

Land of Fern



BESTIARY
VOLUME ONE

Land of Eem

BESTIARY VOL 1

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CREDITS

Designed and Written by

Ben Costa & James Parks

Art by

Ben Costa and Sean Kiernan

**with contributions by
Alex Ahad and Ben Seto**

Cover Art by

Sean Kiernan

Layout by

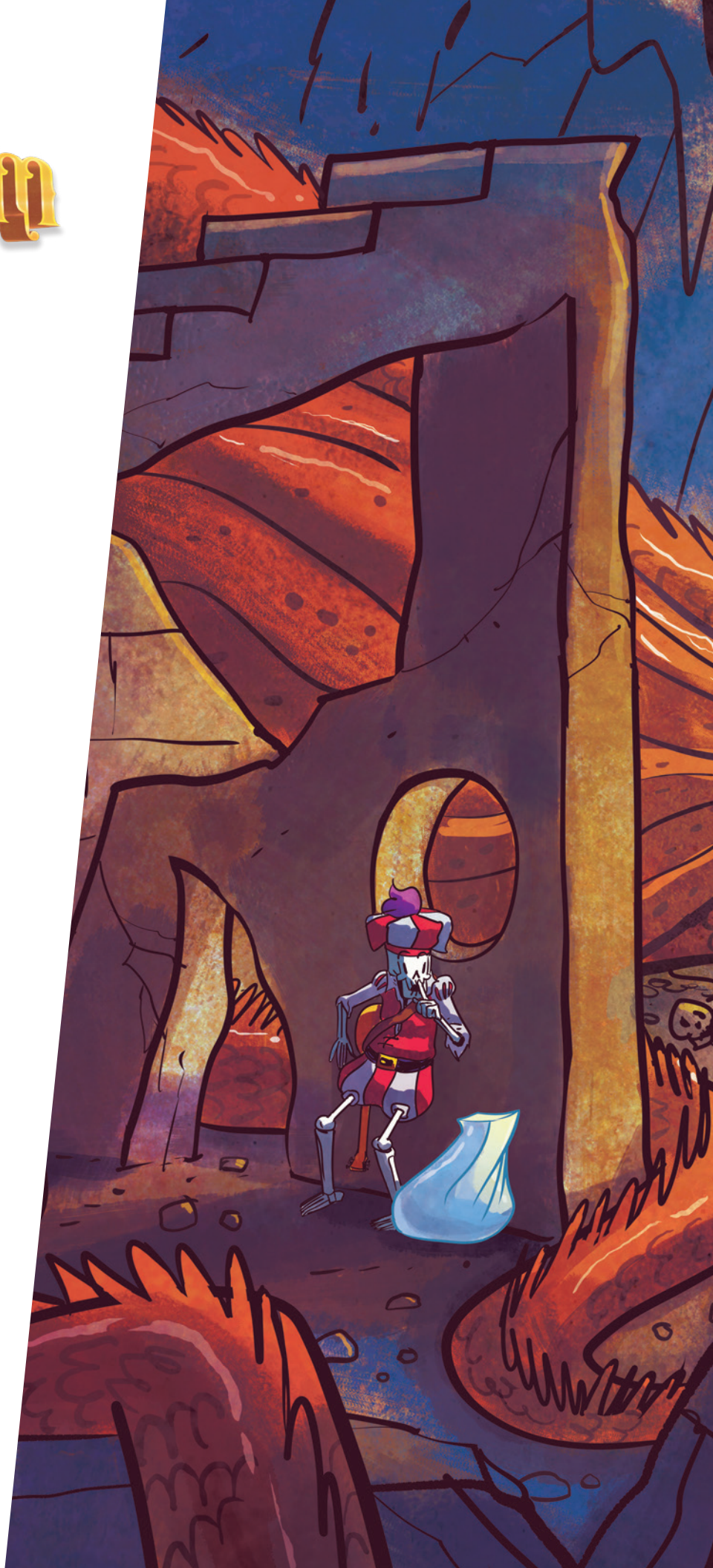
Vee Hendro

Edited by

Matthew K

Back Cover Design by

Joshua Bowens



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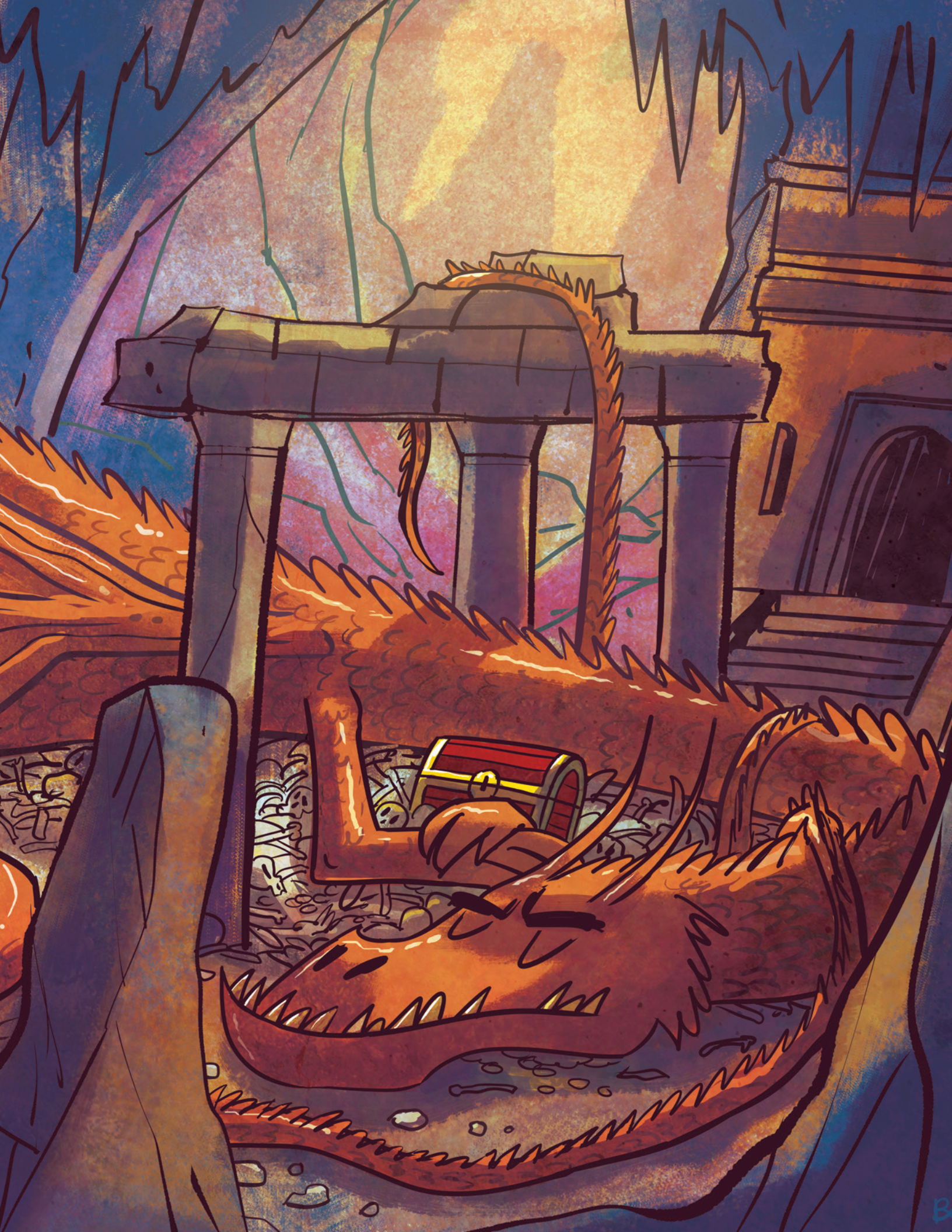


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Adversaries

ADVERSARY TYPES

There are three Adversary Types: Creatures, Critters and Creepers.



CREATURES

Sentient beings capable of speaking with PCs. Having clear desires and goals, they can be Parleyed with using skills such as Charm, Inspire, Trickery and Intimidate.



CRITTERS

Animals and beasts that may or may not be able to communicate with PCs (up to the GM). Due to their bestial nature, most PCs can't Parley with critters as they would with creatures. This is because, even if they do speak a broken tongue, critters generally don't relate well to folk. They think and have desires like animals. During the Parley phase, PCs may instead attempt to Wrangle critters, if possible, using Wilderness. This encompasses handling, distracting, scaring critters away, or using basic communication (if possible).



CREEPERS

Pests, bugs and vermin that are more like environmental hazards. They can be neither Parleyed with nor Wrangled. Most are insentient and the best PCs can do is avoid, destroy or suffer through them. Special rules differentiate them from creatures and critters:

- ✦ They don't have Adversary Classes.
- ✦ They can't be attacked or Counterattacked per normal rules, but PCs can attempt creative solutions to deal with them.
- ✦ Creepers can attack once every round.
- ✦ Some creepers have Abilities altering these rules.

ADVERSARY CLASSES

There are three Adversary Classes: Goon, Bruiser and Champion. Adversary Class determines their Courage, Mettle modifier, and sometimes what Abilities work on them. Certain Adversaries also gain Abilities and other bonuses based on their Class.

GOONS (G)

- ✦ Nameless mooks and *minions*, easily manipulated and quick to flee.
- ✦ 1 Courage per Level.
- ✦ -2 Mettle

BRUISERS (B)

- ✦ More stalwart foes, usually named and harder to manipulate. In the absence of a Champion, Bruisers frequently lead groups of Goons.
- ✦ 1d6 Courage per Level.
- ✦ +0 Mettle

CHAMPIONS (C)

- ✦ The strongest Adversaries: bosses, fiends, villains and exceptionally powerful monsters. Many Class Abilities simply don't work on them.
- ✦ 1d12 Courage per Level.
- ✦ +2 Mettle

TERMINOLOGY

LEVEL

The Adversary's possible Level, chosen by the GM.

CLASSES

The Adversary's possible Classes are listed by the first letter of each Class: G (Goon), B (Bruiser), C (Champion).

ABBREVIATIONS

In *Land of Eem* adventures and sandbox settings, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion is written as (L2-C); a Level 6 Goon is written as (L6-G); and three Level 4 Bruisers is written as (3xL4-B), etc.

PARLEY

The number of times a creature can be Parleyed or a critter can be Wrangled ranging from 0–2. A "(D)" means Parleying/Wrangling with this Adversary suffers Disadvantage.





ADVERSARY COURAGE

Courage isn't numerically listed in Bestiary entries. Rather, it varies based on the Adversary's Level range and Class options, and the GM's needs. For example, a Level 3 Goon has 3 Courage; a Level 3 Bruiser has 3d6 Courage; and a Level 3 Champion has 3d12 Courage. Use the Average Courage Chart for quick results (p9).

ATTACK

The Adversary's Attack modifier.

DEFENSE

The Adversary's Defense modifier.

BLOCK

The Adversary's Block rating.

DREAD

The amount of Dread the Adversary inflicts.

ACTIONS

The number of Actions the Adversary has during a Conflict round. Adversaries usually act during Combat.

ABILITIES

The special Actions or passive capabilities an Adversary has available to them, similar to PC Class Abilities. Abilities often specify how many times they can be used in a round or Combat. A Hit always inflicts Dread in addition to other described effects.

VULNERABILITIES

Weaknesses and keys to defeating the Adversary. Not all creatures have Vulnerabilities. For critters and creepers,

there are also guidelines on reliable ways to deal with them; playing to a critter's Vulnerabilities when trying to Wrangle should positively affect Checks.

SOCIAL

Guidelines for how the creature might respond to PCs attempting to interact or Parley with them, along with what their likely desires are.

COMBAT

Guidelines on the Adversary's tactics during Combat.

DEFEAT

Guidelines on how the Adversary acts when defeated in a Conflict.

VICTORY

Guidelines on how the Adversary acts when victorious in a Conflict.

CRAFTING

Some Adversaries bear Components that can be used for crafting. This information should be given via rumors or Lore Checks. Components in bold text are listed in the Core Rulebook.



KEYWORDS

The keywords below describe the Adversary's size, number appearing, and any other special qualities. In the Adversary's listing, a comma indicates separate keywords, while a slash (/) indicates keywords of the same type that the GM can choose between.

ADVERSARY KEYWORDS

SIZE

Tiny	As tiny as an insect.
Small	Smaller than Medium and Big Folk.
Medium	Roughly equivalent to Medium and Big Folk.
Folk	Adversary can be any Folk Size: Small, Medium or Big.
Large	Larger than Medium and Big Folk, but smaller than a house (+1 Courage per Level).
Huge	As big as a house, or bigger (+2 Courage per Level).

NUMBER APPEARING

Solo	Only one appears at a time.
Group	Appears in groups of 2–9 (Choose or roll 1d8+1).
Horde	Appears in numbers of 10 or more (Choose or roll 1d20; results of 1–10 counts as 10).

SPECIAL

Minions	Has underlings that fight for it. By default, minions are Goons and share the same Level as the Adversary, but this can be adjusted to taste.
Aquatic	Bound to the water.
Flying	Can fly in the air with 2 Speed. Ranged attackers gain +1 Attack against fliers.
Fast	Has 2 Speed. For Initiative in Combat, PCs act before this Adversary only on a 9+.
Undead	Can't be intimidated, and never needs to make Mettle Checks.
Dwimmer-crafty	May make magical ranged Attacks. May also perform slight magical tricks at will, akin to the Level 5 Gnome Ability: Dwimmercrafty.

ADVERSARY CHECKS

ADVERSARY METTLE CHECKS

At some point during a Conflict, if things are looking dire for the Adversaries, or if a group loses its leader, the GM can make a Mettle Check to determine if the Adversaries flee or surrender. Roll once for each Adversary Class (e.g. all Goons, all Bruisers, and all Champions make separate Mettle Checks) with their relevant modifier. On a 5-, those Adversaries flee the Conflict.

Goons	-2 Mettle
Bruisers	+0 Mettle
Champions	+2 Mettle

ADVERSARY SKILL CHECKS

Adversary Skill Checks should mostly be avoided. Instead, make the PCs roll a Skill Check to resist or avoid the Adversary's actions. Many Adversary Abilities already require this, calling for PCs to make Vitality, Mettle, Might or Nimbleness Checks.

If it's more sensible for an Adversary to make a Skill Check, simply use their Attack modifier.



Adversaries on the Fly

Inevitably, GMs will need to improvise the stats of an Adversary during a session. This is super simple and there are only a few things to consider: Adversary Class and Level (which determines Courage), Attack, Defense, Dread and number of Actions.

AVERAGE COURAGE CHART

Instead of rolling Courage for every Bruiser or Champion, you can use the average value based on Level.

LV	GOON	BRUISER	CHAMPION
1	1	4	7
2	2	7	13
3	3	11	20
4	4	14	26
5	5	18	33
6	6	21	39
7	7	25	46
8	8	28	52
9	9	32	59
10	10	35	65

ATTACK

MODIFIER	EXAMPLES
+0 Attack	Untrained Adversaries: Bandit, Skeleton
+1 Attack	Skilled Adversaries: Bounty Hunter, Centaur
+2 Attack	Mighty Adversaries: Manticore, Ettin
+3 Attack	All-Powerful Adversaries: Dragon, Werewolf

DEFENSE

MODIFIER	EXAMPLES
+1 Defense	Slow and/or Big Target Adversaries: Giant, Sea Serpent
+0 Defense	Adversaries with Average Speed or Toughness: Bandit, Witch
-1 Defense	Dextrous or Hardy Adversaries: Harpy, Manticore
-2 Defense	Lightning Quick or Impervious Adversaries: Faerie, Ghost

DREAD

DREAD	EXAMPLES
1d4	Threatening Adversaries: Funghouls, Snagbunny
1d6	Formidable Adversaries: Bandit, Guard
1d8	Fearsome Adversaries: Skeleton, Witch
1d10	Deadly Adversaries: Manticore, Weorg
1d12	Cataclysmic Adversaries: Dragon, Lich

ACTIONS

ACTIONS	EXAMPLES
1	Adversaries in a Group/Horde: Bandit, Orch
2	Dangerous Adversaries in a Group/Horde or Solo Adversaries: Felmog Knight, Weorg
3	Dangerous Solo Adversaries: Manticore, Skrokwing
4	Extremely Dangerous Solo Adversaries: Dragon



BANDIT

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+0	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d6	1

Running rampant in the Mucklands, bandits take to highways and countrysides stealing and terrorizing. If they weren't born into harsh lives of crime and violence, they are washouts of the corporate industrial system, having abandoned poor wages and terrible dental plans to pilfer their keeps from others. Usually armed to the teeth with a variety of weapons and equipment, bandits are a force to be reckoned with. It's a good thing that many of them are locked in perpetual rivalries with each other.

Names: Skag, Drubber, Nice-Nice, Wheedle

ABILITIES

Ambush

The first phase of a Conflict with bandits is always Combat, followed by Parley, Improvise, and Run.

Hidden Archers

One third of a Group or Horde of bandits is made up of hidden archers. Perception Check to spot each archer, otherwise they can't be attacked.

Bandit Leader (C).

Has 2 Actions, +2 Attack, and inflicts 1d10 Dread.

SOCIAL

Bandits love money, items, or anything of value. They avoid fighting if possible, but are not afraid to battle if they have numbers or feel slighted. Bandits loath haughtiness, disrespect, and flashy displays of intelligence. Unless sufficiently intimidated, they rarely will leave empty-handed.

If bandits have a clear advantage, but are persuaded one way or another to back off, they likely follow the targets in secret, looking for an optimal time to steal or strike again.

COMBAT

Bandits rely on ambush to get the upper hand. Some of their number attack with bows from hidden positions at the strongest looking enemies, while others converge upon the weaker enemies with axes, swords and spears, etc. If present, a bandit leader barks orders from the back lines to coordinate the assault.

DEFEAT

Bandits scatter when they see that a battle is not going their way or, if possible, take a hostage. If their leader is subdued, or when their numbers are reduced to half, they make a Mettle Check or else flee/surrender.

VICTORY

When bandits are victorious, they take what they came for. They take anything shiny, but often overlook things like books or unassuming artifacts, regardless of their true value. Bandits rarely kill Defeated enemies who surrender, but take them for ransom.



BANDY CLAM

Level 1-5	Classes G, B, C	Wrangle	Attack	Defense
		1	+0	-2
Medium/Large, Group/Horde		Block	Dread	Actions
		0	1d6	1

A kind of clam that lives on land or, rather, under it. They have a spikey shell and boast several long, gummy, pink, tendrils that squirm up through the earth to snatch prey, pulling them down into the hungry bandy clam's horrible mouth.

Names: Dusty Grabber, Soil Spoiler, Gum Wrangler, Claptrap

ABILITIES

Gummy Tendrils

On a 9+ Hit, the target is **ENTANGLED** in gummy tendrils. After 3 consecutive rounds, the target is **ENGULFED**.

VULNERABILITIES

Bandy clams become deathly ill if they eat tomatoes. If exposed to a blazing hot sun, a bandy clam panics and digs to safety or else rapidly dries up and shrivels.

COMBAT

Bandy clams are ambush predators that ensnare and snatch their victims with long tendrils springing from the ground. Often the first strike is not lethal but trips up their prey so they can pull them into their mouths, deep below the ground.



BARBECUDAS

Small, Aquatic, Fast	Attack	Dread
	+2	1d8

Adorned with fiery magma scales, barbecudas swim in groups called batteries. They furiously circle their prey, creating a super-heated current hot enough to boil the water. Against weaker prey, like small fish, this is enough to quickly cook them alive.

ABILITIES

Battery Boil

Barbecudas circle their targets to heat up the water, inflicting Dread to all Close and Nearby targets.

VULNERABILITIES

Barbecudas freeze easily in cold temperatures and won't attack, expending all of their energy just to keep themselves warm.

CRAFTING

BBQ Barbecuea (Cooking)

Components: Barbecuea. Effect: Withstand extreme heat for a day and gain +5 Block against Dread from fire and heat effects for 1 hour.



BEAMKIN

Level 1–5	Classes B	Parley 2	Attack +0	Defense –1
Large/Huge, Solo/Group, Dwimmercrafty		Block 1	Dread 1d6	Actions 1

Sentient tree folk found in forests all over Eem—that is, if you look hard enough. Said to have birthed from the light of an ancient fallen star, it is unknown if beamkin reproduce or if they were all created at one moment in time. By daylight, they appear to be normal trees, but when dusk falls, beamkin reveal themselves and walk the woods, tending to the other trees and mingling with faerie folk. To travelers, this can have a rather spooky effect as the forest creaks and shifts, and paths through the woods change forever. Beamkin are also known for their deep, humming, communal songs that echo throughout the forest. A pleasant, comforting sound, it can also indicate to other beamkin that danger is afoot.

Names: Old Creaky, Arboran, Bloombough, Gnarlfoot

ABILITIES

Forest Army

Forest animals adore beamkin and willingly come to their aid. A swarm of forest animals acts as a creeper Adversary with +1 Attack and 1d8 Dread.

Kin Song

Once every Combat, may hum a communal song, which has a 3-in-6 chance to summon another beamkin to the area.

Rumbling Wood

Once every Combat, may hum a rumbling song that shakes and rattles the trees, dropping heavy branches on top of all Close and Nearby targets. Targets must make a 9+ Nimbleness Check or suffer 2d6 Dread.

VULNERABILITIES

All axes inflict double Dread to beamkin.

SOCIAL

In general, beamkin are benevolent creatures unless corrupted by some malignant force, a phenomenon that has become alarmingly common during the Dungeon Era. They respond well to generosity and kindness, and their interests lie with the natural world and preserving its beauty, grandeur, and power. They only align with a cause if they believe it is for the good of the world, unless manipulated. Beamkin detest smug tycoons and uncaring industrialists; even ignorant litterers will draw their great ire.

COMBAT

Beamkin are not particularly adept combatants, but they are large and strong, and pose a formidable threat when they call upon the might of the forest. Relying on their magical songs and the aid of animals, a Conflict with one beamkin can quickly turn into a fight against a forest army.

