing: 18+50
Concealment*: 18+50
Move Un-Noticed: 18+35
Sixth Sense: 18+15

(Spider, Web Slinger)

No Image Currently Available

These spiders are aggressive and will not break off from a fight.

* Special

The spider will spit balls of web until the target is helpless and at its mercy.

See the back of the sheet for more information on the spider's attack.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	5	8	14	10	12	6	8	13
2	21	12	10	8	7	9	3	3
3	11	10	5	9	11	14	14	17
4	14	22	7	12	12	8	10	20
5	22	4	16	18	13	18	9	13
6	13	20	22	10	11	6	6	5

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	43	47	46	43	48	50	41	48
2	50	44	41	45	45	44	40	44
3	45	50	44	46	43	51	43	45
4	45	48	47	41	44	39	47	40
5	43	47	45	46	43	38	43	41
6	44	44	47	45	42	45	43	42

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Tiger, Sabertooth

Alignment: Neutral
 Nature: Very aggressive predator
 Type: Extinct Real World Animal.

The sabertooth tiger has the same attacks as the regular tiger. Being larger than a regular tiger it tends to be much more deadly in a battle.

Stalking a group

A Sabertooth will stalk the group for up to a day. The sabertooth is very aggressive but will wait until one or two characters move off on their own. If it does attack a group of two, it will attempt to kill one of the two and then drag him off (it moves at 8 while dragging a victim). It can only drag a victim so far before it will stop and fight those trying to save the character (it will drag a victim for no more than 3d6 combat rounds or until it takes damage from an attack). Once stopped, it will attack to defend its food (a character may not be outright dead to be considered food by the sabertooth).

If the group does not know the Tiger is there, then the characters the tiger attacks will be surprised unless one of them can make a Sixth Sense skill check.

Knock Down Attack

The Tiger's first attack will be a Knock Down Attack. To do a knock down attack you roll your to hits and damage as normal. However, the

target does not actually take damage. Rather, the target will be knocked down unless it can make a Balance Skill check adding in the damage that would have been done by the attack (this penalty is negated by a high synergy bonus in the balance skill).

When attacking a character that has been knocked down the Tiger gets all three of its attacks and is allowed to re-roll misses.

The target can defend with either her weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the Tiger so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Rend Attack

If the target has been knocked down (and has not gotten back up yet) then there is a 35% chance that the Tiger will use its Rend attacks in addition to its normal claw attacks. To do a rend attack, the Tiger must hit with one or both of its Claw attacks. When it does this, the Legend Weaver can roll any dice between a d4 and a d20. Roll the dice twice. The lower of the two rolls equals the cost in Claw Skill synergy bonus to do a Rend Attack. The higher of the two rolls is the damage bonus that is added to the claw attack if both claws hit. If only one claw hit then the damage done by the Rend attack is half the rolled figure.

Tiger, Sabertooth

Threat: 4
 WR: 1d10
 TKA: 2d8
 Wounds: 40+2d12

Soul Points: 0
 Power: 35+2d6
 React: 18+0
 Resolve: 18+6

Luck: 0
 Spell Resis: 7
 Relative Size: 5

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 4d6
 Flying: -
 Free Weight: -

	Claw (*2)	Total	Bite	Total
Skill	18 + 30		18 + 40	
Defense Adj.	n/a		n/a	
Attack Rank	24 / 2d12		24/2d12	
Damage	1d10	2d10	1d12	2d8+1d12

Armor: None
APV: 0
WR: 1d10
TPV: 1d10

Awareness: 18+30
Bush Craft: 18+25
Concealment: 18+20
Escapist: 18+10
Move Un-noticed: 18+30
Sixth Sense: 18+10
Tracking: 18+25

Avoiding a The Sabertooth

You can meet Sabertooth in Badlands and Plains. If you roll a sabertooth encounter on the area's wandering monster encounter tables, then it will stalk the group. If a character makes a Desert Craft skill check at +20 on the dice she will realize that she is being stalked. A second Check at +20 means she can avoid the evening encounter with the Tiger.

See the back of this stat sheet for more information on **Stalking the Group**.

Special Attack Characteristics

The Tiger has two special attacks, The **Knockdown Attack** and the **Rend Attack**. Both are described on the back of this stat sheet.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	19	20	18	21	13	18	13
2	6	9	6	14	3	14	2	10
3	16	15	9	4	11	16	6	9
4	3	13	15	14	13	8	15	5
5	10	14	2	16	8	7	4	17
6	16	12	6	14	7	23	19	18

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	62	45	49	56	52	49	51	60
2	50	49	63	54	45	54	54	48
3	51	49	60	47	48	46	50	55
4	56	44	57	49	51	56	54	51
5	59	54	50	48	45	48	53	56
6	55	46	54	60	61	43	43	46

Yeti Scout

Alignment: Neutral
 Nature: Depends on Alignment
 but generally Recluse
 Type: Magical Humanoid

Very little is known of the Yeti. It is believed that they build their homes in the mountains, at elevations that would leave a Rac or Eldorin gasping for breath and a Trock shivering in his boots. What is known is that there have been Yeti Stories for as long as the recorded word. Although rare, the Yeti do sometimes show themselves to those that work their way through the mountain passes or work the mines that can sometimes be found in the deep high ranges.