DEFEAT

Though righteous, beamkin only fight for a worthy cause and back down after a clear misunderstanding, or if fighting would only put their forests in more peril. When a beamkin perishes, beams of bright light escape from its mouth and eyes as it withers into an inert, hollow tree.

VICTORY

Beamkin are surprisingly stern to those who cross them. They believe that anyone who wishes to harm the sanctity of nature should face the consequences of nature. Just as a forest fire or flood cares not for its victims, the beamkin enact swift judgment.



BEEVIL

Level 1-8	Classes C	Parley	Attack	Defense
		2	+1	-1
Medium, Solo, Guards		Block	Dread	Actions
		1	1d6	2

Hailing originally from the realm of Shrym, beevils are a hardy species of subterranean insectoids that have slowly spread out, one by one, into the Mucklands by way of the Underlands. Curiously, every beevil believes himself to be of a royal line. They spend their days processing sand into glass to build their own personal castles and kingdoms where they hold court for fiefdoms of insects and other Underlands dwellers. Beevils often graft gems and suits of armor onto their shimmering carapaces, don capes, and even wear ornate crowns of glass. Though no formal society exists among them, they often negotiate, share resources and conduct minor skirmishes and jousts to claim supremacy over the small tracts of subterranean lands where they grow their small, beautiful empires.

Names: King Kez, Queen Alzabez, Emperor Zarl, Empress Orelleaz

ABILITIES

Army of One

May use one Action to make two Attacks with their weapons.

Royal Subjects

Once every Combat, may call upon an insect swarm for aid. It requires an Action to command each round. Roll 1d6 or choose the swarm:

- 1 Termites.** On a 9+ Hit, devours a *Mundane* weapon or item.
- 2 Fire Ants.** Automatically inflict 1d4 Dread to all enemies.
- 3 Bees.** On a 6+ Hit, the target is **STUNNED**.
- 4 Millipedes.** Secrete an itchy irritant that automatically inflicts Disadvantage on PC Attacks.
- 5 Spiders.** On a 6+ Hit, the target is **ENTANGLED**.
- 6 Beetles.** Inflict 1d12 Dread to a target.

SOCIAL

All beevils regard themselves as royalty and the use of such words as highness, eminence, master, mistress and other terms associated with noble courts are bound to gain their favor and respect. They enjoy and often expect tribute, and are pleased by obsequious jesters and fools. However, if one were to scoff at their regal claim, or address them as any old peasant, a beevil might retaliate with hostility.

COMBAT

In a beevil's mind they are a kingdom unto themselves and fight for it fiercely. They target the most "noble" looking targets, and wield as many as four weapons at once. Beevils also unleash their insectoid subjects, commanding them to attack and harry ranged attackers or magic users.

DEFEAT

Beevils accept defeat nobly in most cases, honored to meet a worthy opponent. If particularly impressed by someone truly worthy and regal, they may even go so far as to declare an alliance or fealty to the victor. Conversely, a beevil that has been bested through wily or nefarious means will declare the PCs mortal enemies.

VICTORY

Beevils take prisoners, usually to a dungeon built for this exact purpose, where the PCs must await a trial before the beevil and a court of insects.



BLEMMY

Level 1–8	Classes B, C	Parley	Attack	Defense
		1	+2	-1
Large, Solo, Fast		Block	Dread	Actions
		0	1d8	2

Blemmies are hulking, hairy, headless humanoids, the size of a bear on its hind legs. They have a grotesque face with bulging eyes, a bulbous nose, and a toothy maw sitting squarely on their chest. Though a blemmy's head is technically very large, their brains are pea-sized and they speak in simple phrases and grunts. Their emotions oscillate wildly from anger to sadness to manic giddiness. Blemmies dwell in caves and very rarely commune with others of their kind, preferring to stalk the night alone, stealing livestock and, sometimes, even people right out from their homes.

Names: Zorb, Orenga, Torwood, Burdy

ABILITIES

Gnash

On a Critical Miss against the blemmy, it may swallow or break the attacker's weapon, or inflict Dread.

Grapple

A blemmy gains Advantage when grappling. On a 9+ Hit, the PC is **ENTANGLED** in a headlock or hold, and suffers 1d6 **ONGOING DREAD**. The blemmy can still attack another target while grappling, but can only grapple one at a time.

VULNERABILITIES

Never once has a blemmy learned to swim. They detest any standing water and won't cross even the smallest stream.

SOCIAL

Blemmies are not very intelligent but can still be bartered with. Unfortunately, what blemmies often want is outlandish, like all the treasure in the world, or a pet skrokwing. Or their desires are depraved: kidnapping folk, murdering livestock, and watching their prey cry and wail in their torment. Because of their pea-sized brains, blemmies can easily be deceived—but woe to the adventurer who crosses a blemmy who eventually discovers they have been duped.

COMBAT

Blemmies stubbornly focus on a single target or objective. Despite their size and strength, they would rather capture an easy target than stand toe-to-toe with a formidable opponent. They never stand and fight if terribly outnumbered or the fight isn't going their way.

DEFEAT

Blemmies do not take defeat well, blubbing and stuttering almost unintelligibly. They are always looking for a way out to dash off and escape. Really making them comply requires an Intimidate Check.

VICTORY

Victorious blemmies steal valuables and/or capture an individual that they find beautiful or affable, before returning to their secret lair.



BLINKING CAVE-INCHERS

<i>Tiny</i>	Attack	Dread
	+1	1d6

These little Underlands worms are known for their single, glowing blue eye, which they use to communicate in rather beautiful blinking light shows. But they are quite dangerous if approached. Their translucent spittle, which they squirt in the face of predators, is highly acidic and known to blind hapless miners.

ABILITIES

Acid Squirt

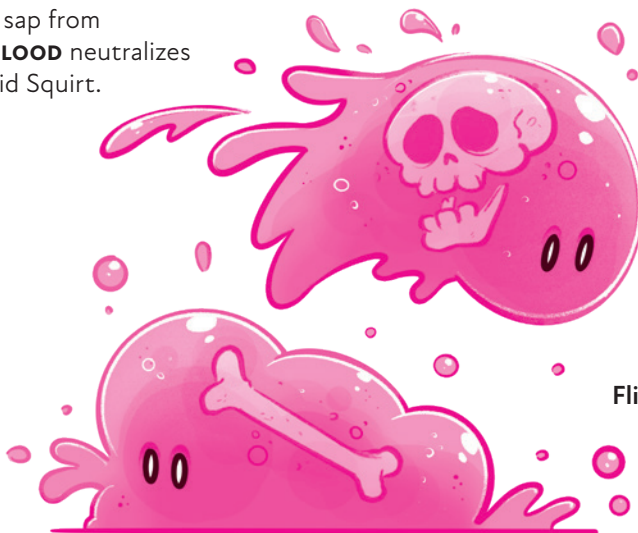
On a 9+ Hit, the target must make a Vitality Check:



- 1-2** Target is **BLINDED** for the session and suffers +1d6 Dread.
- 3-5** Target is **BLINDED** for the Conflict and suffers +1d6 Dread.
- 6-8** Target suffers +1d6 Dread.
- 9+** Target suffers Dread normally.

VULNERABILITIES

The red sap from **ETTINSBLOOD** neutralizes their Acid Squirt.



BLORP

Level 1-3	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	-1
Small/Medium, Group		Block	Dread	Actions
		0	1d6	2

These slimy oddities are a kind of mold organism that proliferate in musty dungeons and humid swamps. Blorps can split themselves into two separate organisms, spreading quickly if unchecked. In some cases, blorps shape themselves into the forms of other wildlife in order to blend into their habitat. They then use their strength-sapping slime to render prey weak and feeble.

Names: Splitter, Flytrap, Sticker, Doppelgang

ABILITIES

Multiply

At will or when reduced to 0 Courage, a blorp splits into two blorps. Their original Adversary Class reduces a step: a Champion becomes two Bruisers, and a Bruiser becomes two Goons. A Goon reduced to 0 Courage is Defeated.

Sticky Slime

Once every round, on a 9+ Hit, the target becomes **ENTANGLED**.

Sap Vigor

May suck the life force out of an **ENTANGLED** target, inflicting -1 Vigor for the session (Vitality Check to resist) and healing the blorp for 2d6 Courage.

VULNERABILITIES

Blorps have an aversion to stone, sand, and rocks. These minerals tend to stick and weigh them down, sometimes completely immobilizing them.

COMBAT

Blorps try to sap the biggest foes of their strength. At times they will even split themselves in two in order to encircle and overwhelm their enemies. If heavily damaged, blorps start to lose their form and melt into a slime puddle, easing their escape into small crevices.

CRAFTING

Flimflam Putty (Alchemy)

Components: Blorp Slime + **BOG SQUID**. Effect: May be molded into any (0) Slot *Mundane* item for the session.

BLYNX

Level 5-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	-2
Large, Solo		Block	Dread	Actions
		0	1d10	3

These nigh-invisible great cats are some of the most dangerous predators in the Mucklands. Tales tell of murderous mountain ghosts who feed on crag lizards, ettins, and wayward travelers. But in fact, it is the blynx, a solitary, horse-sized cat with teeth and claws like knives. They hunt by the light of the moon, and roam the craggy outcrops of hills and mountain ranges, unseen.

Names: Shadow, Ol' Slinker, Spiritfang, Whisptail

ABILITIES

Invisible Stalker

Attackers can only attack a blynx that has already revealed its location. Even after a blynx reveals itself, all Attacks against it suffer Disadvantage.

Rake

On a Critical Hit, the target suffers **BLEEDING**.

Vanish and Strike

Once every Combat, when an attacker gets a Hit with a Counterattack against the blynx, the blynx may vanish to avoid the Dread, then reappear to Counterattack.

VULNERABILITIES

Environmental circumstances that cause their bodies to become visible (mud, snow, rain, dust) make them skittish. If they see themselves, or believe they are clearly seen, they make a Mettle Check, or else flee.

COMBAT

Blynx are highly aggressive. They pounce on the smallest, weakest prey and avoid larger targets if possible. However, they are not afraid to attack a mighty warrior who looks appetizing. Since few blynx have ever been bested in the wild, they tend not to run until they have scored a meal.



BOGRILLIAN TORTOISE

Level 1-6	Classes B, C	Wrangle	Attack	Defense
		1	+0	-1
Large, Solo/Group		Block	Dread	Actions
		1	1d6	1

Large and sturdy, these famous tortoises have a long standing tradition of companionship with the bogrils of the rivers and swamps. The two species have lived together over thousands of years, and the tortoises even adapted to the water where ancient bogrils used them as floating pack animals. Today, the Bulwarks of the Mucklands famously ride the tortoises as noble steeds, and together they protect the trade roads of the realm.

Names: Moss Wagger, Dusty, Treebones, Old Feller

ABILITIES

Stalwart Defender

Twice every Combat, may Block 1d6 Dread.

Shell Ram

Once every Combat, may charge and attack a Nearby or Faraway target, inflicting +5 Dread.

VULNERABILITIES

Bogrillian tortoises are wired to trust almost any bogril. Being heavy critters, they are only capable of sprinting in short bursts.

COMBAT

Bogrillian tortoises square off fearlessly with the physically largest threat to show their dominance, slamming their massive shells into them with reckless abandon. If defeat seems imminent, they retreat inside their shell and hope for the best.



BOGSNAP

Level 1–8	Classes B	Wrangle	Attack	Defense
		1	+2	+2
Large, Solo/Group		Block	Dread	Actions
		0	1d10	2

A large carnivorous plant that hides its toothy maw behind a veil of beautiful pink petals—almost identical to the giant mucktongue flower. Their mouths grow so wide and malleable that they can devour a rider and its horse in one gulp. Even if the lightning fast snap of its trapjaws misses its target, the plant monster has prickly vines that flail, grab, and constrict.

Names: Tendrilla, Venomvine, Toothbloom, Snatchpetal

ABILITIES

Lightning Snap

The first phase of a Conflict with a bogsnap is Combat, followed by Wrangle, Improvise, and Run. A bogsnap attacks first in the first round.

Toothy Maw

May make a Toothy Maw Attack. On a Critical Hit, the target is **ENGULFED**.

Prickly Vines

Once every round, may make a Prickly Vines Attack against a random Close or Nearby target. On a Critical Hit, the target is **ENTANGLED**.

VULNERABILITIES

Bogsnap intake their water slowly through their prey and dislike oversaturation in their soil. They retract and shut their mouths if met with large quantities of liquid.

COMBAT

Bogsnap ambush unsuspecting travelers without warning. Although they have naturally evolved to look like the giant mucktongue flower, they also grow and hide behind trees, bushes and underbrush. Their prickly vines, while effective, flail without precision. If starving, bogsnap can even unroot themselves and shamble to catch prey.



BOUNTY HUNTER

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+1	-1
Folk, Solo/Group		Block	Dread	Actions
		0	1d10	2

The last thing any fugitive wants is a bounty hunter on their tail. Masters of finding people who don't want to be found, bounty hunters are often former soldiers or guards with a flare for detective work, tracking, and using informants. Many bounty hunters in the Mucklands answer to a guild where they receive jobs and pay a percentage of their earnings. But the most famous hunters usually work for themselves.

Names: Kurdok, Kade, Deathwheel, Lady Manus

ABILITIES

Well Prepared

For Goons and Bruisers, roll 1d4. For Champions, roll 2d4:

- Repeating Crossbow.** Once every round, may make two ranged Attacks as one Action.
- Whirling Bolas.** Twice every Combat, may throw bolas. On a 6+ Hit, the target is **ENTANGLED**.
- Loyal Pard.** The bounty hunter has a loyal Mercenary Goon partner.
- Trapper.** The bounty hunter has set up a snare trap. Once per Combat, all targets in a chosen range band suffer 2d6 Dread and become **ENTANGLED** (Nimbleness Check to resist).

Quick and the Dead

Always acts first in Combat, overriding any similar abilities.

Shackle

May arrest a Close target by binding them in shackles. The target makes a Might Check to resist. On a 5-, they are shackled and detained.

SOCIAL

Bounty hunters are loners who dedicate themselves to traveling long distances and sifting through the underbelly of society looking for fugitives. Due to their gruff demeanors and ruthless reputations, most folk give bounty hunters a wide berth. Bounty hunters often intimidate rather than outright kill their enemies. After all, it is more profitable to bring in a bounty alive than

dead. But they are unlikely to dishonor a contract by accepting bribes or pleas for mercy. It's a rare hunter who will allow their heart strings to be tugged with blubbing sob stories.

COMBAT

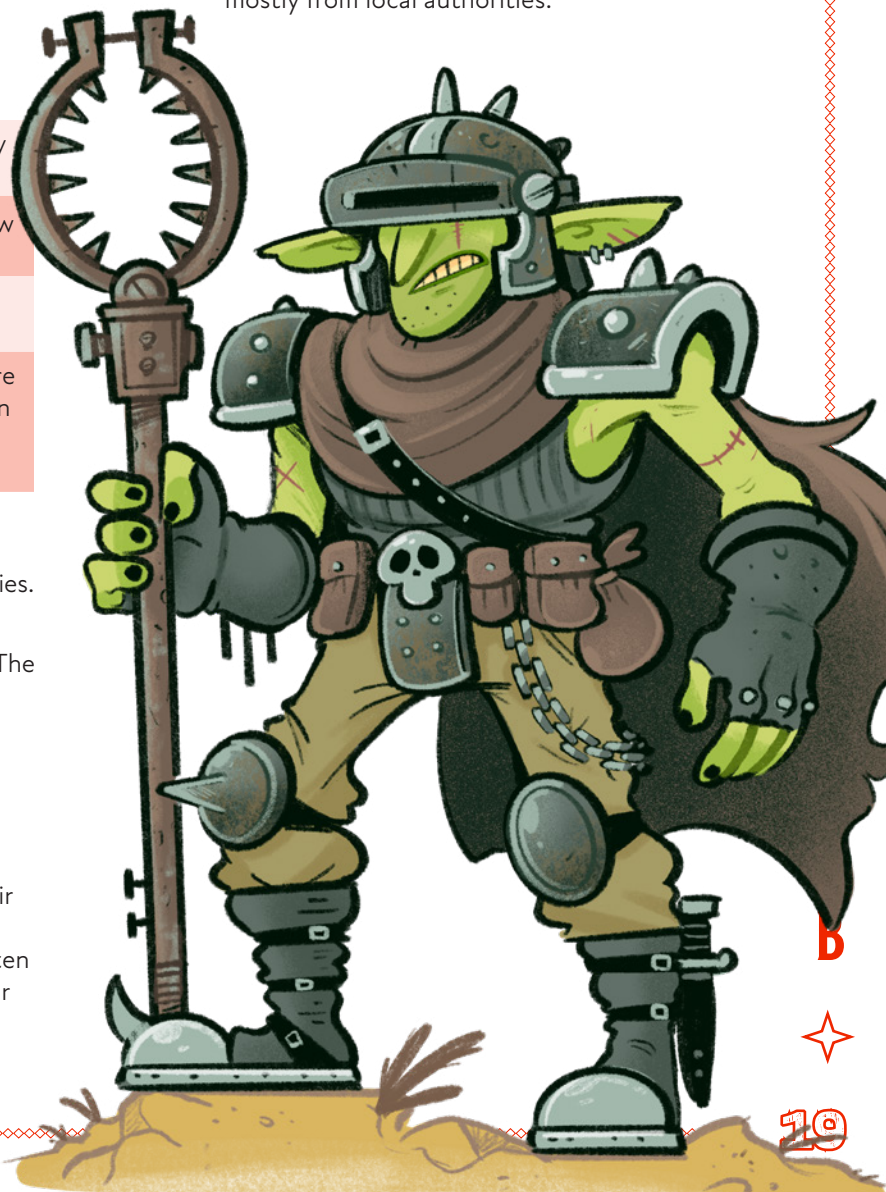
Bounty hunters are seasoned warriors and use an array of weapons (melee and ranged) and tricks to catch fugitives. They rarely attack without strategy and preparation, preferring to ambush when their targets are indisposed or relaxed. Hunters strike fast and focus on subduing or eliminating their primary target as the contract dictates.

DEFEAT

Bounty Hunters don't stick around if things go sideways. Goons and Bruisers cut their losses to look for an easier target. Champions retreat to lick their wounds and return at a later time to finish the job.

VICTORY

Bounty Hunters are rarely hired to bring in a corpse. They want prisoners so they can earn their pay, mostly from local authorities.



BRAMBLEBEE

Level 1-6	Classes G, B, C	Parley	Attack	Defense
		1	+0	-1
Medium, Horde		Block	Dread	Actions
		0	1d8	1

The size of vultures, bramblebees are feared for their painful sting that burns like a white hot heat. They live in thorny hive domes made of **THROWWEED** or **CREEP THISTLE**. In fact, bramblebees are the largest proliferators of both plants throughout the Mucklands due to their pollination. A typical hive, which looks like a wild spherical maze of bramble, houses around thirty bees packed in tight, all buzzing in a deafening chorus (though some hives have been known to house hundreds).

Names: Zee, Burz, Wuzz, Zurb

ABILITIES

Burning Sting

On a Dread roll of 6, roll another 1d6 Dread. If two or more 6s are rolled in a row, the target swells up and is **SLOWED** for the session.

Queen Bee (C)

One queen per hive. Once every Conflict, may **ENSORCELL** all Close, Nearby, and Faraway targets (Mettle Check to resist).

VULNERABILITIES

Bramblebees are highly susceptible to **WEEPING ICHOR**, which causes them great illness.

SOCIAL

Bramblebees possess an insectoid hive mind mentality, wanting only what is best for their hives and their beloved queen. They bargain on behalf of the queen and the expansion and preservation of their hive. Bramblebees, especially queens, are great lovers of rare flowers, sweets, and gestures of submission. They absolutely detest liars and entitled folk who make demands.

COMBAT

Bramblebees swarm individual targets in groups of three or more, stabbing with their stingers. They are relentless in their pursuit of weakened enemies.

DEFEAT

Bramblebees retreat to the safety of their hives if their numbers are halved. Under no circumstances do they give up their hive or queen, but they'll relinquish items willingly.

VICTORY

The primary goal of bramblebees is to neutralize threats, but they have been known to take shiny items to present to the queen.

CRAFTING

Bramblebee Honey Dish (Cooking)

Components: Bramblebee Honey + any Cooking recipe. Effect: In addition to the food's normal effects, it grants +3 Courage for the session.



BRAYING SABERFISH

Level 1-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	+0
Large/Huge, Solo, Aquatic		Block	Dread	Actions
		0	1d10	2

Fearsome, predatory stalkers with huge, saber-like teeth and a distinct guttural braying noise when they open their giant mouths. Dwelling in deep waters (fresh and salt), they hide under fishing boats waiting to drag in fishers by the hook.

Names: Snapjaw, Saberfang, Howler, Jabbermaw

ABILITIES

Saber Teeth

On a Critical Hit, the target suffers **BLEEDING** and must Resist Wounds.

Gulp

If a braying saberfish Hits a **BLEEDING** target they become **ENGULFED**.

VULNERABILITIES

Saberfish have a natural fear of gators and liger sharks, swimming away if they believe such critters are nearby. They also love slurpworms, and will abandon everything to devour them.

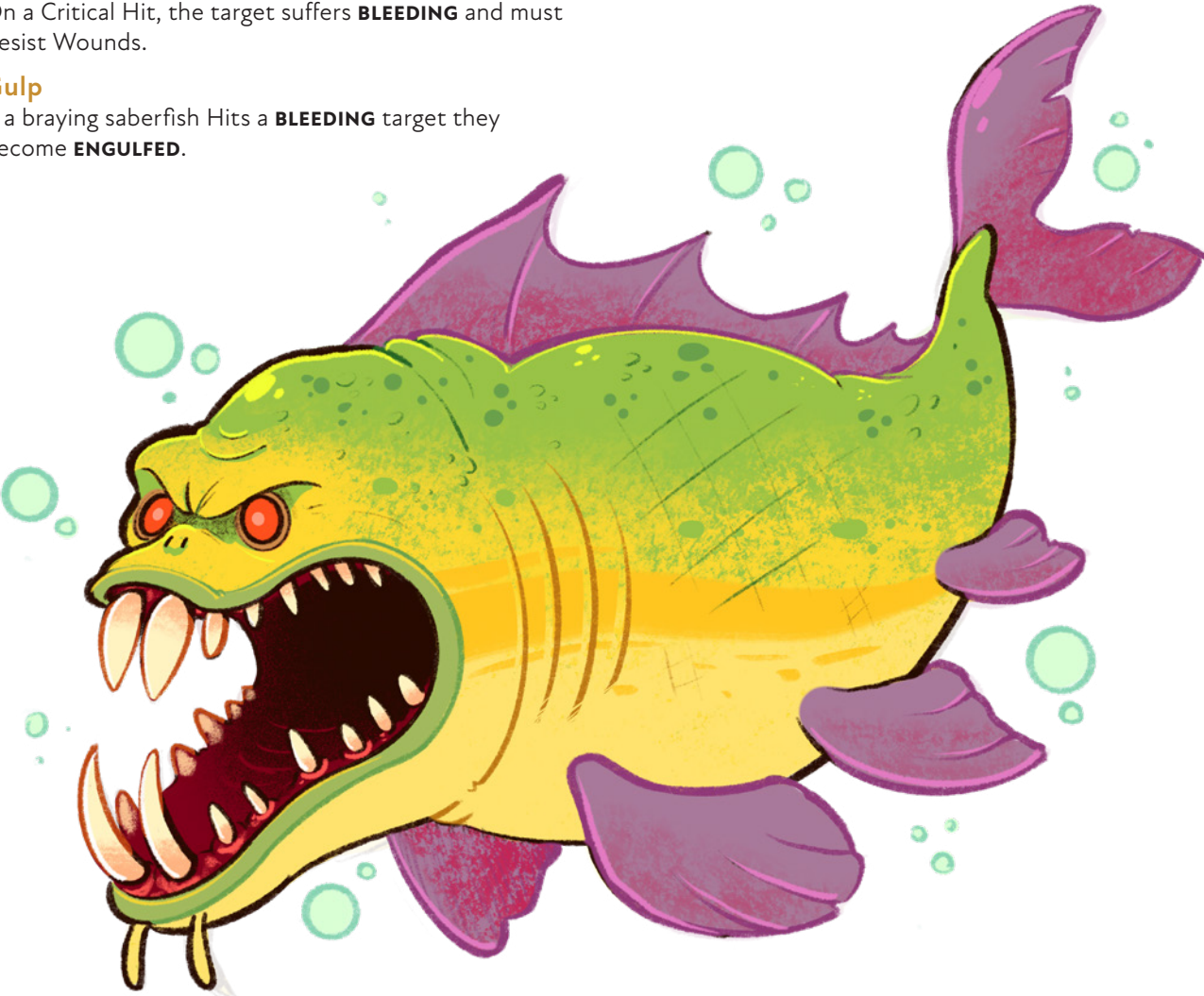
COMBAT

A braying saberfish is a stalker, sometimes hunting boats for hours before striking. They prefer not to duke it out with their prey, preferring *Small* targets and those who flee. Once a braying saberfish gulps someone, they retreat to the water's depths to finish digesting.

CRAFTING

Braised Saberfish (Cooking )

Components: Saberfish Fillet. Effect: Gourmet Rations that heal 2 Courage.



BUBBLEGOOSE

Level 1-3	Classes B, C	Wrangle	Attack	Defense
		1	+1	-1
Medium, Solo/Group, Aquatic		Block	Dread	Actions
		0	1d8	1

Round jellyfish with long goose-like necks and heads that glow with vibrant colors on the waves at night. Using their glittering light to lure prey, they sting with their poison beak, which swells their victims so badly that they float to the surface. Resourceful fishers follow the glow of bubblegeese to find their daily catch.

Names: Glittersquid, Stingwhistle, The Glow, Bubblebeak

ABILITIES

Bubble Sting

On a 9+ Hit, the target becomes **POISONED** and one of their arms or legs swells like a balloon for 1d4 hours. This makes the target rise to the surface of the water, and all attempts to resist it suffer Disadvantage. Additionally, items held in a ballooned hand are dropped.

Bubble Storm

Once every Combat, may create a storm of bubbles by violently spinning their tendrils. All Close and Nearby characters are **BLINDED** and ranged Attacks against the bubblegoose suffer Disadvantage.

VULNERABILITIES

Bubblegeese fear narwhalruses and other whales who prey on them. They are incredibly frightened of whale songs. Bubblegeese are also highly allergic to asparagoose pee, which coincidentally cures the poison of their sting.

COMBAT

Bubblegeese sting hands and feet to incapacitate their foes and force them to the water's surface. Anyone incapacitated in this way is then targeted by all bubblegeese in a group frenzy. When surrounded, they create a storm of bubbles to either protect themselves in battle or to escape.

CRAFTING

Swell Juice (Alchemy)

Components: Bubblegoose Venom. Effect: Apply to a weapon. On a 6+ Hit, target's limb swells like a balloon. The affected limb inflates and floats on water and can't be used for 1d4 hours.



CAKLETRICE

Level 3–8	Classes B, C	Parley	Attack	Defense
		2	+1	+0
Large, Solo		Block	Dread	Actions
		0	1d8	2

Tittering in dark caves and forgotten groves, a cackletrice peers from hidden places with twinkling eyes, awaiting a captive audience. Half-bird and half-devilish lizard, the dreaded cackletrice is cursed with a most terrible power to induce mad, uncontrollable laughter in anyone hearing its jokes. The laughter is so intense and violent it can drive the victim mad or even kill them from extreme exhaustion.

Names: Lullrackle, Gigglefeet, Dreadgag, Howlerbeak

ABILITIES

Mad Cackle

May target an enemy with a joke. Even the most hacky, unfunny knock-knock joke requires a Mettle Check:

1–2	Target’s body goes rigid with laughter and they begin losing their mind. After 1d4 rounds, roll to Defy Death.
3–5	Target is PARALYZED and WEAKENED with violent, uncontrollable laughter.
6–8	Target can’t stop laughing and is WEAKENED .
9–11	Target chuckles a little bit.
12+	None of this is funny, and the target is immune to the cackletrice’s jokes for the remainder of the session.

SOCIAL

Cackletrices enjoy humor because, for them, laughter leads to a fresh meal. In fact, they associate all entertainment with food. So, of course, they salivate for bards—especially those with a comedic bent. Provided a sufficiently humorous joke or situation, a cackletrice sometimes forgets its appetite altogether and revels in its amusement, cackling and clucking for minutes on end. On the other hand, cackletrices detest seriousness. Serious folk and topics turn them off and turn their stomachs. Sadness and despair can make a cackletrice angry, if not dry heave and puke.

VULNERABILITIES

Earnest, encouraging words that heal Courage (from Class Abilities and such) instead inflict Dread to cackletrices.

COMBAT

Cackletrices are not exactly fearsome combatants, having clumsy legs and bulbous bodies. Instead they rely on a constant string of jokes and sarcastic insults to keep their enemies off balance and incapacitated. GMs may find it helpful to have a list of jokes handy.

DEFEAT

Cackletrices find everything funny until it just isn’t anymore. When reduced to less than 5 Courage, the twinkle in its eye disappears and the jokes of the cackletrice are powerless. The beast attempts to scamper away, clucking and cooing in fear. If cornered, cackletrices nervously laugh and chitter, parting with information or treasure to survive.

VICTORY

Cackletrices delight in provoking their prey’s mad laughter: it makes them taste all the better. Should a cackletrice be victorious, expect them to “fatten up” prey with jokes, feeding upon the most giggly first.



CAIRN STINGERS

<i>Tiny, Flying</i>	Attack	Dread
	+2	1d4

These flying insects possess a poisonous sting and tend to dwell near ruins and standing rocks where they build mossy nests in the shade. Their wings make a distinct hissing sound like a snake as they swarm in great oscillating clouds.

ABILITIES

Poison Sting

On a 9+ Hit, the target is **POISONED**.

VULNERABILITIES

Cairn stingers can be repelled by anything with a strong odor like perfume or pungent farts.



CANKERBOAR

Level 1-6	Classes B, C	Wrangle	Attack	Defense
		1	+2	+0
<i>Medium, Solo/Group</i>		Block	Dread	Actions
		1	1d10	1

Festering beasts, plagued with a mysterious disease at birth that covers their wiry-haired bodies with cankers that weep black ichor. This plague is thought to make the critters especially ornery and aggressive. The ichor itself is a component in witch wax, a dangerous ointment used to augment one's abilities, but often at a terrible cost. Harvesting their sores exacerbates their already temperamental nature.

Names: Rotbelly, Stinksnout, Gunktusk, Big Slopper

ABILITIES

Cantankerous Tusks

On a 9+ Hit, the target must make a Vitality Check to resist infection that inflicts -3 Charm until cured, and draws the attention of witches looking to collect the ichor.

Gore

May charge and attack a Nearby or Faraway target with Advantage. On a Critical Hit, the target suffers **BLEEDING**.

VULNERABILITIES

Cankerboars are hateful, angry critters and frightful to look upon; but deep in their hearts, they want only to be left alone or loved. If one braves the hostility and offers true kindness with respect and, perhaps, food, the cankerboar could be pacified.

COMBAT

Cankerboars are vicious and strike out at every enemy they face at least once to pass on their affliction. They prefer to charge at all foes, running to and fro like a wild bull, and they are relentless attackers, never fleeing from a fight.

CRAFTING

Witch Wax (Alchemy)

Components: Cankerboar Ichor + 3 melted pouches of Gold Coins.
Effect: Permanently increases a Skill by +1, but permanently reduces Courage by 1d4. May only be done once, and can't be reversed.



CATTYPILLAR

Level 1–4	Classes B	Wrangle	Attack	Defense
		2	+1	-1
Small, Solo		Block	Dread	Actions
		0	1d6	1

This fluffy six-legged feline faerie critter is a wily—albeit lower tier—predator that dwells primarily in forests. With an ability to teleport several feet away, they are highly feared by forest boggles, faeries, and other tiny creatures. However, they are often tamed by the very same creatures as pets and mounts. Gnomes, witches, and warlocks also have an affinity for cattypillar familiars whose antennae are especially attuned to perceive the furtive patter of approaching threats.

Names: Pouncer, Shadow Lily, Mr. Snarls, Wuzzel

ABILITIES

Faerie Antennae

A cattypillar's antennae possess a kind of danger sense, able to detect the presence of other creatures. All Sneak Checks in their presence suffer Disadvantage.

Blink

Attacks against cattypillars suffer Disadvantage because they can teleport anywhere Nearby at will. This makes it impossible to **ENTANGLE** them unless they are at 1-Courage, at which point they lose the ability to Blink.

VULNERABILITIES

Cattypillars are easily distracted by little toys, insects, and other *Small* and *Tiny* prey.

COMBAT

Unless they are a witch's familiar or the pet of someone nasty, cattypillars never attack *Big* humanoids in the wild. However, hungry cattypillars love going after boggles, quortles, and other *Small* creatures (they know better not to attack gnomes). They use Blink to claw and then avoid incoming attacks. Cattypillars are not ones to fight toe to toe in a slugfest, and will blink up a tree if bested.



CENTAUR

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Medium/Large, Solo/Group, Fast		Block	Dread	Actions
		0	1d8	1

A species of half-deer faerie folk that historically keep to themselves in small clans, deep within hidden gullies and secret forest glades. In modern times, centaurs have a reputation for warlike behavior, but this is merely a result of a small minority of aggressive clans interacting with travelers. In fact, most centaurs are welcoming merrymakers that love nothing more than singing and dancing until the wee hours of night.

Names: Ruella, Trodder, Shandrina, Gartag

ABILITIES

Trample

Once every Combat, may attack 1d4+1 Close targets.

Dance Battle (C)

During Parley, a centaur may invoke a dance battle, in which the two opposing sides must perform a “clogging” routine in front of a judge. There are 3 rounds that test Nimbleness, Athletics, and Charm, respectively. The loser must accept the negotiation terms or face war. Centaurs may roll with Advantage during one of the rounds.

VULNERABILITIES

Ranged weapons inflict +2 Dread against centaurs.

SOCIAL

Mass tree-felling during the Dungeon Era displaced many centaurs who became bitter, angry creatures that despise intruders. These centaurs are uptight and aloof, if not hostile to outsiders. They are highly serious and treat all conversations as war diplomacy.

On the other side of the spectrum are

the more numerous, but less visible, centaurs of a more merry disposition. They may even cautiously welcome outsiders to partake in their merriment. One custom shared by all centaurs is that they settle non-violent conflicts by engaging in highly competitive dance battles, in a magnificent display of tapping and clogging.

COMBAT

As naturally born cavalry, centaurs form battle lines and charge their enemies, while archers rain volleys from behind. In melee, they trample, kick and buck, in an effort to corral their opponents and surround them. Others use their surroundings to hide and strike with bows from cover.

DEFEAT

Centaurs usually yield if Defeated. Even the grimmest, most dastardly centaur may display honor in defeat.

VICTORY

Centaurs take prisoners and conduct trials that often include Dance Battles. Should the prisoner be deemed innocent, they are released in friendship. But if deemed guilty, they are imprisoned or banished to perilous lands.



CHIMERA

Level 5-10	Classes B, C	Parley	Attack	Defense
		2	+2	-1
Large, Solo, Fast		Block	Dread	Actions
		0	1d10	3

Mighty beasts most common to the realm of Shrym, chimeras are known to migrate to other realms when one of their three heads wins the argument to do so. Between the lion, the goat and the snake, each head often bickers that one has more opportunity than the other. Where the lion may want to snack on a wayward adventurer, the goat may want to search for four-leaf clovers, all while the hissing snake complains they can barely see a thing—since they're the tail. This has led to many chimeras adopting a voting system to make their decisions, which they take very seriously, and will silence any interrupters so a proper vote can be cast.

Names: Charlarang, Recklaw, Grumblor, Sheerla

ABILITIES

Chimera Heads

When a chimera attacks, roll 1d6 to determine an extra benefit:

- Lion Heart.** On a 6+ Hit, gain 1d6 Courage.
- Lion Bite.** +3 Dread.
- Goat Horns.** Gain Advantage on the next Attack.
- Goat Scream.** Target suffers +2 Defense for a round.
- Snake Speed.** Gain -1 Defense for a round.
- Snake Bite.** Target is **POISONED**.

Deafening Roar

During Combat, the lion's constant roar is so loud that anyone within Faraway range is **DEAFENED**.

VULNERABILITIES

On a Critical Miss, the chimera loses an Action that round due to disagreement.

SOCIAL

The three heads of a chimera think entirely independently and rarely see eye to eye. They are

notoriously squabbly and often have to put things to a vote. The lion head usually thinks with its stomach, the goat head is emotional and thinks with its heart, and the snake head yearns for power and riches. What they dislike more than each other are know-it-alls who think they have all the answers.

COMBAT

Chimeras fight ferociously when challenged, rarely backing down. They are likely to split their attention to three targets at once: this might appear as strategic, but it's more likely they just can't agree on who to attack.

DEFEAT

Chimeras blame each other for losing, often forgetting their imminent danger. If forced to flee, they clamber off to some remote crag or forgotten gully to yell at each other.

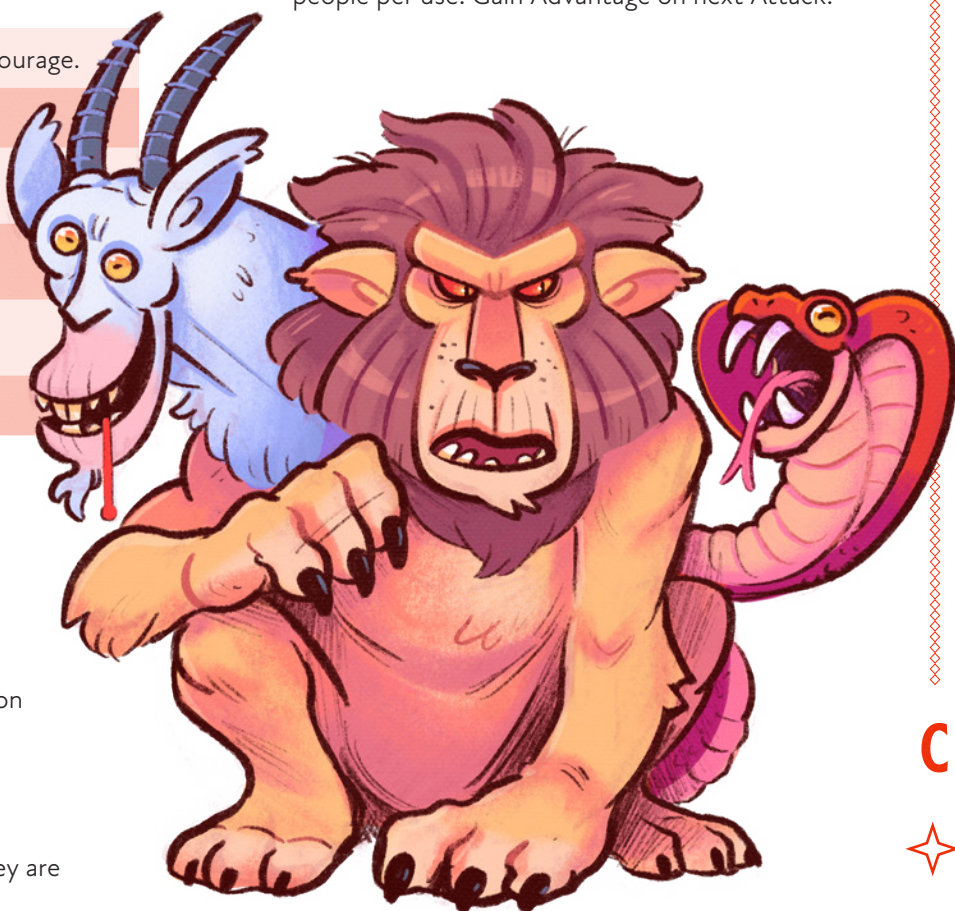
VICTORY

Chimeras love to gloat, especially the head who is vindicated for their successful course of action. Luckily for PCs still in one piece, they just might have a chance to sneak away as the creature argues over who gets to eat what.

CRAFTING

Chimera Goat Cheese (Cooking)

Components: Chimera Goat Milk. Effect: Feeds +2 people per use. Gain Advantage on next Attack.



CHIRRUP

Level 1-3	Classes G, B	Wrangle	Attack	Defense
		1	+1	-2
Small, Group		Block	Dread	Actions
		0	1d6	1

These six-legged fox faerie critters thrive in remote forests and fens, delighting in mischief. The chirp of a chirrup is considered an ill-omen by travelers who suddenly find themselves lost, their food and water missing, or other unfortunate turns. Goblins and boggarts believe that chirrups are forest devils who live to erode the progress of industrialization and civilization.

Names: Lyppa, Tojee, Wakka, Teef

ABILITIES

Dazzling Chirp

Chirrups make a unique chirping sound that compels people to chase them. All Close, Nearby, Faraway and Distant targets must make a Mettle Check to resist chasing the chirrup. On a 5-, they suffer a Bump in the Road (see Travel Checks in Core Rulebook), which leads to a *Group* of chirrups or perhaps another creature who keeps chirrup minions.

Pack Mentality

When chirrups outnumber their opponents, they roll Dread with Advantage. In addition, running from chirrups suffers Disadvantage.

VULNERABILITIES

Wise travelers pack bundles of **THRONGWEED** to keep chirrups away, as the critters find the scent revolting.

COMBAT

After compelling foes to chase them, chirrups attack, having led their victims back to more chirrups. They circle their prey and try to weaken the strongest foe. They are usually content with stealing food and *Magic* items off the bodies of unconscious prey, rather than continuing to fight.

CRAFTING

Dazzle Powder (Alchemy)

Components: Chirrup Whiskers + **PINDERSNAP TWINKLE**.
Throw: On a 6+ Hit, a Goon or Bruiser is **STUNNED** for 1d4+1 rounds.



CHROMADYTE

Level 1–5	Classes B, C	Parley	Attack	Defense
		1	+1	-1
Medium/Large, Solo/Group		Block	Dread	Actions
		1	1d6	1

Colorful, spiky creatures made of hard crystal that dwell in the Underlands, protecting the earth's minerals. They bear no facial features except for a crack-like mouth. Born from a crystalline rock that becomes their abdomen and sprouts a torso and limbs over time, chromadytes grow into various shapes and sizes, and no two are alike.

Names: Krkk, Rak, Koom, Pok

ABILITIES

Crystalline Skin

Bladed and ranged weapons inflict half Dread against chromadytes.

Crystalize

On a Critical Hit, the target becomes **PARALYZED** as they begin turning into a crystal statue (Vitality Check to resist). If they fail 3 subsequent Vitality Checks, they are crystalized permanently. A chromadyte may partially undo this effect, but the victim is left with skin of hard crystal (+1 Block, -1 Defense, Athletics, Charm, Nimbleness, and Sneak).

VULNERABILITIES

Blunt weapons inflict double Dread against chromadytes.

SOCIAL

Chromadytes are generally a peaceful species, only interested in the preservation of the Underlands, specifically precious crystals, rocks, and gems. They are keen to accept gifts of such minerals, so they may plant them back into the earth. Anyone who tunnels, digs, or destroys their territory is bound to meet their ire.

COMBAT

Chromadytes strike with the crystalline spikes sprouting from their bodies. They focus on anyone carrying

pickaxes, shovels, hard hats—all the accoutrements of miners and dungeoneers. Their aim is to crystalize and subdue particularly brazen intruders and interlopers.

DEFEAT

Chromadytes who witness the defeat of a chromadyte Champion stop everything and rush to pick up the shattered pieces. If a group of chromadytes is Defeated, or if the odds prevent them from recovering their comrades, they begrudgingly comply with the victors.

VICTORY

Chromadytes crystalize their Defeated foes and leave them in the Underlands as punishment and a warning to others.

CRAFTING

[Crystalline] Armor Trait (Crafting )

Components: Chromadyte Dust + any crafted Heavy Armor recipe. Effect: Armor gains an additional trait—[crystalline] +1 Block.