Encountering a Yeti

A Yeti Scout is normally the only contact (if you can call it that) that people have with the Yeti. The scouts job

is to watch Yeti territory or to watch those close to Yeti territory. If you are on Yeti Land, then you had best be passing through. It is for this reason that individuals and groups will sometimes catch sight of the Yeti as they work through a mountain pass. It is the Yeti's way of saying that you are on my land and may remain on it so long as you have my blessing. Many expeditions to the tops of great mountains and expeditions that are simply looking for the Yeti have vanished without a trace. Camps are found abandoned, equipment and supplies left behind for no reason. It is felt that the Yeti culture must possess some type of soothsayer or advanced astrology that allows the race to know the intent of those that enter their land.

A Scout's job is to report on intruders. Once identified, Yeti's will have a Yeti Star Gazer determine an appropriate course of action against the intruders. If a hostile response is required, then Yeti Winter and Snow Masters will normally be

the ones set out to "deal" with the intruders.

Yeti Ice Club

The Yeti make a magical club know as the Ice Club. This club is made of pure ice but is as hard as the hardest iron or steel. The club radiates cold and will damage the wielder unless the wielder is a yeti (damage is 1d10 damage to wielder each combat round, normal WR will lessen damage but not the APV will not lessen the damage). If taken down from the high mountain peaks, it melts. The scout has the weakest form of the club (i.e., does normal club damage).

The Yeti Ice Club is a fairly tough magic item. However, being made of ice it has one glaring weakness. Each time it is hit by a fire based damage spell (or is in the area of affect of such a spell) it loses one point of damage potential. This reduction in damage is cumulative and permanent. It will take 3d4 days for a damaged club to be repaired / replaced.

Yeti Scout

Threat: 2
 WR: 2d4
 TKA: 2d4
 Wounds: 30+2d12

Soul Points: 0
 Power: 40
 React: 12
 Resolve: 8

Luck: 0
 Spell Resis: 6
 Relative Size: 5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

	Ice Club	Total
Skill	18+15	
Defense Adj.	5 (18/5=3)	3
Attack Rank	16 / 2d8	
Damage	1d10	2d4+1d10

Armor: None
 APV: 0
 WR: 2d4
 TPV: 2d4

Awareness: 18+15
 Balance: 18+5
 Concealment: 18+45
 Mountain Craft: 18+50
 Move Un-noticed: 18+25
 Winter Craft: 18+50
 Sixth Sense: 18+0
 Tracking: 18+15

(Yeti Scout)

No Image Currently Available

Immune to Cold Damage

The Yeti is immune to all cold damage

Hurt by Fire

The Yeti does not receive a WR dice roll versus any type of fire damage.

Dark Sight and Night Sight

All Yetis have Dark Sight and Night Sight

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	4	7	11	13	12	5	14
2	15	9	8	3	12	10	3	7
3	15	13	5	5	10	7	9	9
4	14	14	5	16	14	7	7	3
5	11	6	7	7	12	10	8	13
6	3	8	6	13	10	9	12	6

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	47	49	48	44	35	42	48	45
2	40	44	54	50	41	39	44	44
3	50	45	45	42	37	41	36	37
4	45	50	41	52	46	39	47	46
5	43	40	46	51	40	43	38	49
6	42	42	42	47	43	54	39	38

Yeti Winter Master

Alignment: Any

Nature: Depends on Alignment
but generally Recluse

Type: Magical Humanoid

Very little is known of the Yeti. It is believed that they build their homes in the mountains, at elevations that would leave a Rac or Eldorin gasping for breath and a Trock shivering in his boots. What is known is that there have been Yeti Stories for as long as the recorded word. Although rare, the Yeti do sometimes show themselves to those that work their way through the mountain passes or work the mines that can sometimes be found in the deep high ranges.

Encountering a Yeti

A group traveling through Yeti Territory will normally only ever catch a glimpse or two of a Yeti Scout. The scouts are

there to track your progress and to let the community know that you are there. Since travel through the mountains tends to be fairly slow (at least slow for non-Yetis) this gives the Yeti Star Gazer a chance to determine if you are a threat or not. If the Star Gazer determines that you are a threat or are hostile to the Yeti, you will have an encounter with the Yeti Winter and Snow Masters

The Winter Master

The winter master is the Yeti's equivalent of a soldier. It is their melee fighter. The yeti Winter Master wields a Yeti Ice Club. These ice clubs are made by the Yeti Snow Masters as part of the ritual magic they know. The clubs are described below.

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Yeti Star Gazer

The Yeti Star Gazer is a non-combatant and so no stat sheet is included for one.