CLUNCH DRAGON



Level 4-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	-1
Huge, Solo		Block	Dread	Actions
		1	1d10	2

Sometimes called a slarm-eel, a clunch dragon isn't an actual dragon. However, it is one of the longest beasts in the world—its scaled, coiling body stretches over a hundred feet in some cases. Though large and menacing, clunch dragons are not very majestic, being wormy, grimy critters with stubby limbs, who prefer the hot, dark stickiness of muck to clear water. They are like great coiled worms slumbering in swamp, decay, refuse, sewage, and industrial waste, until the cover of night, when they slink from mud pool to mud pool searching for prey.

Names: Muckwaller, Gunkfang, The Coil, Inkwriggle

ABILITIES

Coiling Body

Movement Checks to maneuver around and near a clunch dragon suffer Disadvantage.

Constrict

May make a Constrict Attack. On a 9+ Hit, the target becomes **ENTANGLED**, inflicting 1d6 **ONGOING DREAD**. If there is water, muck, or similar around, the target is **ENGULFED** instead on the following round. May have two targets **ENTANGLED** or **ENGULFED** at a time.

Scalding Spray

Once every Combat, may attack all Close and Nearby targets with a scalding hot spray.

Submerge

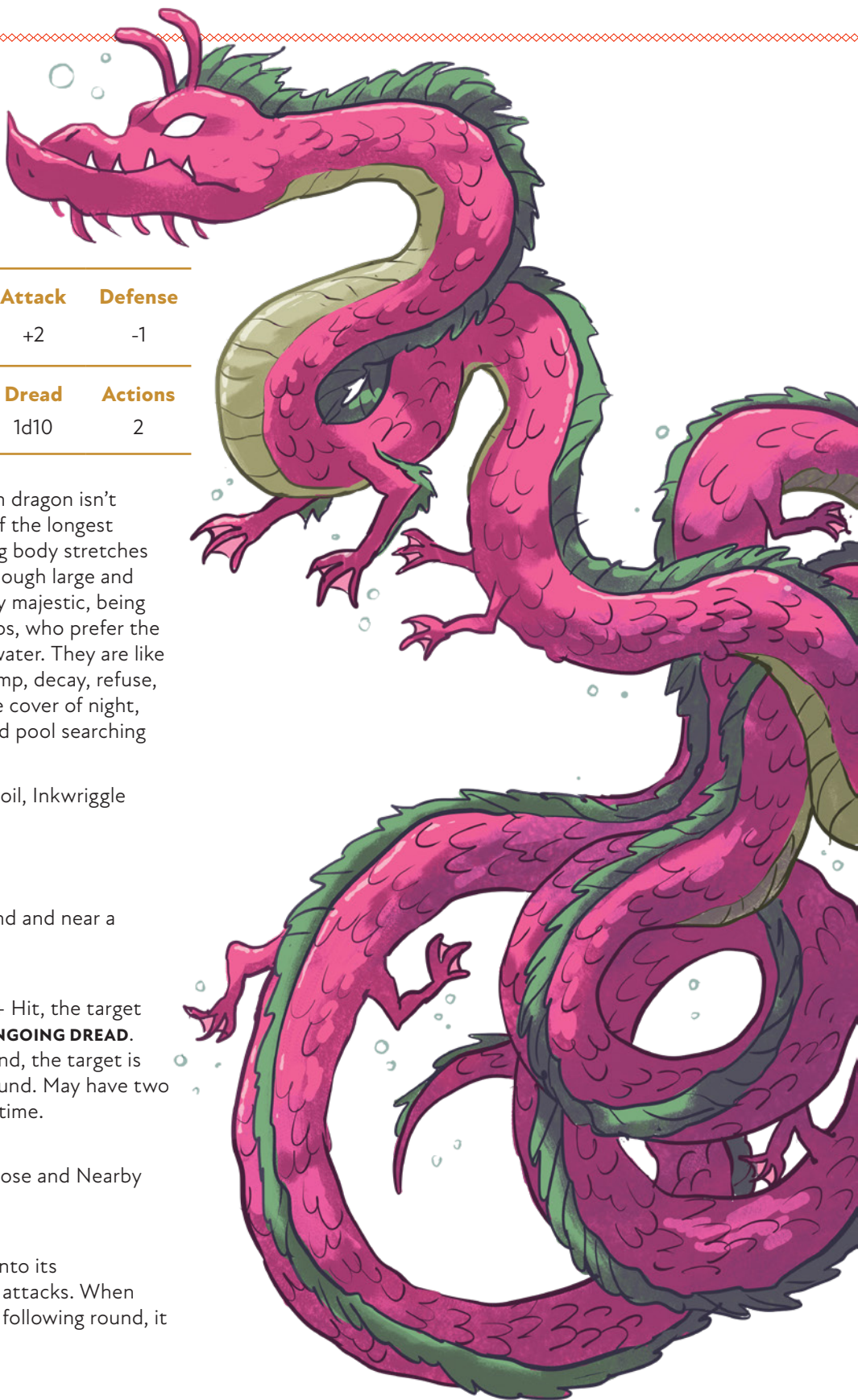
Once every 3 rounds, may disappear into its surroundings, avoiding all subsequent attacks. When the clunch dragon reveals itself in the following round, it Attacks first with Advantage.

VULNERABILITIES

Clunch dragons are allergic to bright, direct sunlight, which inflicts 1d12 Dread. This devastating weakness is precisely why they are known to hide in muck and trash.

COMBAT

Clunch dragons are formidable combatants, especially in deep, murky water, where they take advantage of their ability to retreat and attack from below the surface. When assaulted by numerous foes they use Scalding Spray as soon as possible, and then Constrict the weaker looking foes, all while biting and clawing.



CONQUEROR CRABS



Small	Attack	Dread
	+2	1d6

These jet black crabs are swarming pests that live in enormous multitudes. They are often seen marching to war in order to expand their nests. Conqueror crabs secrete a tar-like substance that turns their nests into sticky traps protecting their eggs. Infamously, krabraks use the critters as both security systems and hunting pets, spreading tar on the ground to lay traps.



ABILITIES

Tar Trap

On a 9+ Hit, the target becomes **ENTANGLED** and suffers Disadvantage to escape.

VULNERABILITIES

Conqueror crabs detest hot water and soap, and disperse in all directions if they come in contact with it.

CRAFTING

Bottled Tar (Alchemy)

Components: Conqueror Crab Tar + **GUTTER GLUE**. Effect: When thrown, on a 9+ Hit, the target is **ENTANGLED** and suffers Disadvantage to escape.

CRAG LIZARD



Level 1-8	Classes B, C	Wrangle	Attack	Defense
		1	+1	-1
Large, Solo/Group		Block	Dread	Actions
		2	1d8	1

Large, rugged reptiles that live most of their lives clung to the sides of mountains and rocks, sunning themselves and waiting to pounce on prey. Crag lizards shed their skins ten times a year and their scales are considered a valuable crafting material. They are sometimes tamed as guard pets by ettins, dratches, and even sarpathi.

Names: Rock Lasher, King Crag, Razortail, Steelskin

ABILITIES

Sturdy Hide

Once every Combat, when reduced to half Courage, it regenerates 1d12 Courage.

Leg Bite

On a Critical Hit, the target is **BLEEDING** and becomes **SLOWED**.

VULNERABILITIES

Crag lizards are exceptionally sluggish and tire easily. If crag lizards are forced to chase their prey, they suffer 1d6 **ONGOING DREAD**. They also loathe cold weather and effects.

COMBAT

Crag lizards are brutes for the most part, using their lizardy girth to bear down on enemies and bite. Because they hate chasing things, they attempt to corner their prey in narrow canyons or dungeon hallways to strike and slow them down.



CRAWLBAD

Level 1-8	Classes G, B, C	Wrangle	Attack	Defense
		1	+2	-1
Large, Solo/Group		Block	Dread	Actions
		2	1d8	2

Large armored crustaceans, common in freshwaters and sometimes in coastal regions where they live in vast underground burrows. To the folk of River Country, they are considered a daily menace, as the ornery buggers can be quite dangerous if provoked. On the plus side, crawlbad is a natural gator deterrent, having a knack for defending themselves against larger foes.

Names: Grumblepinch, Spinesnapper, Clawbrash, Skittermuck

ABILITIES

Meaty Claws

May make a Meaty Claws Attack. On a 9+ Hit, the target is **ENTANGLED** or disarmed.

Tail Spring

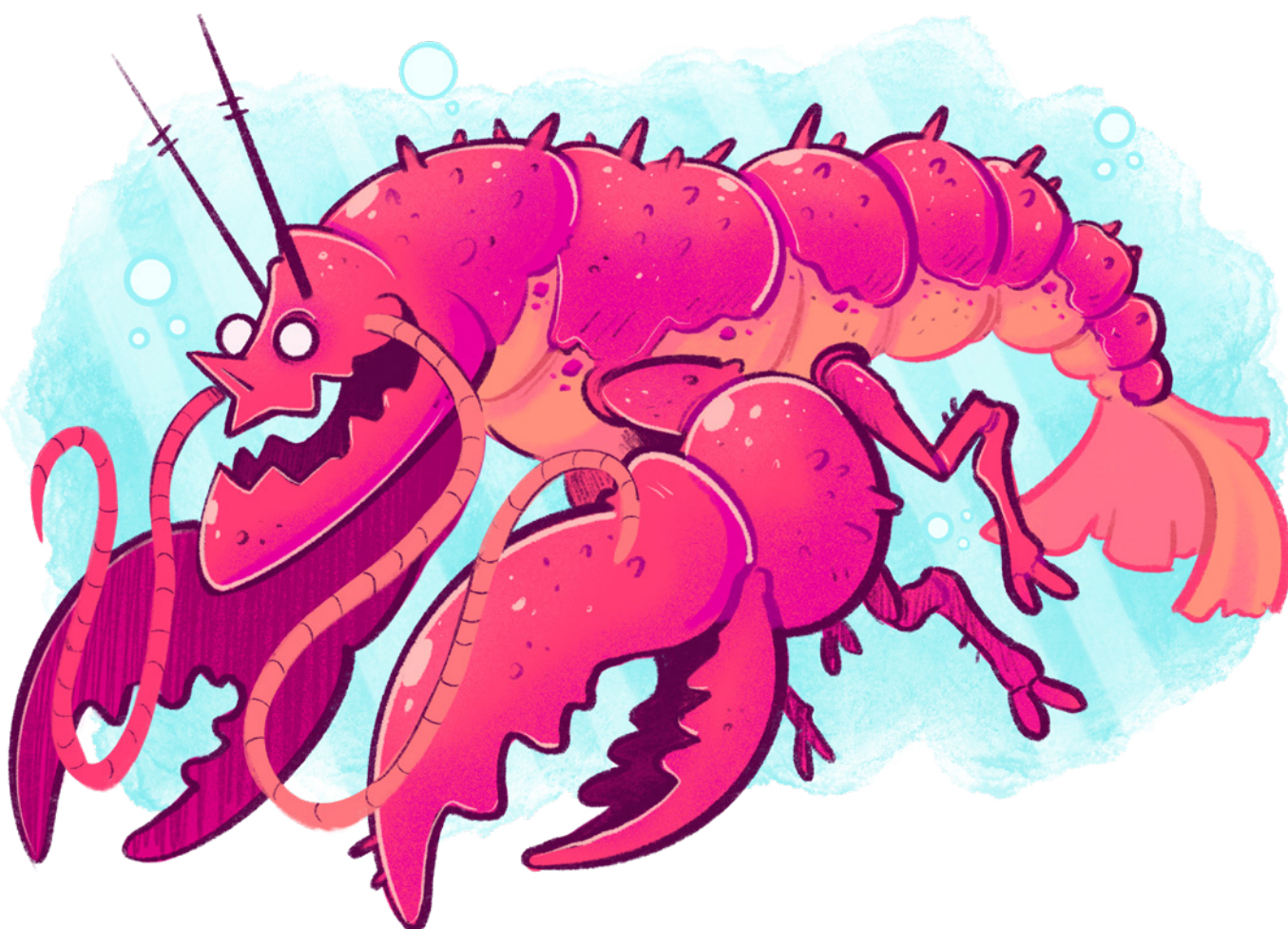
Once every round, may make a Tail Spring Attack, leaping into the air and landing on top of a Nearby target. On a 9+ Hit, the target is knocked **PRONE**.

VULNERABILITIES

Crawlbad can be distracted by shiny baubles, which they love to collect and store in great piles within their mounds.

COMBAT

With their strong claws and plated tails, crawlbad spring at their enemies. They are quite territorial and fearless, able to weather blows with their natural armored carapace. While they prefer to fight in water, they will venture onto the land if disturbed. When clearly outmatched, crawlbad scramble back to their burrows to hide or call for reinforcements.



CULTIST

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+1	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d8	1

Every evil order and organization worth its salt has ranks of diehard zealots, brainwashed by years of indoctrination. Fiercely loyal to a fault, cultists mindlessly follow the orders of their dastardly masters and gladly die for a cause.

Names: Saret, Kyndra, Rasha, Torven

ABILITIES

Endless Doves

Cultists seem to come out of nowhere. When a cultist is Defeated, roll 1d6 and on a 4+, another cultist joins the Conflict.

Fanatical (B, C)

Never flees or makes Mettle Checks.

SOCIAL

Cultists lack any real personality, taking on a righteous and often cruel demeanor that matches their superiors in the cult. They are difficult to reason with having been indoctrinated into following strange, ritualistic beliefs. And they really hate anyone that challenges their beliefs. Newly indoctrinated cultists, however, are more susceptible to persuasion as long as a superior isn't there to dissuade them.

COMBAT

Cultists fight in an orderly fashion, most likely following the direct orders of another individual like a sorcerer, Felmog knight, witch, or some other powerful figure. They swarm their targets, ganging up on strong warriors and anyone with *Magic* items.

DEFEAT

Cultists only back down from a great show of power, something that undermines their superiors, or puts in question their beliefs. Otherwise, cultists are fanatical to the last.

VICTORY

Cultists take prisoners and bring them to their cult leaders with the intent of interrogation or worse: ritual sacrifice. Not fun!



CURDLE SNAIL



Level 1-4	Classes B, C	Parley	Attack	Defense
		1	+1	-1
Large, Solo		Block	Dread	Actions
		2	1d8	1

These large, bulky snails are cave and tunnel dwellers, recognizable by their sour smell and constant oozing of a slime containing a special toxin. Not only is their slime poisonous but it is also the cause of curdle snail's nearly impervious shell. Herbalists have been known to render the slime into a potion providing the imbiber temporary invulnerability.

Names: Runk, Hurb, Slimorn, Blunch

ABILITIES

Slime of Weakness

Targets, melee attackers, and anyone who touches the curdle snail's slime must make a Vitality Check. On a 5-, they are **WEAKENED**.

Invulnerable Shell

Once every Combat, may Block all Dread from a single attack.

Bowl Over

Every 3 rounds, the curdle snail may attack 1d4 Close targets. On a 9+ Hit, the targets are also knocked **PRONE** and covered in Slime of Weakness.

VULNERABILITIES

Blunt weapons inflict +2 Dread against curdle snails. Curdle snails have a weakness to salt but it takes a large quantity to affect them.

SOCIAL

Curdle snails oscillate between very docile to surprisingly hostile. They are incredibly slow speakers and Parleying with one takes great patience as they plod through a conversation. Some become frustrated and hostile if people are impatient. Curdle snails love food, especially the gourmet dishes of folk. As a side effect of their complex metabolism, it takes many calories to maintain their slime's constant oozing. Food deprivation can send them into a hungry rage.

COMBAT

Curdle snails are strong and approach any Conflict like a battering ram. Their muscular foot and hard shell make them excellent brawlers who will literally roll over their opponents to squish them. All the while, their slime weakens foes in contact with it, making for a powerful combination.

DEFEAT

Because curdle snails are naturally slow, they have no chance of fleeing. A curdle snail who isn't mad with hunger retreats into its shell to begrudgingly accept defeat.

VICTORY

Curdle snails eat their prey, unless unpalatable. Too much gear is a big turnoff. They take time separating equipment from their prey, and they absolutely detest the undead.

CRAFTING

Potion of Nigh-Invulnerability (Alchemy)

Components: Curdle Snail Slime + **UNDERBLOSSOM**.

Effect: Block all Dread from a single attack in the next 24 hours.



DARKLINGS

Folk	Attack	Dread
	+1	1d8

The stuff of nightmares, told in stories to boggart children on stormy nights. Darklings are devious creepers that haunt the footsteps of unfortunate travelers, waiting for the opportune moment to steal their shadows. Victims find that without shadows, their lives shorten unnaturally, and their luck fades. Thought to be evil faerie beings of the dark Underlands who only come to the surface world to cause havoc and misfortune, darklings are also rumored to serve nefarious Underlands lords as spies. After all, who would suspect a shadow?

ABILITIES

Shadow Sap

On a 9+ Hit, the target loses a Quest Point.

Shadow Steal

On a Critical Hit, the target must make a Mettle Check. On a 5-, they are **CURSED** to lose their shadow, suffering -1 Vim. And there's a 1-in-6 chance that the target suffers Disadvantage on any Check.

VULNERABILITIES

Darklings are perilously afraid of light. If their shadow disappears in light, they perish. For this reason, they never reveal themselves in open daylight with no cover, preferring shadowy urban environments.



DOGGART

Level 1-5	Classes B	Wrangle	Attack	Defense
		2	+1	+0
Small/Medium, Solo/Group		Block	Dread	Actions
		0	1d8	2

Amphibious hunters that evolved alongside boggart folk to become loyal companions. In the wild, these critters roam in packs, rooting around in the muck to feed on mucillusks, sink worms, and leechling larvae. Their bark is almost always worse than their bite, but angry doggarts can be quite intimidating with their massive, slobbering maws and powerful jaws. Not many city slickers keep doggarts as pets these days, as they are messy to keep indoors, but just about every swamp and river folk family has a doggart who provides protection and assists on hunting trips.

Names: Scrabbles, Yipper, Gronk, Lulu

ABILITIES

Ferocious Bark

At the start of a Conflict, all Close and Nearby targets must make a Mettle Check. On a 5-, they become **FRIGHTENED**.

Snag Bite

On a 9+ Hit, the target is **ENTANGLED** by the doggart's bite and suffers 1d6 **ONGOING DREAD** until they escape.

VULNERABILITIES

Doggarts are motivated by food and belly rubs. They especially love Nackadonkee tubesteaks and instantly stop being mean if offered some.

COMBAT

Doggarts aggressively protect their owners and packs. They try to intimidate first, rather than launch straight into Combat, unless commanded by an owner. In the wild, a pack of feral doggarts tries to drag their prey into the slippery mud.



DOOD

Level 1–3	Classes G, B	Wrangle	Attack	Defense
		1	+1	+1
Medium, Horde		Block	Dread	Actions
		0	1d6	1

Pear-shaped, lumbering critters that may look reasonably intelligent, but have little cognitive ability or self-awareness at all. Instead, doods act on the simplest of impulses: full or not-full. They congregate around garbage piles, dumpsters, and trash cans devouring leftovers, refuse, and even old junk. Doods are considered a kind of pest, but present no real threat unless they become famished—in which case a herd of ravenous doods is not to be taken lightly. Some cities encourage doods because they help dispose of trash and waste.

Names: Yup, Yup, Yup, Uh'huh

ABILITIES

Dood Belly

May ingest nearly anything and are completely immune to poisons, toxic waste, and even magical potions. However, even if such things don't kill doods, it might change and mutate them.

Nosh

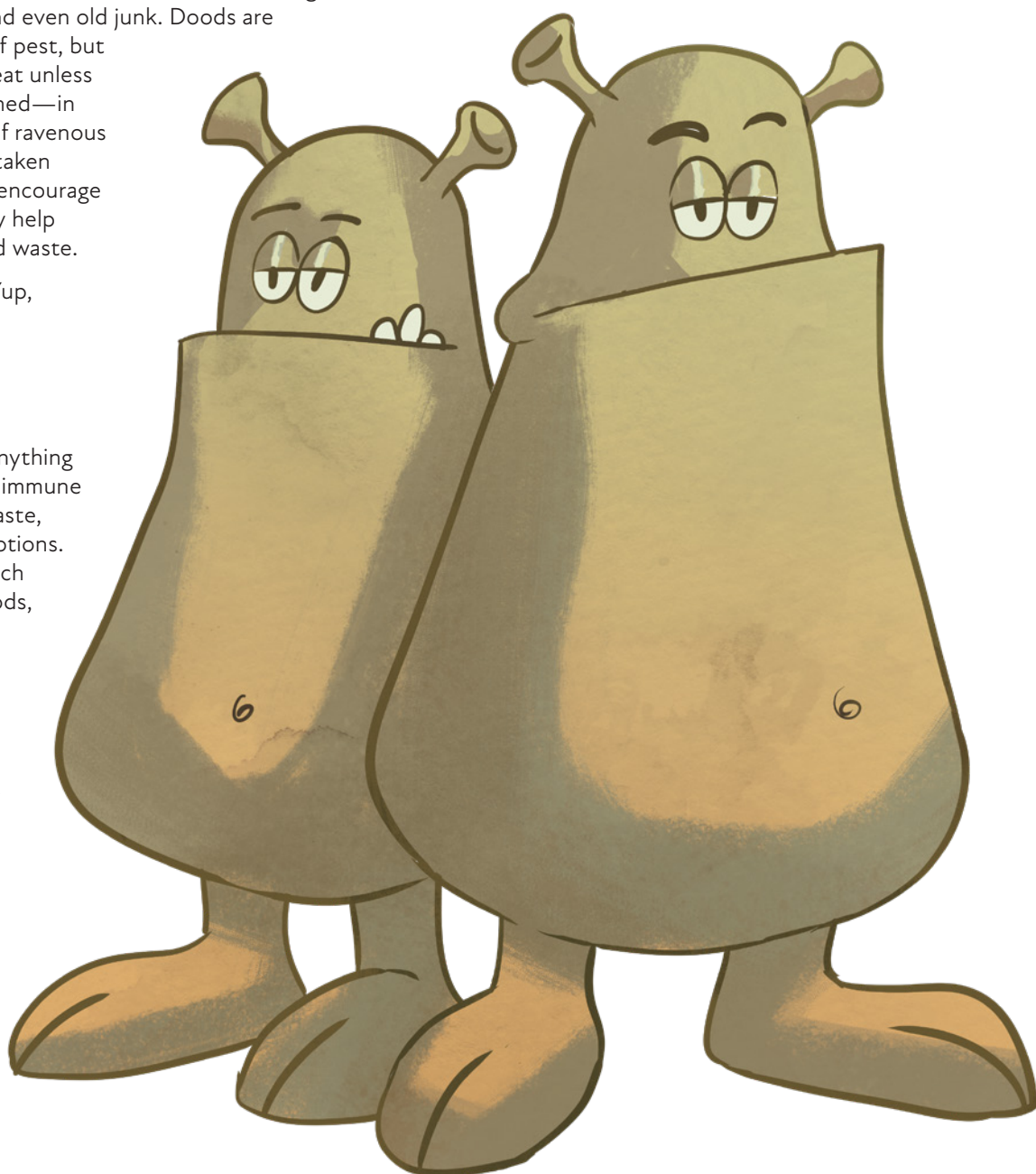
On a Critical Hit, may eat a random item from a target's inventory.

VULNERABILITIES

Doods have no tactical and strategic thinking ability and can easily be diverted.

COMBAT

Famished doods cannot tell the difference between people and things, which can quickly create a dangerous situation. Doods are physically dense, and strong enough to knock down doors and walls in large herds. They scramble over each other and attack haphazardly. However, even starving doods are profoundly lazy and will tire from difficult terrain.



DORGON

Level 1-5	Classes C	Wrangle	Attack	Defense
		2	+1	-2
Small, Solo, Flying		Block	Dread	Actions
		0	1d8	2

Winged, dog-like dragons that dwell in mountain forests. Known for their fierce loyalty and playful demeanors, dorgons have the most powerful sense of smell in the world. It is said they can track a friend or foe halfway across the world, and can sense danger in the air. Dorgons are intelligent and intuitive, and some have even been rumored to speak with folk.

Names: Swifticus, Dwimmer, Saber, Trixie

ABILITIES

Magic Nose

Dorgons can follow the scent of any target they are familiar with across an entire realm. Additionally, the first Attack every round against a dorgon suffers Disadvantage because they can smell the danger.

Aerial Charge

May charge and attack a Distant or Faraway target, rolling Dread with Advantage and knocking the target **PRONE**.

VULNERABILITIES

Dorgons are brash and quick to pounce against an overt threat. But due to their brazen nature, they are easily tricked and lured away into disadvantageous positions. They also love belly rubs.

COMBAT

Dorgons are brave through and through and rush headlong into conflict against fiends. They take to the air and charge their foes to knock them off balance. Dorgons run circles around larger enemies in an attempt to bait them into whiffing terribly, leaving them open for counterattack.



DRACOPILLAR

Level 3–8	Classes B	Wrangle	Attack	Defense
		1	+2	-1
Large, Solo		Block	Dread	Actions
		1	1d8	2

Huge, hairless caterpillars with horns that protrude from their bobbly, big-eyed heads. They live in dense forests and jungles, blending into the underbrush as they ramble on their many legs. Dracopillars have an incredible defense mechanism: they burp fire, or rather a super-heated digestive gas that ignites in air. Pirates in the Scalawag Strand smuggle dracopillar larvae to sell as exotic pets and guard animals on the mainland.

Names: Scorcher, Hotcha, Boilburp, Greenflame

ABILITIES

Coiling Body

Movement Checks to maneuver around or near a dracopillar suffer Disadvantage.

Horn Slam

May make a Horn Slam Attack. On a 9+ Hit, the target is **STUNNED**.

Burning Burp

Once every 2 rounds, may belch a gout of flame at all Close or Nearby targets. On a 6+ Hit, the target is **BURNING**.

VULNERABILITIES

CRIMSONHOOK is toxic to dracopillars. The critters also lack strong eyesight and hearing, so they rarely pursue prey very far for this reason.

COMBAT

Dracopillars burp flames when encroached upon. They also ram with their horns and bony plated heads, usually targeting *Big* foes first because that's who they can see more clearly. While they don't possess the bodily strength to constrict like a snake with their long bodies, their length can easily trip up foes that try to surround and flank them.

CRAFTING

[Fireproof] Armor Trait (Crafting )

Components: Dracopillar Silk + any Armor recipe. Effect: Armor gains the [fireproof] trait—grants immunity to fire and heat.



DRAGON

Level 5-10	Classes C	Parley	Attack	Defense
		2	+3	-1
Huge, Solo, Minions		Block	Dread	Actions
		3	1d12	4

Dragons are so rare that they've become something of a myth to most folks. But their stories persist—tales of hulking, iron-hided juggernauts with enormous maws stretched into perpetual grins, and massive leathery wings whose beat could blow down a house. Often, they are described as wicked, viperous misers, manic for their desire for riches, admiration, or knowledge. But dragons are more complex than all that. They come in many colors and sizes, and even more dispositions. Some will just as soon perplex you with riddles as raze a city to ashes.

In older, more uncivilized days, dragons were among the worshiped deities of various folk—for they alone possessed the ability to conjure fire. Their long shadows stretched over the realms, a constant reminder to mortal folk of their grand and impervious enormity. But with the Age of Flame came knights and heroes, and the prevalence and influence of dragons eventually waned and faded into obscurity.

Names: Gargamug, Sowar Naldrak, The Scarlet Wyrn, Rashkar'harat

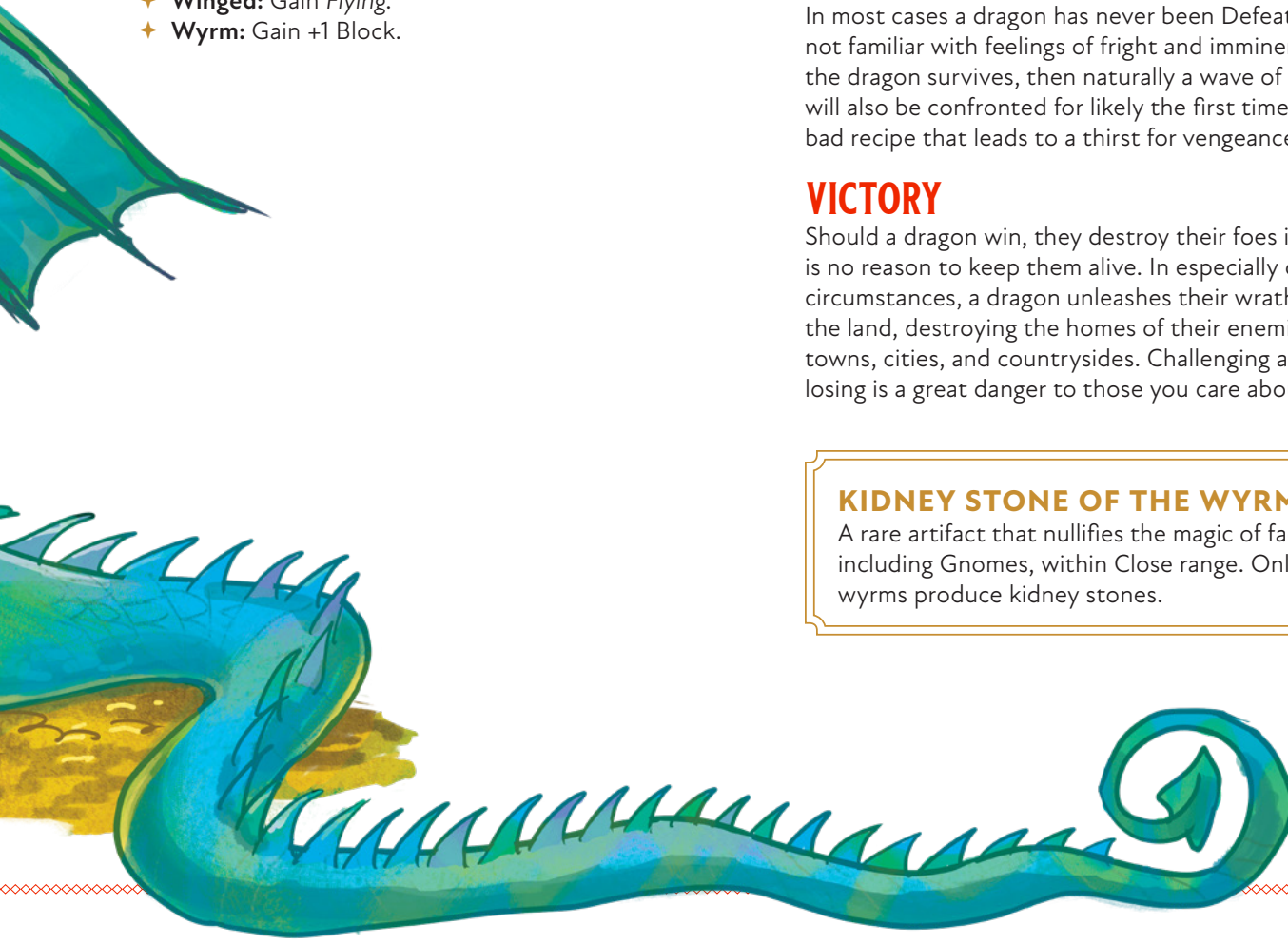
ABILITIES

Legendary Lizard

No two dragons are the same and each wields enormous power. Roll 4d12 or select the dragon's 4 abilities:

- Omniscient Nose.** The dragon can smell emotions, thoughts, and memories of those around it.
- Fire Breath.** Once every 3 rounds, may attack all Close or Nearby targets inflicting 2d12 Dread. All non-Magic items and equipment are destroyed on a Defeated PC.
- Frost Breath.** Once every 2 rounds, on a 6+ Hit, the target is **PARALYZED** in ice (Vitality Check to resist).
- Bog Breath.** Once every 3 rounds, a stinking fog makes all Close and Nearby targets suffer +2 Defense for the Combat.
- Acid Breath.** Once every round, on a 6+ Hit, a metal weapon or armor piece is destroyed.



- 
- 6 Hurricane Wings.** Twice every Combat, scatter all Close and Nearby characters in different directions like a tornado. Roll 1d4 to determine each target's new location—
1: Close, 2: Nearby, 3: Faraway, 4: Distant.
- 7 Stone Scales.** The dragon has 5 Block against non-Magic weapons.
- 8 Cruel Horns.** Once every round, the dragon gains an extra Action to attack with its horns.
- 9 Gargantuan.** At the start of a Conflict, all PCs make a Mettle Check to resist suffering Disadvantage against the dragon on all Checks during the Conflict.
- 10 Dwimmerward.** Resists magic spells and effects with a Mettle Check. *Magic* weapons still inflict Dread.
- 11 Dream Dust.** The dragon's wings beat sparkling dust. Once every 3 rounds, 1d4 Close and Nearby targets fall asleep **UNCONSCIOUS** (Mettle Check to resist).
- 12 Mind Thrall.** Once every 3 rounds, the dragon may **ENSORCELL** a target (which can't be resisted on the first round).

Winged Or Wurm

Dragons without wings are often referred to as wyrms. Choose if the dragon is winged or a wyrm:

- ★ **Winged:** Gain *Flying*.
- ★ **Wurm:** Gain +1 Block.

VULNERABILITIES

There's a 3-in-6 chance that a Critical Hit against a dragon penetrates its scales and ignores Block.

SOCIAL

The majority of dragons are solitary creatures, living their curmudgeonly lives in isolated caves and mountaintops. A small number of dragons keep minions and live like kings, demanding tribute and fealty. While dragons tend to detest intruders and visitors, they do love riddles, puzzles, stories and lore. Most dragons are slow to anger, especially in their own homes. They are patient enough to assess a true threat. Should a dragon find someone or something interesting, they will be inclined to do favors in exchange for more knowledge or something else they desire. They hoard treasure, it's true, but that treasure may just be a trove of ancient lore.

COMBAT

Dragons are titans of destruction and hold nothing back once provoked, delighting in the utter and total annihilation of their foe. If winged, they will take to the skies as soon as possible, to wreak havoc from a distance. Their abilities and tactics vary widely, but dragons tend to target knights because it's been ingrained in them throughout history that hero types are a threat to all dragonkind.

DEFEAT

In most cases a dragon has never been Defeated, and is not familiar with feelings of fright and imminent doom. If the dragon survives, then naturally a wave of humiliation will also be confronted for likely the first time. This is a bad recipe that leads to a thirst for vengeance.

VICTORY

Should a dragon win, they destroy their foes if there is no reason to keep them alive. In especially dire circumstances, a dragon unleashes their wrath upon the land, destroying the homes of their enemies, whole towns, cities, and countrysides. Challenging a dragon and losing is a great danger to those you care about.

KIDNEY STONE OF THE WYRM

A rare artifact that nullifies the magic of faerie folk, including Gnomes, within Close range. Only 2-in-6 wyrms produce kidney stones.

DRAKE

Level 1-10	Classes B, C	Parley	Attack	Defense
		1	+2	-2
Large, Solo/Group, Flying		Block	Dread	Actions
		0	1d10	2

Agile fliers and hunters who soar the skies for prey, often in pairs. Just like their more powerful relatives, the dragons, drakes share a penchant for hoarding. But instead of treasure, drakes hoard piles of bones and skulls, which they sleep in like a burrow. They vary in color and capabilities based on their environment: red drakes (mountains), blue drakes (rivers and coasts), black drakes (swamps), and green drakes (forests, plains).

Names: Dour-eye, Putrifex, Snarl, Sour

ABILITIES

Drake Type

Roll 1d4 or choose the drake's type:

- Red.** Immune to fire. Once every 2 rounds, may breathe a ball of fire as a ranged Attack. The target and anyone Close to them suffer 3d6 Dread (Nimbleness Check to halve Dread).
- Blue.** Immune to cold. Once every 2 rounds, may breathe a powerful stream of freezing water as a ranged Attack, inflicting 2d6 Dread to the target, knocking them **PRONE**, and pushing them one range band further away.
- Black.** Immune to disease and **CURSES**. Once every 2 rounds, may breathe an acidic cloud that inflicts 1d10 Dread to all Close and Nearby targets and destroys *Mundane* metal items.
- Green.** Immune to poison. Once every round, may spit venom at a Close or Nearby target. On a 9+ Hit, the target becomes **POISONED**.

Swoop Attack

Once every 2 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

[Cold steel] weapons inflict +2 Dread against drakes.

SOCIAL

Drakes possess mischievous and sometimes downright sadistic personalities. They are known to torment and jeer at travelers, or silently stalk them from a distance. While they exude a brutish confidence, they are self-conscious about their shortcomings compared to dragons, and don't take kindly to insults targeting their inferior intellect and size. Drakes can be convinced to do rash and foolish things to prove their worth in this regard. Ultimately, drakes desire food, bones (to hoard), and power to flaunt—usually by lording over a territory.



COMBAT

Drakes prefer to attack in open spaces where they can swoop and retreat freely. They use their breath weapon whenever available and pick off weaker looking foes first. When fighting in confined or forested areas, they attack, then retreat to cover to avoid being surrounded.

DEFEAT

Drakes flee to the skies when mortally wounded, shrieking and cursing. Being quite territorial, they hold deep grudges against those who have driven them away.

VICTORY

To a drake, Defeated prey are like little meat wrappers that hold the secret bony prize. Obviously, this doesn't bode well for vertebrates, but sometimes drakes are more interested in sending an intimidating message to their enemies than collecting a prize.

DRATCH

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+2	-1
Large, Solo/Group		Block	Dread	Actions
		2	1d10	1

Reptilian desert nomads from Shrym who live in groups called “droves.” They are large, muscular beings with tough skins and powerful tails who value cunning, courage and the thrill of the hunt. In fact, their droves are composed of warrior hunters whose entire purpose in life is to challenge themselves and acquire great trophies. Among the warrior hunters is a sect called the Draad, which adheres to a deadly code pushing their hunting abilities to the extreme. Members of the Draad travel the realms solo, competing to find and kill the most dangerous prey and take trophies, or perish trying.

Names: Grull, Zeenah, Axel, Lurza

ABILITIES

Marked Target

Once every Combat, may choose a target. For the remainder of Combat, the dratch gains Advantage on Attacks against the target.

Rugged Hide

Once every 2 rounds, may suffer half Dread from an attack.

SOCIAL

Many dratch are stern, serious beings that respect strength and cunning in equal parts. They loathe weak creatures that are not self-reliant, and are known to openly deride and bully peasants and wage workers for “toiling away meaninglessly.” They prize scrappiness and survival, so when not living in droves, they travel solo or in small hunting groups made up of long-time, trusted allies. Dratch are highly competitive and rarely turn down a chance to gamble or game. But, watch out—most are sore losers.

COMBAT

Dratch use an array of weaponry suited for hunting: axes, spears, nets, bows, crossbows, and even the odd whirling bolas to trip up their prey or enemies. They prefer to ambush and strike first, marking their target—often Knight-Errants and Gnomes—and relentlessly attacking until they subdue their quarry.

DEFEAT

Dratch are reasonable, accepting defeat if they respect their foes. But the proudest refuse to be captured believing death is an honorable outcome. This is, however, only practiced by the most devout of their culture. Dratch carry 1d6 random Beast Components on their person.

VICTORY

Dratch take trophies of all kinds. Perhaps an heirloom or the sword of a worthy opponent. They infrequently kill unless mortally threatened, preferring rather to instill a deep-seated hatred in their foes that will lead to future confrontation.



DRYAD

Level 10	Classes C	Parley	Attack	Defense
		2	+2	+3
Huge, Solo		Block	Dread	Actions
		3	1d12	1

Giant creatures composed of earth, rock, and flora. Gnomes and faerie folk consider them nature spirits. Most of their impossibly long lives are spent slumbering as they blend into the landscape around them, appearing to be nothing more than a mundane mound or tree-covered hill. But dryads are much more than that; their very presence is vital to the health and growth of their surrounding region. A dryad's massive heart is said to pump its lifeblood through the roots and veins of the earth for miles and miles, feeding and nurturing everything it touches. Once in a blue moon, a dryad wakes and migrates across the land to settle down in a spot in need of its life-giving touch.

Names: Branch Warden, Lady of the Green, Bloom Lord, Granddad

ABILITIES

Rejuvenate

May rejuvenate the life force of plants, earth, and faerie beings (including Gnomes), healing 4d12 Courage.

Stomp and Swipe

May attack all Close and Nearby targets.

VULNERABILITIES

Only a poison, toxicity, or magical corruption on a grand scale, or over a great length of time, is enough to harm a dryad.

SOCIAL

Dryads speak in riddles and enigmas. Due to their amazingly long lives, they struggle to relate to the fleeting lives of folk. Dryads take an exaggeratedly long view of the world and its problems, where one day is like one second to them. They want nothing except the harmony of nature. They are reluctant to fight anything, even leaving fiends to their evil whims, unless highly provoked or convinced to make a stand.

COMBAT

Dryads are either completely stationary or migrating. If necessary, they wrest themselves free from the earth's grasp, becoming lumbering behemoths swatting and stomping without precision as they stride across the land.

DEFEAT

Dryads leave extremely hostile or cursed areas, choosing to migrate to a more peaceful land. The death of a dryad is considered a tragic event among faeries who revere the creatures. When a dryad dies, it puts the surrounding ecology out of balance, often resulting in natural disasters like droughts and famine.

VICTORY

Dryads care nothing for the concept of victory. They do not punish their foes or take things from them; they simply keep on existing, finding another place to rest for a thousand years.

DRYAD HEART

A dryad's heart is a powerful item that can restore dead things to life, even people. But a dead dryad is even rarer than a living one. Some stories tell of dryads that have willingly given their heart for a noble cause.



DWELF

Level 5-10	Classes C	Parley	Attack	Defense
		2	+2	+1
Folk, Solo/Group, Dwimmercrafty		Block	Dread	Actions
		0	1d8	2

Legend has it that a fallen star struck the Land of Eem long ago, shattering into a million million beams of glimmering light. From this fallen star, the beams of light carried the mysterious Starfolk like chariots, and from the Starfolk came magic. The dwelfs were the first to inherit this magic, and it is said that they gifted dwimmercraft to the other folk of Eem. But this came at a great cost, and not much else is known about that tale except by the most wizened loremasters. Today, dwelfs wander here and there—as sallow, sullen-eyed creatures of the Underlands, unknown to almost all folk. Time has robbed most of them of the knowledge of their past, and they cannot bear to glimpse the light of day. Although they appear frail and slender, dwelfs are powerful beings, gentle, yet terrible should they be crossed.

Names: Bim, Wysh, Eeza, Pathwan

ABILITIES

Old Magic

Choose or roll three spells from the Spell table (p192). However, casting a spell inflicts 1d4 Dread to the dwelf.

VULNERABILITIES

Dwelfs cannot stand the sun and are -1 to all Stats in the daylight.

SOCIAL

Dwelfs are rare, wise creatures despite almost never interacting with others. They speak in riddles and have a spacy, airy cadence to their conversations. Overwhelmingly, their words are tinged by a melancholy sadness that they cannot explain, and they often spiral into existential philosophizing. They are generally peaceful, but are wary of magic power wielded by those who are reckless or evil.

COMBAT

Dwelfs are very dwimmercrafty. However, time has faded their gifts, which they rarely use as it saps them of life. They are also unable to harness such power unless faced with a dire situation. Dwelfs mostly fight by hindering and harassing their enemies so that they can escape, rather than cause outright harm to their foes. But if faced with mortal danger, they unleash great power.

DEFEAT

If Defeated they become despondent, wanting nothing more than to slink away into the darkness with their thoughts. If killed, dwelfs vanish into thin air. Some say their magical essence returns to the stars, or that they simply cease to exist after persisting as they were for far too long.

VICTORY

If possible, dwelfs try to make a foe see the error of their ways via an opaque lecture. Legends say that dwelfs, if they so choose, can blink particularly stubborn creatures from existence, or banish them to a location a hundred miles away.