Yeti Winter Master

Threat: 4
WR: 2d6
TKA: 2d6
Wounds: 40+2d20

Soul Points: 0
Power: 45
React: 18+0
Resolve: 18+0

Luck: 0
Spell Resis: 12
Relative Size: 6

Walking: 3
Charging: 9
Running: 15
Broad Jump: -
Flying: -
Free Weight: -

	Ice Club	Total
Skill	18+45	
Defense Adj.	5 (18/5=3)	3
Attack Rank	16 / 2d8	
Damage	1d10 (+2d6*)	4d6+1d10

(Yeti Winter Master)

No Image Currently Available

Armor: None
APV: 0
WR: 2d6
TPV: 2d6

Awareness: 18+25
Balance: 18+15
Concealment: 18+25
Mountain Craft: 18+50
Move Un-noticed: 18+5
Winter Craft: 18+50
Sixth Sense: 18+15

* Ice Club

The Ice Club used by the Snow Masters carry a 2d6 damage bonus due to magic.

Immune to Cold Damage

The Yeti is immune to all cold damage

Hurt by Fire

The Yeti does not receive a WR dice roll versus any type of fire damage.

Dark Sight and Night Sight

All Yetis have Dark Sight and Night Sight

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	5	8	7	14	12	12	10
2	12	10	7	10	15	10	4	12
3	4	6	5	11	10	11	7	5
4	10	7	6	4	8	7	5	8
5	9	8	4	11	11	3	6	10
6	8	7	11	11	7	11	8	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	64	63	74	65	77	55	69	62
2	53	62	55	65	60	67	61	52
3	51	61	57	50	62	57	62	58
4	54	61	74	78	65	62	55	54
5	73	74	49	53	62	47	65	59
6	67	55	60	50	72	52	53	64

Yeti Snow Master

Alignment: Any
 Nature: Depends on Alignment
 but generally Recluse
 Type: Magical Humanoid

Very little is known of the Yeti. It is believed that they build their homes in the mountains, at elevations that would leave a Rac or Eldorin gasping for breath and a Trock shivering in his boots. What is known is that there have been Yeti Stories for as long as the recorded word. Although rare, the Yeti do sometimes show themselves to those that work their way through the mountain passes or work the mines that can sometimes be found in the deep high ranges.

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The Snow Master

The Yeti Snow Master is often sent out to aid the Yeti Winter Master. The Winter Master engages in melee while the Snow Master casts spells.

Yeti Ice Club

The snow master uses ritual magic to create a Yeti Ice Club. Generally they do not keep extras. One new club is produced as a Yeti comes of aid and needs it. The clubs carry a maximum Damage Bonus of 2d8+8. Only the Yeti's leader gets a club with the maximum Damage bonus.

Blizzard Spell

Range: 100 feet. Casting dice: 24/2d12. The spell will cause a small blizzard. The shape of the affect is circular (radius = 50 feet). Any in the area will take 4d6 cold damage per round until the spell end (4d6 rounds) or they leave the area. Movement through the area is 1/2 normal walking speed.

Ice Shield Spell

Range: 50 feet. Casting dice: 24/2d12. The spell will cause a shield of ice to form on the targets front. The ice shield will absorb 3d6 wounds worth of damage on the first hit to the Yeti's front. Whatever creature shattered the shield will take the damage the shield absorb (minus their own APV and WR dice rolls). One hit shatters the shield but it will reform during the next combat round (roll 2d12 for the combat instant). The shield will continue to be shattered and will reform until the spell ends (4d6 combat rounds).

Yeti Snow Master

Threat: 4
 WR: 1d6
 TKA: 1d6
 Wounds: 20+2d10

Soul Points: 0
 Power: 35
 React: 16
 Resolve: 18+12

Luck: 0
 Spell Resis: 18+0
 Relative Size: 6

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: -
 Flying: -
 Free Weight: -

The Snow Master fights using spells, not weapons. Three of the Snow Master's spells are described on this stat sheet (2 on the back and one to the side).

(Yeti Snow Master)

No Image Currently Available

Armor: None
 APV: 0
 WR: 1d6
 TPV: 1d6

Arcana: 18+15
 Awareness: 18+45
 Balance: 18+5
 Concealment: 18+10
 Concentration: 18+15
 Mountain Craft: 18+50
 Move Un-noticed: 18+0
 Winter Craft: 18+50

Ice Bolt Spell

Range: 50 Feet. Casting Speed: 24/2d12. The yeti creates a bolt of pure cold that shoots out (from the Yeti) to hit the target. The bolt does 4d6 damage less the targets WR and APV dice rolls.

Immune to Cold Damage

The Yeti is immune to all cold damage

Hurt by Fire

The Yeti does not receive a WR dice roll versus any type of fire damage.

Dark Sight and Night Sight

All Yetis have Dark Sight and Night Sight

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	16	21	6	3	4	20	15	11
2	8	13	14	13	9	3	3	16
3	6	11	4	5	15	20	14	12
4	9	7	16	19	17	11	2	9
5	7	2	8	12	16	20	19	10
6	13	8	19	20	9	16	9	13

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	29	39	24	25	33	32	29	26
2	33	34	27	30	26	24	28	32
3	29	36	31	37	38	26	27	29
4	31	28	29	32	29	33	39	26
5	38	34	28	32	27	32	30	23
6	36	28	26	31	24	28	33	39