DWEORG

Level 1–10	Classes G, B, C	Parley	Attack	Defense
		2 (D)	+1	+0
Small, Group/Horde, Minions		Block	Dread	Actions
		0	1d6	1

Known for their merchant caravans roaming the Underlands and Overlands alike, many dweorgs search for rare creatures to add to their menageries. While some speak Folk Tongue, dweorgs communicate with each other through guttural whistles and belly-hollering, which other folk have trouble translating. But little verbal interaction is needed when encountering dweorgs in the wild. One is either dazzled by their display of riches, or captured and added to their bizarre collection of subterranean unfortunates.

Names: Drg, Gunda, Myrn, Rogo

ABILITIES

Capture

Once every Combat, three or more dweorgs may combine their Actions to make a single Attack (+1 Attack for each additional dweorg above 3) to capture a target. On a 6+ Hit, the target is **ENTANGLED** with a net or rope. After 1 round, the net/rope constricts, and the target can't break free without help.

Firespit (B, C)

Dweorg Bruisers and Champions wield ranged weapons called firespits, which are actually magic Underlands lizards tied to sticks that spit balls of flame. On a 9+ Hit, the target is **BURNING**. The lizards are called skurges in Dweorgese, and must eat a Ration each day to function.

SOCIAL

Dweorgs in caravans patrol the Underlands and Overlands for riches, especially critters and creatures to add to their morally bankrupt menageries. They usually desire nothing more than these two things. If the price is right, dweorgs may engage in an exchange of goods to smooth over hostilities. They often have Components of all kinds on hand. Individual dweorgs who have integrated into society at large are less rigid in their way of life and much more cosmopolitan; they don't inflict Disadvantage on Parley.

COMBAT

Dweorgs keep minions, which often include quobs, mung, weorgs, slurpworms, and mushrums, among many others. They release them from their cages and chains and sic them on their enemies as a first line of attack, as dweorgs with firespits attack from range. Dweorgs armed with nets and ropes attempt to capture unusual folk, while others wield weapons like hammers and sickle swords. If the dweorgs are defending a caravan, they buy the carts and wagons time to flee the area.

DEFEAT

When dweorgs realize their defeat is imminent, they attempt to retreat to their main group if the others have managed to leave the area. Otherwise, dweorgs surrender to the victors. Dweorgs expect to be robbed, as almost every dweorg has been stripped of their loot at one time in their lives.

VICTORY

If dweorgs defeat a group of enemies, they take their belongings and cram them into cages, already brimming with all manner of creatures. Their intent is usually to sell their new acquisitions to some wicked buyer on the Underlands black market, or at some other Overlands hub for illicit deals.



DWERFS

<i>Small</i>	Attack	Dread
	+0	1d6

Considered a kind of scourge like locusts or kilorats, dwarfs are some of the most annoying, dim-witted, and outright destructive beings in the Land of Eem. Their real threat is when they migrate, gathering in incredible multitudes and crashing over the landscape like a wave of pasty lemmings. Although many dwarfs are liable to perish in a migration from falling, drowning, and animal maulings, they never fail to gum up the world with burbling nonsense, laughter, and buffoonish mockery that all sound like variations of “hurr,” “durr,” and “ferp.”

ABILITIES

Follower

The worst thing a single dwarf can do to someone is follow them. A dwarf won't stop following a target until it is somehow diverted. For every day that passes, 1d100 more dwarfs arrive until there are so many it could cause an ecological disaster.

Stampede

If a wild dwarf migration crosses a PC's path, they must make an Athletics Check to avoid getting caught up in the babbling, colliding, trampling insanity.

1–2	Suffer 2d6 Dread and lose all Rations and a random item. 1d6 dwarfs start following them.
3–5	Suffer 2d6 Dread and lose all Rations.
6–8	Suffer 1d6 Dread, but escape the stampede.
9+	Escape the stampede unscathed.

VULNERABILITIES

Like toddlers, dwarfs are drawn to and distracted by new things and pursue that thing until something more intriguing comes along, usually something shiny.



ETTIN

Level 3-10	Classes B, C	Parley	Attack	Defense
		2	+2	+1
Huge, Solo/Group		Block	Dread	Actions
		2	1d12	2

Enormous, long-snouted, wooly creatures. Ettins are generally not very bright, but are quite clever when it comes to puns and insults. They love to make fun of each other and they adore playing competitive games. Above all, they enjoy toying with their prey. If peckish, they wander complacently nibbling berries, nuts, and snuffing out wild birds with a flick of their fingers. If starving or just in a mood, ettins raid cattle herds, villages, and harry travelers on mountain passes.

Names: Bludok, Thrag, Crasher, Meanie



ABILITIES

Boulder Toss

May toss a boulder (assuming one is present) at a Faraway or Distant target. On a Critical Hit, the boulder shatters and explodes, also inflicting half Dread to anyone Close to the target.

Sweeping Blow

Once every round, may attack 1d4 Close targets.

Howl

Once every Combat, when reduced to 5- Courage, a Solo ettin howls, calling for their brethren. 1d4 Ettins come to the location within 1d4 rounds.

VULNERABILITIES

On a Critical Miss, an ettin always inflicts maximum Dread to himself or another Close or Nearby ettin.

SOCIAL

Above all else, Ettins want to eat things. But if they have one vice, it's that they enjoy playing with their food, deriving great pleasure from toying, harassing, prodding, and mocking their prey. When in groups, Ettins take on a mob mentality and egg each other on in this respect. While this makes them more threatening, it also means they are prone to fighting among themselves if appropriately tricked or confused.

COMBAT

Ettins rely on their brute strength to smash and bludgeon. Often wielding tree trunks and tossing boulders, they do devastating damage to multiple targets at once.

They are lumbering and clumsy, however, and can be outmaneuvered and outwitted. If an ettin accidentally harms another ettin, they tend to drop everything and fight each other.

DEFEAT

When Defeated, ettins wail and blubber miserably, either submitting to the victors' terms, or retreating to their caves. Word among the local ettins will likely spread of a strong and terrible foe.

VICTORY

If victorious, they stick the losers into a gibbet made of bones. Then, they likely leave to acquire spices and herbs in the wilderness that pair nicely with their soon-to-be feast; however, a group always leaves an ettin or two behind to guard the captives.

EXAJELLY

Level 5-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	+1
Huge, Solo/Group, Aquatic		Block	Dread	Actions
		0	1d10	3

Silent, gliding titans of the open sea, inspiring awe in the hearts of sailors for ages. Exajellies grow hundreds of feet long, with glittering tendrils that crackle and sting with jolts of lightning. They turn different colors according to their mood, location, or time of year, and are said to communicate with their thoughts in a manner of magic. A fleet of exajellies is a perilous thing to encounter in the water. Luckily, they are more commonly solitary.

Names: Great Oomra, Powdar of the Deep, Sorda, Gamra'hor

ABILITIES

Crackling Tendril

Once every round, may make a Crackling Tendril Attack. On a 9+ Hit, the target is **BURNING**, if not underwater.

Stunning Tendril

Once every round, may make a Stunning Tendril Attack. On a 6+ Hit, the target is **STUNNED**.

Brain Meld Tendril

Once per target, may meld with the target's thoughts. The target suffers Disadvantage for the Conflict (Mettle Check to resist). Additionally, the exajelly learns all surface level details of the target's life.

VULNERABILITIES

Exajellies are fascinated by the thoughts of folk and become docile if a target willingly gives up their mind. This comes at a risk, however. Anyone who does so suffers Dread and -1 Knowhow until they recuperate.

COMBAT

Unless hunting, they are not overly aggressive until approached. Even if they don't attack, they are a natural hazard to seafarers by virtue of their massive tendrils that can involuntary sting. Exajellies are known to strike ships, lashing out with their tendrils. There are stories of the critters setting vessels ablaze with their Crackling Tendrils. They use their Brain Meld Tendril to learn the intentions of their enemies, which often determines if they choose to destroy, eat, or, in rarer cases, flee.

CRAFTING

Mind Meld Powder (Alchemy)

Components: Exajelly Tendril + **THOUGHT POWDER** .

Effect: Mettle Check: Touch a target to learn their history and secrets in mere seconds.



FAERIE

Level 1-3	Classes G, B, C	Parley	Attack	Defense
		2	+1	-2
Tiny, Solo/ Group, Flying, Dwimmercrafty		Block	Dread	Actions
		0	1d4	2

Dwelling in forests and meadows, they are the subject of myth and legend throughout Eem. While the term "faerie folk" applies to a great many magical creatures with deep ties to nature, proper faeries are tiny, thumb-sized beings, with gossamer wings and sharp, delicate features. Faeries are often mischievous in nature, but generally not malicious. They enjoy aiding the forests and remote expanses of wilderness with twinkling spells that help flowers grow, or bringing misfortune on those that would disturb their work.

Names: Twilla, Herona, Melodus, Fwizzel

ABILITIES

Faerie Glamour

Once every round, may cast a random **CURSE** (p190) or a **BOON** (see Boons table in Core rulebook) on a target (Mettle Check to resist).

Glitterbomb

Once every round, may **PARALYZE** a target in place with glittering magic (Mettle Check to resist).

Woodland Friends (B, C)

Once every Combat, may summon friends to assist. Roll 1d6:

- 1 Beamkin.
- 2 Flinderkin.
- 3 Group of shrublings.
- 4 Group of mushrums.
- 5 Horde of pixies.
- 6 Horde of snagbunnies.

VULNERABILITIES

Being insectoid adjacent, faeries are sensitive to bug repellent and chemical sprays in general, which inflict double Dread.

SOCIAL

Faeries are playful creatures that sometimes have a hard time taking anything seriously. Considered mythical by most folk throughout Eem, faeries enjoy having fun with wayward travelers, going so far as to play tricks and pranks on them. However, their moods can shift drastically if they are condescended to, or if they can sense that someone has bad intentions. They also get bored easily and become frustrated if they fail to elicit some sort of reaction from their foes. On some occasions ignoring a faerie sends them into a fit of pouting, rather than rage.



COMBAT

Faeries are powerful enemies, not because they are great warriors, but because they are dwimmercrafty and keep loyal allies. They curse their opponents for their own amusement. The effects can vary wildly, often having serious consequences that the faerie might not have intended. Their woodland friends would fight to the death if the faeries would let them, but this is very seldom the case.

DEFEAT

Faeries are sore losers, but not vengeful ones. They likely do one of two things: flutter away to sulk, or reward their opponent for passing their "test."

VICTORY

Faeries are mercurial and mischievous, and like to watch their foes squirm. They make anyone at their mercy flip a coin. Roll 1d6: On a 1-3, the victims get a random **BOON**. On a 4-6, they get a random **CURSE**.

CRAFTING

Cursed or Booned Item (Crafting)

Components: Faerie Dust + any *Magnificent* item recipe. Effect: Roll 1d6. On a 1-3, the item gains a random **BOON**. On a 4-6, the item suffers a random **CURSE**.

FAERIE DUST

When sprinkled on a target, roll 1d6. On a 1-3, the target gains a random **BOON**. On a 4-6, they suffer a random **CURSE** instead.

FELMOG KNIGHT

Level 1-10	Classes B, C	Parley	Attack	Defense
		1	+2	-2
Folk, Solo/Group		Block	Dread	Actions
		2	1d10	2

The mounted, black-armored warriors from the northern realm of Felmog, renowned for their adventurousness and prowess in battle. Most belong to one of three martial orders: the Iron Sun, Cloven Tongue, or the Black Candle. But all Felmog Knights live for the quest and the attainment of ancient *Relics*. The Felmog Outriders, a loose alliance of every martial order, put aside political tensions to operate and trade in realms beyond Felmog.

Names: Threx, Uratan, Khasadar, Feoria

ABILITIES

Intimidating Visage

At the beginning of a Conflict, all targets who aren't Gnomes or Knight-Errants must make a Mettle Check:

- 1-2** Target is **FRIGHTENED**.
- 3-5** Target is **SLOWED** by fear for 1d4 rounds.
- 6-8** Target is **STUNNED** by fear.
- 9-11** Target is unaffected.
- 12+** Target is emboldened, and gains +1 to their next Check.

Great Cleave

Dread always ignores Block except from *Magic* armor. Once every Combat, on an 11 Hit, the Felmog Knight scores a Critical Hit.

Mounted Charge

When mounted, may charge and attack a Faraway or Distant target. The Felmog Knight can't be Counterattacked and rolls Dread with Advantage.

Duelist (C)

Once every round, may Counterattack against a 9-11 Hit against them.

Magic Item (C)

Has a random *Magic* item.

VULNERABILITIES

Maces and warhammers inflict +2 Dread against Felmog Knights, who are almost always clad in full plate armor.

SOCIAL

Felmog Knights Parley if it means getting what they desire, which are often items, treasure, or political gain. But they do not suffer insolent and foolhardy individuals who believe they hold more leverage than they actually do. If a Felmog Knight finds a negotiation or deal displeasing or laughable, they are likely to walk away or make the offender suffer for their disrespect. However, they are usually willing to accept *Magic* items and *Relics* as tribute instead of engaging in combat.

COMBAT

Felmog Knights often wield two-handed weapons and are adorned in intimidating armor. They prioritize attacking Knight-Errants or anyone displaying martial prowess. When mounted, they Charge and try to corral their enemies. Felmog Knights are some of the most intelligent combatants around, and seldom make strategic errors on the battlefield. If possible, they ambush, attack from high ground, flank their opponents, and use any manner of guile and trickery to force the enemy into precarious positions.

DEFEAT

Defeated Felmog Knights do one of two things: acknowledge their loss and agree to terms, or make a last ditch effort to escape or betray. Either way, the PCs have likely made lifelong rivals in the process.

VICTORY

Victorious Felmog Knights are often ruthless, at best leaving their enemies to wallow in defeat. They relish the idea of creating rivals to challenge them in the future. Felmog Knights take prisoners if they feel they can gain intel through interrogation.



FINFOLK

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+0	+0
Folk, Group/Horde, Minions		Block	Dread	Actions
		0	1d6	1

Amphibious fish creatures with a dizzying range of forms, scales and fin patterns. Scattered throughout the Land of Eem in lakes, rivers, waterways, and oceans, they more recently entered society at large. There are, however, some finfolk who detest mingling with the outside world beyond their watery havens, believing that landlubbers should remain on land where they belong.

Names: Panyo, Quish, Ooble, Finnbar

ABILITIES

Water Warriors

Finfolk gain +1 Attack and -1 Defense in water.

Slime Coat

Finfolk are covered in a coat of slime that makes them immune to disease and poison. Once every Combat, while on land, a *Group* or *Horde* of finfolk may secrete concentrated slime that emits a foul, fishy stench. Anyone within Nearby range suffers Disadvantage for 1d4 rounds.

VULNERABILITIES

Finfolk dry out easily, especially on hot days. If pulled away from a source of water for more than a few hours, they become

TIRED.

SOCIAL

Finfolk are rarely alone and band together especially when adventuring on land. They are quite similar to boggarts culturally, in that they value building, craftsmanship, and cultivation. Some finfolk come across as naive and gullible to land folk, since they may not be familiar with certain customs and new technology. This stigma has only made many finfolk suspicious and wary of being taken advantage of by travelers. And they greatly distrust corporations and industrialists looking to expand into coastal areas.

COMBAT

Finfolk favor hooks, tridents and spears. They break off evenly into squads to take on each foe. They often target ranged attackers first, having a deep distaste for bows and blunderbusses. They sometimes keep *Aquatic* minions like braying saberfish, lightning eels, and rindle rams.

DEFEAT

Finfolk flee to avoid mortal danger. If near water, they dive as deep as possible and hide in crevices and under rocks. If given no other choice, finfolk begrudgingly accept terms of Parley.

VICTORY

Finfolk take prisoners and, depending on the situation, jail captives or hand them over to local authorities. In other cases, they rob their victims and return to their hidden underwater dwellings.



FLINDERKIN

Level 1–8	Classes G, B, C	Parley	Attack	Defense
		2	+1	-2
Large, Solo/Group		Block	Dread	Actions
		0	1d6	1

Seven-foot tall moth people with six limbs and two large, lantern eyes capable of seeing in any level of darkness. Their beautifully patterned, powdery white, gray, or blue wings can easily lift their lithe, wiry frames to the tippy tops of the oldest, wurlwood trees. The powdery dust that covers their bodies is so potent that sniffing too much at close proximity puts a grown person to sleep for hours and hours.

Names: Thwin, Shooma, Weeth, Fwina

ABILITIES

Multi-Limbed

May use one Action to make two Attacks..

Flinder Dust

Once every Combat, may beat their wings to release sleep-inducing dust. All Close and Nearby targets must make a Vitality Check:

- 1–2** Target falls **UNCONSCIOUS** for the Conflict and is **TIED** when they wake.
- 3–5** Target falls **UNCONSCIOUS** for 1d4 rounds and is **TIED** when they wake.
- 6–8** Target becomes **TIED**.
- 9+** Target is immune to flinder dust for the session.

Swoop Attack

Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

Flinderkin are strangely fascinated by flame, becoming almost hypnotized by it (Mettle Check to resist).

SOCIAL

Flinderkin are generally aloof creatures that rarely engage with other cultures. They bristle at gregariousness,

seeing it as an insult to act so familiar with strangers. It takes much to gain a flinderkin's trust and few have been so lucky as to visit their treetop villages. On the other hand, they respect secrecy and secrets, and honor anyone on a furtive mission, perhaps even aiding them.

COMBAT

Flinderkin first attempt to put as many foes to sleep as possible with their dust. If that fails, they swoop in and out of melee. As multi-limbed, ambidextrous creatures, they can be fierce combatants, wielding blades forged from razor sharp leaves.

DEFEAT

Flinderkin usually accept defeat gracefully, and willingly back off or comply with demands. They know many secrets whispered on the wind and may part with one if necessary.

VICTORY

Flinderkin generally find no use for strangers in their midst. Instead of killing or keeping prisoners, they put their Defeated foes in a deep sleep and abandon them somewhere in the wilderness far from their treetop villages.



FROST JELLIES



Small/Medium, Aquatic	Attack	Dread
	+1	1d6

Saltwater creepers that congregate in great numbers, changing the surrounding water's temperature so cold that their prey becomes rigid from hypothermia. At that point, the jellies have a feeding frenzy, getting so riled up that they sometimes devour each other.

ABILITIES

Frigid Swarm

Frost jellies reduce the temperature in the waters to freezing levels. Every round, Close and Nearby targets must make a Vitality Check. On the first Failure, they are **SLOWED**; the second Failure, they are **WEAKENED**; the third Failure, they are **PARALYZED**.

VULNERABILITIES

Frost jellies fear hot water and intense heat, and shrink into little inert balls to protect themselves.

CRAFTING

Frost Jelly Donuts (Cooking🔥)

Components: Frost Jelly Jelly. Effect: Withstand extreme cold for a day and gain +5 Block against cold Dread for 1 hour.



FUNGHOULS



Small	Attack	Dread
	+1	1d4

Small, carnivorous mushrooms bound to the earth. They often grow in large beds—some spanning hundreds of feet—waiting for a hapless traveler to stumble into their numbers. Only then do they reveal their frothing, fanged mouths and glowing red eyes, ready to inflict a toxin-laced bite that renders victims paralyzed.



ABILITIES

Toxic Bite

Dread ignores Block unless the target is wearing armor on their legs or feet. Targets that suffer Dread from a Funghoul must make a Vitality Check to resist becoming **PARALYZED**.

Death Bed

A bed of funghouls will enter a feeding frenzy when a target falls **PARALYZED** among them. After 3 rounds **PARALYZED**, the target must roll to Defy Death each round thereafter or be devoured by funghouls.

VULNERABILITIES

Funghouls are susceptible to vinegar which makes them shut their eyes and mouths and shrink in horror.

FWITTLES

<i>Small</i>	Attack	Dread
	+1	1d4

Small flower creepers dreaded for their debilitating pollen. They dwell in forests and fields, growing in patches where they hum little songs in harmony with bees and other buzzing insects. Due to their potentially dangerous pollen, fwittles are often planted in places for added security.

ABILITIES

Perilous Pollen

Fwittles expel pollen when they attack. On a 6+ Hit, roll 1d6 for the effect (which can be cured by a Long Sleep):

- The Sneezes.** +1 Defense.
- The Sniffles.** -1 Charm and Inspire.
- The Sweats.** -1 Trickery and Sneak.

- The Squints.** -1 Search and Perception.
- The Stumbles.** -1 Nimbleness and Athletics.
- The Shivers.** -1 Wilderness and Realms.

Ornery Gardener

There is a 1-in-6 chance that an ornery gardener (kobold, shrubling, or beamkin) who tends to the fwittles arrives to defend their plants.

VULNERABILITIES

Fwittles wilt when anything chemical or toxic pollutes their soil.

CRAFTING

Sniffle Dust (Alchemy)

Components: Fwittle Pollen + **EMBERKISS**. Effect: When blown at a Close target, they have a sneezing and sniffing fit (-1 Attack and +1 Defense for 1d4+1 rounds).



GANGSTER

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	+0
Folk, Any Number, Minions		Block	Dread	Actions
		0	1d6	1

Made famous by underworld outfits like the notorious Tricky Toe Gang and Nork's Noodle Gang, these scoundrels are considered by commoners to be some of the worst scum in the Mucklands. They control swaths of urban territory, exploiting and extorting not only the peasantry, but those in power as well. Ruthless and devious, from the lowest brute to the biggest boss, gangsters are trouble.

Names: Goldtooth MucGinty, Leeza Tripletoe, Marface Jake, Emma the Thumb

ABILITIES

The Gang

Once every Combat, a *Solo* gangster or *Group* may call in 1d4+2 more gangster Goons.

Sap (B, C)

Once every Combat, on a Critical Hit, the target falls **UNCONSCIOUS** for 1d4 rounds.

SOCIAL

Gangsters haunt the streets and alleyways in numbers. They are bullies and ruffians, aiming to coerce and extort anyone they can to make cash and exert power. While cash is king, gangsters also recognize the value of information, which they use to gain leverage over their enemies and marks.

COMBAT

Gangsters are cruel, though not particularly brave. They run in big groups and call for more help if possible. Wielding weapons like clubs, daggers, and hammers, gangsters lack skill, which they make up for by swarming and surrounding targets. Gangster bosses hang in the back and have their minions and guards fight for them while they call the shots or try to escape.

DEFEAT

Gangsters are cowards when it comes down to it. They lie, cheat, and bribe to get out of hot water. But the only thing they fear more than their enemies are their bosses. When gangsters flee, they do everything to make sure the boss doesn't find out.

VICTORY

Gangsters don't take prisoners unless the boss wants to talk or interrogate. They make sure to rob their enemies and beat them up, of course, sometimes leaving them for dead. Most of the time, they use intimidation tactics and make examples out of folks foolish enough to cross them.



GATOR

Level 1-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	-1
Large/Huge, Solo/Group		Block	Dread	Actions
		1	1d10	2

These big, burly lizards, also known as gigagators, live in swamps, lakes, and riverways, hunting like assassins in muddy water. The gators of Eem are mean and menacing, with broad, heavy heads that support huge, crushing jaws. The largest known gator was said to be the size of a schooner.

Names: Swampus, Bayou Bill, Muckrunner, Toothy Jack

ABILITIES

Swamp Stalker

The first phase of a Conflict with a gator is Combat, followed by Wrangle, Improvise, and Run. A gator attacks first in the first round.

Iron Jaw

Dread always ignores Block. On a Critical Hit, the target is **ENGULFED** and their armor, shield or weapon breaks.

VULNERABILITIES

Gators tire easily out of the water, slowing considerably and losing their aggressiveness. Being territorial anyway, they are rarely up for a chase.

COMBAT

Gators ambush their enemies, striking when least expected. They use their huge heads to capsize boats, and their jaws can sometimes gulp people whole. Gators are content with scoring a single kill, and getting their fill.

CRAFTING

Gator Tots (Cooking)

Components: Gator Tail. Effect: Quality Rations that replenish 1 Quest Point.



GELK

Level 1-5	Classes G, B	Wrangle	Attack	Defense
		1	+1	+0
Large, Group/Horde		Block	Dread	Actions
		0	1d8	1

Tall reptiles with antlers, hooves, and colorful scales. They roam in herds famed for their distinctively loud calls that ward off predators and summon more gelk to food sources. Gelks inhabit swamps, forests, and mountainsides feeding mainly on berries, but have been known to eat mooshwimbles, plappadoots, and krowls as well.

Names: Yogcha, Hoofscaler, Big Bellow, Dewlap

ABILITIES

Antler Sweep

Once every Combat, may attack 1d4 Close targets.

Sonic Call

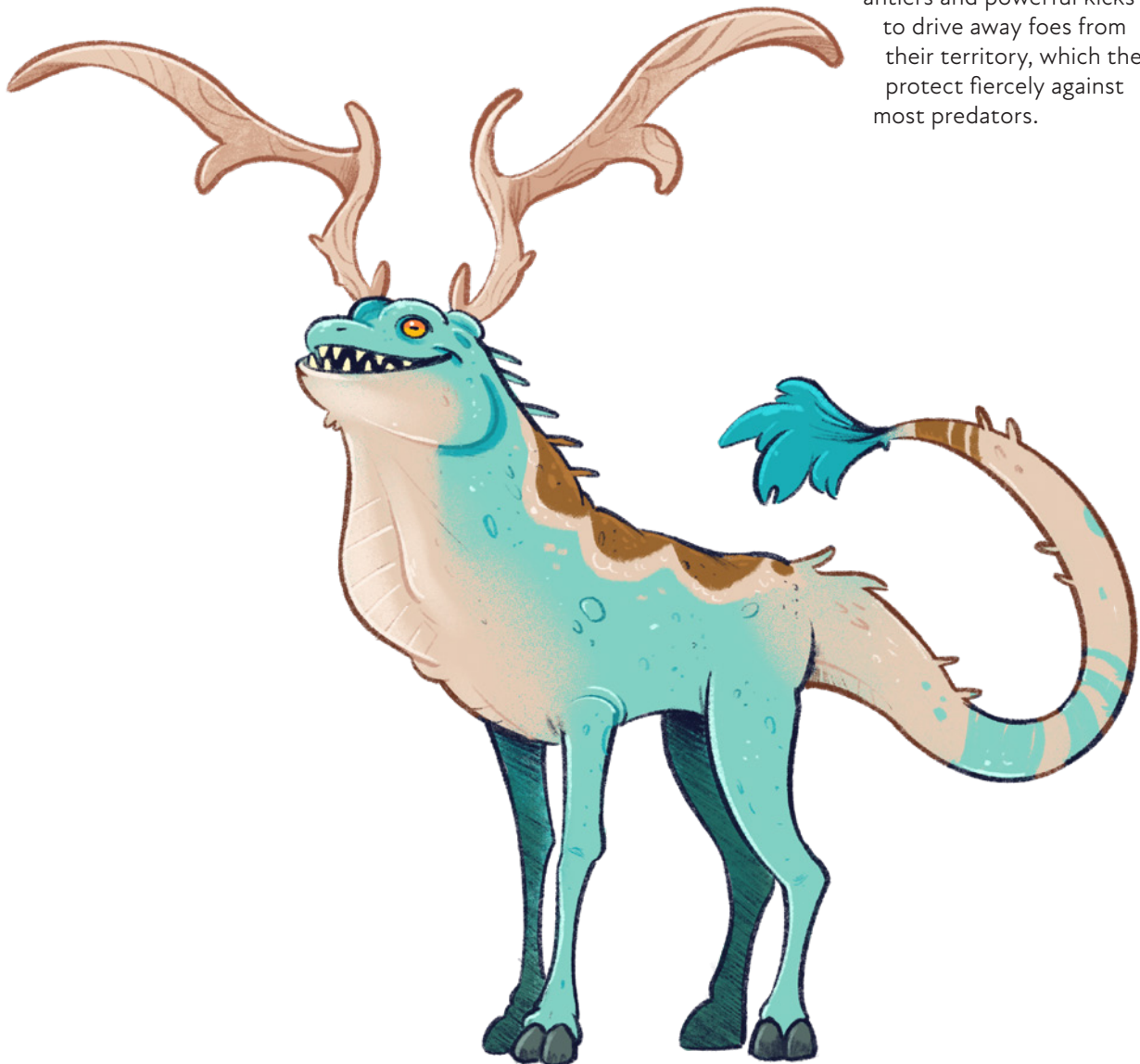
Once every 3 rounds, a *Group* or *Horde* of gelks may make a Sonic Call Attack against all Close, Nearby, and Faraway targets. On a 6+ Hit, the target must make a Vitality Check or become **DEAFENED** for the remainder of the Conflict. Additionally, 1d4 gelk Goons join the Combat.

VULNERABILITIES

Gelk have a healthy fear of large predators like weorgs or crag lizards. An entire herd will run away in fear from their scent.

COMBAT

Gelks use their deafening call to disorient enemies. This also rallies the herd's stragglers to fight and ward off attackers. They use their strong antlers and powerful kicks to drive away foes from their territory, which they protect fiercely against most predators.



GELPIE

Level 1–5	Classes C	Parley	Attack	Defense
		1	+1	+1
Medium, Solo, Minions		Block	Dread	Actions
		0	1d6	1

Gazing from the murky waters of remote rivers, they await travelers who have lost their way. But not just directionally lost. No, gelpies await travelers who have lost their purpose, their life's meaning, or have no loved ones. Gelpies are lonely, miserable creatures hoping to lure wayfarers close enough to offer riches and promises in return for devoted friendships. But should one accept a gelpie's friendship, they are cursed to be attentive and devoted friends forever. Reject the offer, and the gelpie likely lashes out in anger.

Names: Auntie Uckly, Wuzzy, Ringlemuck, Pappy Dando

ABILITIES

Magical Gifts

Has three random *Magic* items to entice targets. If the target accepts, they are **ENSORCELLED** and put under a gelpie **CURSE**, which compels them to never leave the gelpie's side. The curse can only be broken if the gelpie is Defeated. If the *Magic* items are refused, the gelpie may use them in Combat.

VULNERABILITIES

The mere whiff of a [cold steel] weapon makes a gelpie sweat profusely and break out in hives, enough to run away and hide.

SOCIAL

Gelpies live lonely lives, and have likely not spoken to a living soul for years. They are awkward communicators, and their idea of friendship is warped and unhealthy—more akin to keeping a pet or captive. They are, however, easily overwhelmed by attention. A gelpie, being so solitary, might retreat from too much social stimulation or be so overwhelmed that they get flustered and forget their dark machinations.

COMBAT

Gelpies are rather stringy and weak, but they are cunning. They possess multiple *Magic* items plucked from the ancient dead, and use them to their fullest, ultimately hoping that their victims are swayed to become friends. They stay in the water as a last line of defense, and some even have minions like leechlings or slurpworms.

DEFEAT

Gelpies easily panic if they lose the advantage, and dive below the water to lick their wounds. But they don't give up that easily. Gelpies are known to pursue their potential friends for miles and miles. If slain, they melt away, their scraggly, muddy hair curling into worms that disperse into the muck.

VICTORY

Gelpies prefer not to kill, instead taking prisoners to lock away in some dark, muddy hole to be friends forever.



GHOST

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-2
Folk, Solo/Group, Undead		Block	Dread	Actions
		0	1d8	1

Rare, spectral shadows that remain after a person has died without fulfilling something in life. More than their misty, pale vapor and cold incorporeality, it is a ghost's goal that defines them. Do they cling to this world for revenge? Or something more noble like true love? Ghosts range greatly in species, personality, and their motivations for persisting in the world of the living.

Names: Albrecht the Damned, The Lost Lady, Ol' Thumper, Chaindragger

ABILITIES

Scare

At the start of a Conflict, all who see a ghost or Group of ghosts must make a Mettle Check. On a 5-, they are **FRIGHTENED**.

Incorporeal

A ghost's Attack cannot be Blocked or repelled by any means other than a *Magic* item or *Relic* specifically designed to do so. *Mundane* and *Magnificent* weapons (except [cold steel]) inflict Dread with Disadvantage against them. Ghosts can pass through solid objects, including living beings, without hindrance.

Telekinesis

May levitate objects and knock things over from a distance. As a ranged Attack, may fling an object at a target.

Possess (C)

Once every Combat, may possess a target, gaining complete control of them (9+ Mettle Check to resist). The ghost takes no Dread if the possessed is harmed, but leaves their host if they are reduced to 5- Courage.

VULNERABILITIES

[Cold steel] weapons inflict +2 Dread against ghosts.

SOCIAL

Every ghost persists for a reason. Getting to the bottom of this reason usually de-escalates any ghostly encounter. Possible reasons include that their remains were not properly buried, they still have unfinished business, or some horrible tragedy occurred.



COMBAT

Not all ghosts are inherently violent and are content to scare enemies away. But a startled or disturbed ghost lashes out relentlessly. They use their surroundings to throw objects and create obstacles. Especially powerful ghosts aim to possess and take over capable adventurers in order to pursue their goals.

DEFEAT

When a ghost is Defeated they disperse into thin air, never to haunt the world again.

VICTORY

Ghosts are usually content to scare away their enemies. But if a PC is possessed, the player still roleplays as their character but must attempt to achieve the ghost's goal at all costs. The ghost can only be expelled by a powerful dwimmercrafty NPC (witch, gnome, wizard, or similar).

CRAFTING

Ecto Powder (Alchemy)

Components: Ectoplasm + **ASHBLOSSOM**. Effect: Blow at a Close target. On a 6+ Hit, they become **FRIGHTENED**. Champions may resist with a Mettle Check.

GIANT

Level 5-10	Classes C	Parley	Attack	Defense
		2	+2	+1
Huge, Solo		Block	Dread	Actions
		2	1d12	3

These mythical behemoths are said to be the descendants of primordial ogres. But unlike ogres, giants are typically indifferent toward smaller folk. They live solitary lives, dwelling in remote places while pursuing simple work, chores, and hobbies just as any folk would, but on a larger scale. As they can live hundreds of years, their craftsmanship is some of the finest in Eem.

Names: Arga, Zoody, Baltheeg, Pelmo

ABILITIES

Gigantic Proportions

Roll 2d6 or choose two:

- Massive Noggin.** Possesses great intelligence. Trickery and Charm Checks against the giant suffer Disadvantage.
- Huge Hands.** +1 Attack (except Stomp)
- Long Legs.** Melee Attacks against the giant suffer Disadvantage.
- Mammoth Feet.** Stomp inflicts +3 Dread.
- Cyclops.** Very perceptive and can see great distances. Sneak Checks in the giant's presence suffer Disadvantage.
- Two-Headed.** Two charismatic personalities that often joke and bicker. Roll 4 Giant Hobbies instead of the usual 2.

Giant Hobbies

Roll 2d12 or choose 2 hobbies:

- Galleon in a Bottle.** Builds perfect, full size sailing ships. The problem is finding a large enough bottle.
- Miniature Modeling.** A smith, a tailor, and carpenter capable of building *Magnificent* items sized for "small folk."
- Gourmet Chef.** Cooks delicious meals, big enough to feed a whole village.
- Gargantuan Gardener.** Endeavors to plant forests and fields.

- Skrokwingery.** Hunts with a skrokwing as if it were a falcon.
- Longstrider.** Loves to hike, and can travel 6 Hexes per day.
- Collector.** Keeps a massive collection of various artifacts, items, and oddities (Ancient Hoard).
- Mountain Sculpting.** Sculpts structures and statues out of mountain sides.
- River Routing.** Re-routes rivers to create new waterways or divert flood risks.
- Prankster.** Enjoys pranking locals in a variety of ways for good or ill.
- Critter Watcher.** Enjoys watching and studying critters across the land.
- Historian.** Has kept a meticulous record of local events for centuries.

Stomp

Once every round, may attack all Close and Nearby targets.

VULNERABILITIES

If a giant misses a target twice in a row, they become enraged, gaining a +2 bonus to Dread but a +2 penalty to Defense for the rest of Combat.

SOCIAL

Despite their power and strength, most giants are shy and avoid the scrutiny of folk, especially big crowds, often lashing out violently if challenged or bothered by pushy types. Giant hermits are very common, keeping to themselves in remote mountains, valleys, and coves. Such isolation is bound to make some giants cantankerous. That said, most are quite willing to gush about their hobbies to anyone showing real interest.

COMBAT

Giants are impossibly strong and fearsome opponents. They stomp on their enemies or smooch them with their open palms. But they are also prone to frustration, like humans when trying to swat a pesky fly.

DEFEAT

Giants likely sulk and hide if humiliated or Defeated. They may even reach a point in a Conflict where they decide that fighting is no longer worth it, frown, and stride away in a huff.

VICTORY

Giants are not usually ones to gloat, but they are avid scoffers. They treat offenders with disgust since they likely disregarded many warnings and thus deserve their fates. Whether a giant collects spoils or not depends on their hobbies, but it's only the uncommonly nasty giant who gobbles up their foes like in the stories.



GIANT INKPOT SPIDER



Level 5-10	Classes C	Parley	Attack	Defense
		2 (D)	+2	+0
<i>Huge, Solo</i>		Block	Dread	Actions
		3	1d12	4

The giant inkpot spider (a more fearsome relative of the smaller species) never stops growing as it ages. These reclusive and temperamental arachnids are fiercely territorial and absolutely detest dungeoneers and overlanders that intrude on their web-ridden homes.

Names: Ilgath, Rookash, Thalnak, Vorkan

ABILITIES

Web Trap

A giant inkpot spider's lair is riddled with highly sticky, black webbing. Movement related Checks suffer Disadvantage. If a target rolls a Complete Failure on any Check or Attack, they become **ENTANGLED** in the web.

Paralytic Bite

Once every round, may make a Paralytic Bite Attack. On a 9+ Hit, the target becomes **POISONED** and **PARALYZED** and the spider heals 1d6 Courage.

Web Spurt

Once every 2 rounds, may make a Web Spurt Attack, shooting black sticky webs from its rear end. On a 6+ Hit, all Close and Nearby characters are **ENTANGLED**.

VULNERABILITIES

[Starfell-make] weapons inflict +3 Dread to giant inkpot spiders.

SOCIAL

Giant inkpot spiders do not take kindly to intruders and have the upper hand in their lairs. They must be persuaded or tricked to let adventurers pass through their domain. In return for a favor, they often desire a nearby dungeon operation, meddlesome group or rival to be disrupted or destroyed.

COMBAT

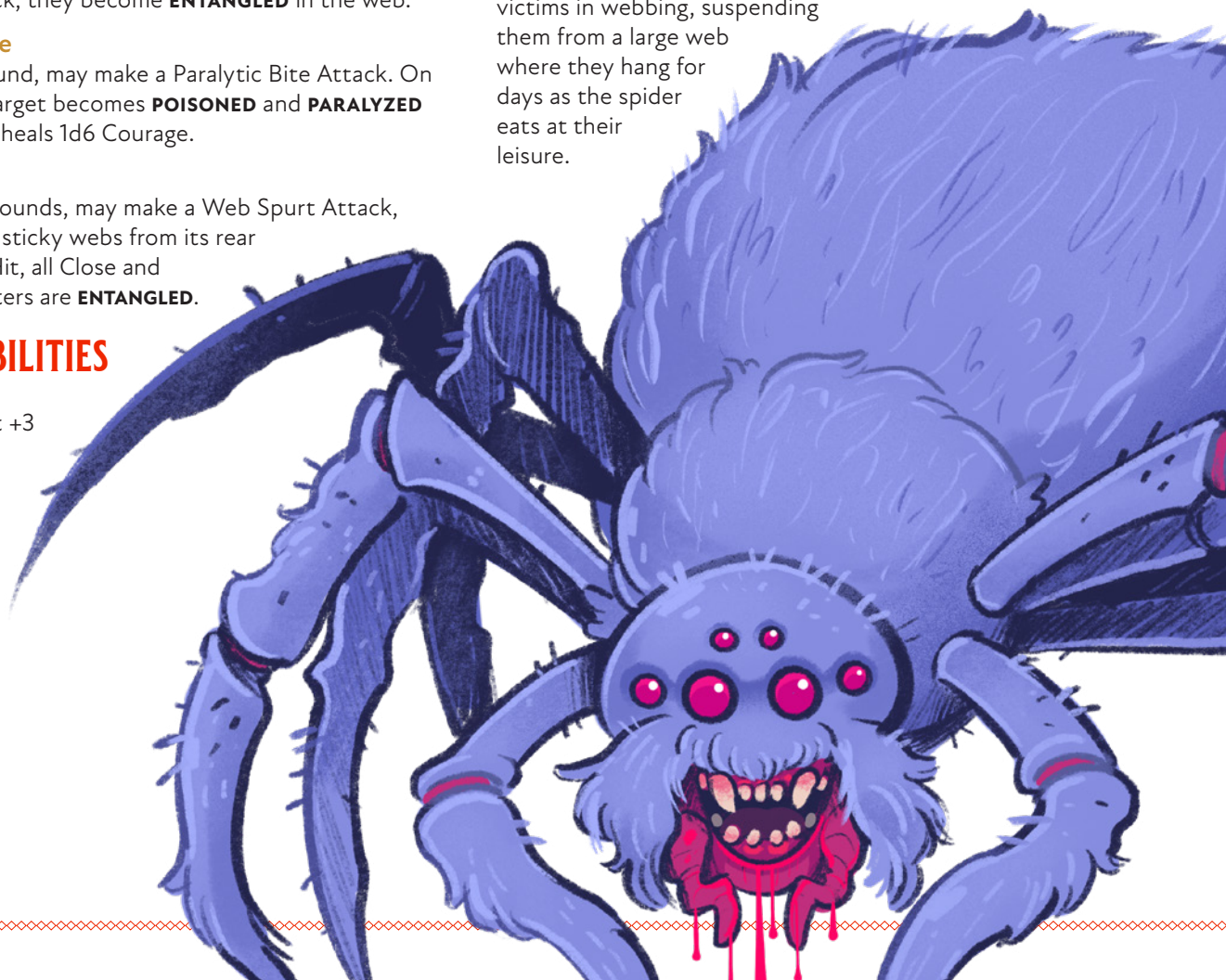
Giant inkpot spiders use their Web Spurt to immobilize their enemies. Anyone left over is struck by the creature's many legs and deadly Paralytic Bite. Moving around in the spider's lair is perilous in itself, but the spider has no trouble. They are surprisingly agile for their size and can squeeze into relatively tight spaces.

DEFEAT

Giant inkpot spiders fight until they are reduced to 10- Courage, at which point they retreat and recoil their impossible mass into a very tight crevice beyond the main expanse of their web structure. This retreat can last for months as the spider lives in fear, shame, and anger.

VICTORY

If they've managed to capture prey, giant inkpot spiders are content to let stragglers go. They wrap their victims in webbing, suspending them from a large web where they hang for days as the spider eats at their leisure.



GLOOG

Level 1-5	Classes B	Wrangle	Attack	Defense
		2	+0	+1
Large, Solo/Group		Block	Dread	Actions
		1	1d6	1

Lumbering critters native to the bogs and marshes of Eem. By most accounts they spend most of their waking hours languidly feeding on algae and quag bugs as they moo contentedly. Gloogs are quite strong, propelling their bulk through murky swamps with their giant muscular legs that never get stuck in the mud. Crafty swamp runners tame gloogs in order to ride them through the densest bogs.

Names: Rooga, Moo, Sleep Eye, Big Ornerly

ABILITIES

Mudmaster

Gain +1 Attack and moves unhindered when in mud, muck, or swamp.

Mud Stomp

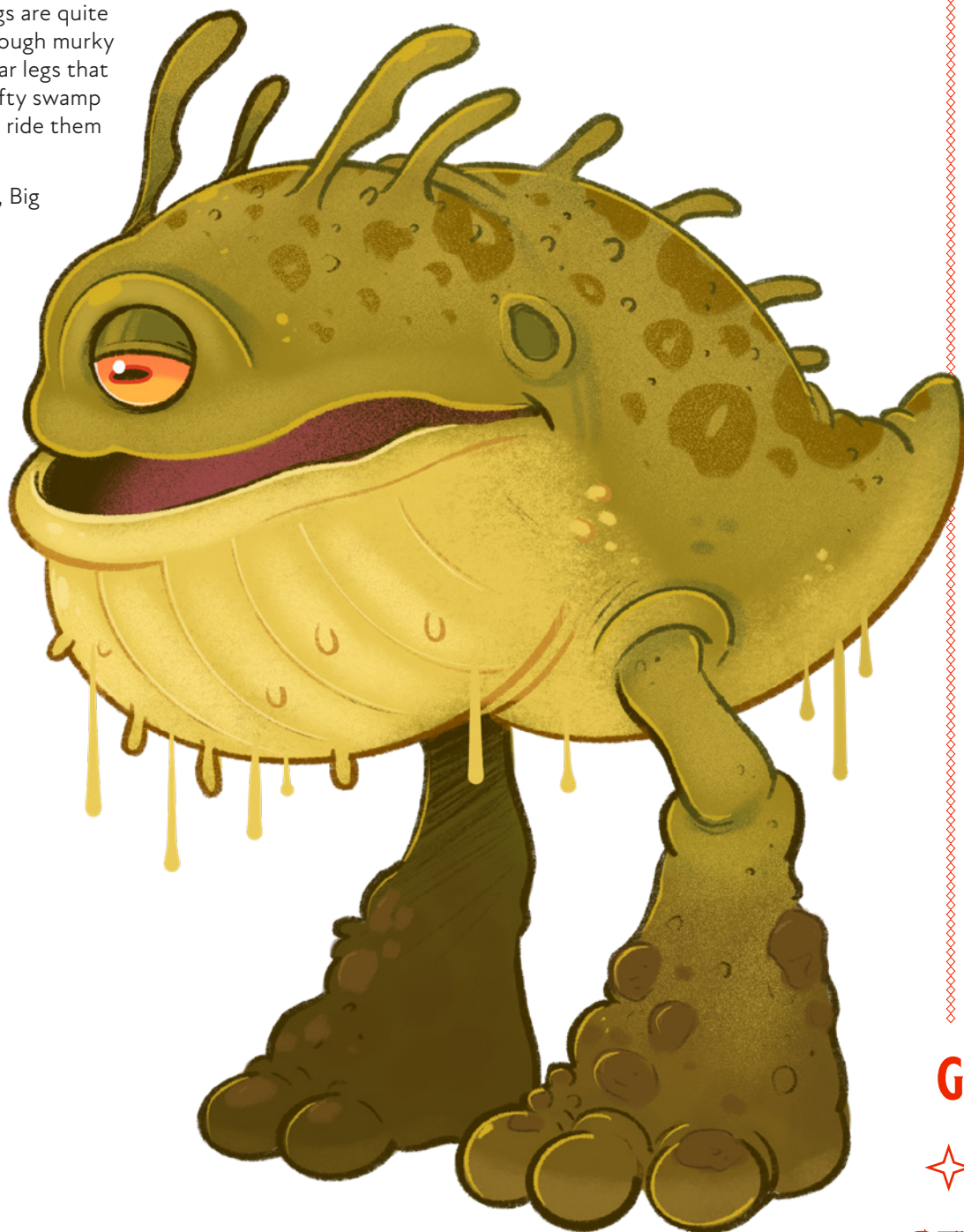
On a 9+ Hit, the target is knocked **PRONE** and **ENTANGLED**. If under muck, mud, or water, the target becomes **ENGULFED** instead.

VULNERABILITIES

Gloogs are less effective when not submerged in muck, having little lateral quickness and finding it difficult to turn around swiftly. They also have a high metabolism and need to graze constantly. Feeding a gloog **QUAGMOSS**, mucillusks, slurpworms or leechlings settles them down, and perhaps makes a friend.

COMBAT

Gloogs kick with their mighty legs and spring upon enemies to bury them in mud. They are masters of their domain and rarely pursue outside of water. If outmatched, gloogs bury themselves in at the bottom of a mud pool to hide.



GLOOM

	Attack	Dread
	+2	1d12

A dreadful curse on the land. Also known as the Old Fog or Witchbreath, Gloom is a mysterious mist that swallows folk up and makes them lose their way, or worse. The Gloom behaves almost like a living thing, a kind of spectral obscuration that evokes dread and despair within any caught in its midst. Finding yourself lost in a patch of Gloom is to court a sad, lonely demise.

What connection the Gloom has to its master, the Gloom King, is not fully known by all but a few of the wisest loremasters in Eem. In fact, most folk have never even heard of the Gloom King; or if they have, they believe he is nothing more than some sort of legend or faerie tale to scare children.

ABILITIES

Lost in the Gloom

When someone wanders into Gloom, they need 2 successful Travel Checks (with Disadvantage) to escape.

Dreadful Demise

Roll 1d4 to determine the Gloom's immediate effects on those within:

- Oppressive Dread.** Suffer 1d12 Dread, and 1d6 Dread every Travel Turn thereafter.
- Separated.** Allies are randomly separated from each other into two or three groups and must make their own Travel Checks to escape or reunite.
- Restless Dead.** 2d6 skeletons emerge from the Gloom and attack.
- Lost Hope.** Everyone loses their Quest Points for the session.

The Old Fog

In rare cases, Gloom physically attacks, but it is most often dormant and more of an environmental hazard than an assailant. Gloom always attacks if a skeleton PC is present.



VULNERABILITIES

If those lost in Gloom display great hope and courage, or even sing an inspiring song, they do not suffer Disadvantage on Travel Checks.

CRAFTING

Cursed Amulet (Crafting)

Components: Vial of Gloom + **GARISH AMULET** .

Effect: The wearer suffers a random **CURSE** (p190).

GOLEM

Level 1–10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+1	-1
Folk/Large/Huge, Solo/Group		Block	Dread	Actions
		1	1d10	2

Magical beings built by wizards and sorcerers as servants and protectors. Held together and given life by powerful runes, golems are constructed of varying materials which determine their capabilities. However, few golems have been created since the age of wizards. And while those that remain have stood the test of time and proved incredibly resilient, they are often lost and wandering without purpose.

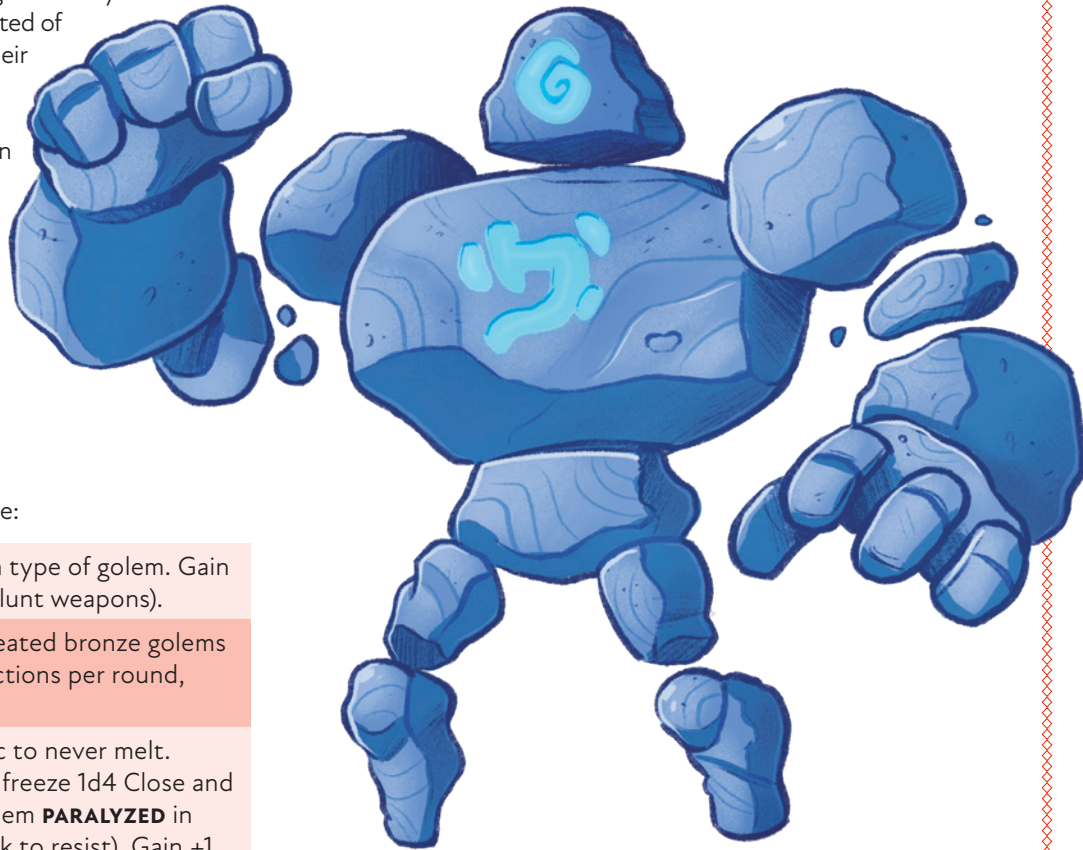
Names: Atouk, Urlo, Brynk, Vortan

ABILITIES

Magic Material

Roll 1d6 or choose the golem's type:

- 1 Stone.** The most common type of golem. Gain +1 Block (except against blunt weapons).
- 2 Bronze.** Wizards often created bronze golems to fill out army ranks. 3 Actions per round, instead of 2.
- 3 Ice.** Enchanted with magic to never melt. Once every Conflict, may freeze 1d4 Close and Nearby targets, leaving them **PARALYZED** in their tracks (Vitality Check to resist). Gain +1 Block (except against blunt weapons and fire).
- 4 Obsidian.** Sharp and imposing. Gain +1 Attack and +3 Dread.
- 5 Clay.** Malleable and sticky. On a 6–8 Hit against the golem, the attacker becomes **SLOWED** for 2 rounds. Suffer half Dread from blunt weapons.
- 6 Starfell.** As deadly as they are valuable. Gain +2 Block, and 1d12 Dread. Suffer half Dread from magic and *Magic* items.



SOCIAL

Golems are usually solitary, but there are cases when wizards created groups or armies of golems. They are often found right where they were built many years ago, left to gather overgrowth and dust, guarding something valuable or important. But the more time has passed, the more these dutiful constructs are forgetful and confused. But a golem's mind is easily jogged, and once they remember their purpose, they stop at nothing to fulfill their duties. As long as one doesn't oppose their directives, golems can be helpful and assist those in need. However, the golems of evil sorcerers are built in the reflection of their makers' own twisted, cruel hearts.

COMBAT

Golems are brutish combatants that charge, bash, and slam their foes. They are not very strategic in choosing targets; their greatest concern is defending a place or thing.

DEFEAT

Golems would rather perish than fail to uphold their directives. However, it is possible to persuade a golem to give up a futile, outdated pursuit, but any such attempts suffer Disadvantage.

VICTORY

Golems rarely chase their foes. As long as they have protected their charge or otherwise fulfilled their master's directives, they are satisfied driving intruders away.

GRAIL TICKS

<i>Tiny</i>	Attack	Dread
	+1	1d4

Peculiar, magical pests that are a delectable treat for many forest dwellers. Grail ticks are shaped like tiny cups and, after feeding on blood, they secrete a mucus that naturally fills the cups. The mucus is a kind of viscous, delicious nectar that sloshes around on the grail tick's back, providing a nourishing snack to woodlanders savvy enough to enjoy. But drinking the nectar is a risky proposition as the bite of a grail tick is definitely something to avoid.

ABILITIES

Cursed Bite

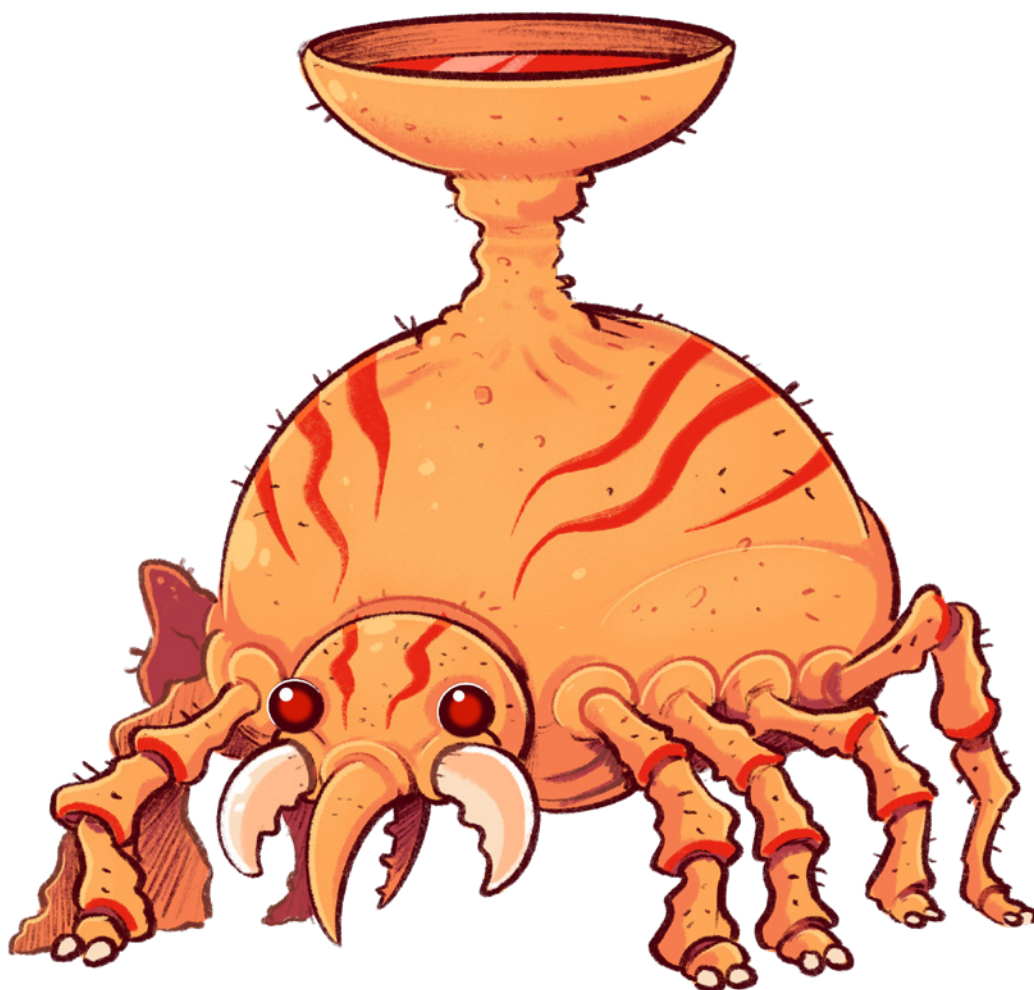
On a 9+ Hit, the target must make a Vitality Check or suffer a random **CURSE** (p190).

VULNERABILITIES

Grail ticks hate **WITCHWEED** and flee from anyone with it on their person.

NOURISHING NECTAR

Drinking a grail tick's nectar eliminates the need for food and rest for an entire day of travel, but the creepers will try to bite.



GREMLIN

Level	Classes	Parley	Attack	Defense
1	G	1	+0	+0
Small, Horde		Block	Dread	Actions
		0	1d4	1

The Scourge of Shrym, the Bane of Beezelburf and the Calamity of Capstan, gremlins are ravenous, pointy-toothed creatures drawn to the taste of technology. By worming their way into mechanical devices to devour them, they revel in grinding iron gears between their teeth while slurping up copper wire like Nork's Noodles. Usually found in nests beneath floorboards and city streets, gremlins were once considered a rare danger. But ever since the Dungeon Era's technology boom, the gremlin threat has risen, making quick enemies of modern day inventors, machinists, builders, scientists and engineers.

Names: Cruncher, Nibbler, Cogz, Nomz

ABILITIES

Overrun

Gremlins overrun their enemies, attempting to find something tasty. Three or more gremlins may combine their Actions to make a single Attack (+1 Attack for each additional gremlin above 3). On a 9+ Hit, the PC is **ENTANGLED**.

Devour Items

Once every round, may try to grab a target's random item—even one that's being held—to devour it. The target must make a Nimbleness Check:

- 1–2 A Magic item (if possible).
- 3–5 A Magnificent item (if possible).
- 6–8 A Mundane item.
- 9–11 Nothing.
- 12+ The gremlin comically Defeats themselves trying to eat an item.

VULNERABILITIES

Gremlins do not feel at home in the outdoors or wilderness, so it would

be rare to find them outside of an urban environment or away from vehicles and machines. Trees make them uncomfortable, as well as naturally running water and any wide open space devoid of civilization.

SOCIAL

Gremlins are drawn to anything manufactured or constructed: weapons, armor, tools, vehicles, and especially devices with mechanical components. They care nothing for eating creatures but fight tooth and nail to get what they want. Gremlins are known for their highly volatile personalities and incessant in-fighting. It is not uncommon to see a group fighting amongst themselves for the rare treat of devouring a stick of dynamite, only for one gremlin to blow himself to smithereens with a mad, cross-eyed grin.

COMBAT

Gremlins spread out and attack their foes in small groups (usually three or more). They prefer to dismantle and eat large mechanical devices if present, otherwise they overrun their enemies and devour their items.

DEFEAT

Gremlins skitter back to their hiding hovels to hibernate, awaiting townsfolk and crafters to rebuild their wares to devour them in the future. Sometimes they leave a tiny marble-sized egg or two behind in a victim's belongings to proliferate their clans in secret.

VICTORY

Gremlins, left unchecked, devour every last technological fragment. Whole workshops, entire armories, smithies and mills will be wiped clean.



GUARD

Level 1-10	Classes G, B	Parley	Attack	Defense
		2	+0	-1
Folk, Solo/Group		Block	Dread	Actions
		1	1d6	1

A common sight in cities and towns, guards are hired by the local authority to maintain order and protect folk from beasts and bandits alike—not to mention deal with local riffraff. Guards are hired from the pool of townsfolk themselves, and are not typically professional warriors, unless in a larger settlement or metropolitan area like Fleabag County.

Names: Jode, Eugene, Church, Marvie

ABILITIES

Arrest

May arrest a Close target by binding them in shackles (Might Check to resist the shackles with a -1 penalty for each additional guard helping). On a 5-, the target is shackled and detained.

Sound the Alarm

When guards determine that things aren't going their way, they call for backup. Once every Combat, there's a 3-in-6 chance that 1d6 Guard Goons arrive in 2 rounds.

SOCIAL

Guards are regular townsfolk and neighbors, and are usually on a first name basis with the locals in their jurisdiction (whether they want to be or not). As with any position of power, some guards are noble and true, while others are corrupt, cruel, and susceptible to bribery. In any case, most guards rely on force and intimidation by default, and usually work in pairs or groups if there is a big event or dignitary involved.

COMBAT

Guards are defensive in nature, most likely armed with spears and shields or short clubs. They rarely

wear armor, aside from tabards that mark their affiliation and perhaps a helmet. They work together to subdue attackers so that they can be hauled off for questioning and judgment. If in trouble, they'll try to blow a whistle or sound an alarm to call for backup. Guards love a good chase, and pursue thieves and rascals until they're left gasping for breath.

DEFEAT

Most guards are not paid well and are not about to risk their necks unless there's a very good reason. Guards surrender or seek aid by sounding an alarm when Defeated if they can. Assaulting guards has repercussions, like bounties, grudges, or warrants, depending on the circumstances.

VICTORY

Guards arrest their Defeated foes and haul them to jail or similar. Once captured, prisoners await their employer's decision. For minor offenses, perhaps a fine is warranted—otherwise, you're looking at a jailbreak!



GUARDVARK

Level 1-6	Classes G, B	Wrangle	Attack	Defense
		1	+0	-2
Small, Group		Block 2	Dread 1d8	Actions 1

Stocky burrowers that sustain their hardy bulk by constantly eating creepers in the muck. Guardvarks get their name from their wide, flat, armored face that is roughly in the shape of a shield. Though guardvarks are not particularly aggressive in the wild, they fiercely defend their burrows from trespassers and have even been bred by other creatures, like ettins and trolls, as guard pets.

Names: Buckler, Hardnose, Hammerhead, Shieldsnout

ABILITIES

Deflective Noggin

Guardvarks can't be Counterattacked and Dread against them suffers Disadvantage. Rascals can't Backstab them.

Armored Scrapper

If Combat with a guardvark lasts more than 3 rounds, all targets become **TIRED**.

VULNERABILITIES

If knocked **PRONE** on their backs, revealing their softer underbellies, guardvarks panic and suffer double Dread in that position.

COMBAT

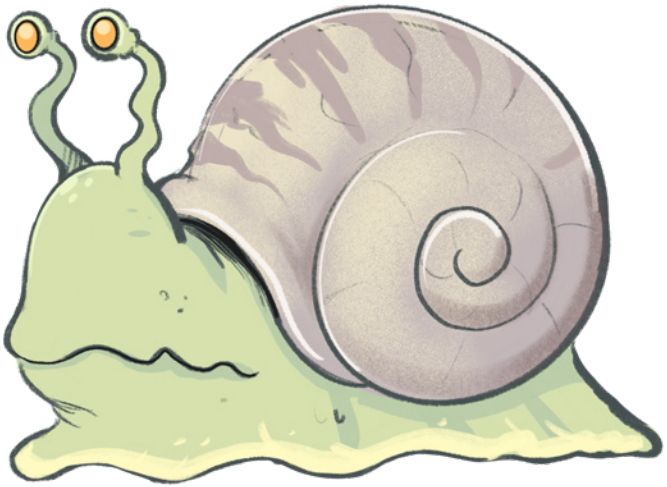
Guardvarks defend themselves ferociously and make extremely loyal guards, willing to die for their masters. They rely on their sturdy hides and shield-like heads to wear out their opponents in knock down drag out fights. Rarely do they ever get outflanked or flee from a fight.



GUTTERSNAILS

Small	Attack	Dread
	+1	1d4

Common in cities and wetlands throughout the Mucklands, as they live off scum, grime, and refuse. Slow and cumbersome, yet sticky and tough, guttersnails are a pest known to bite when starving. They are also a culinary dish for boggart peasants, as they are abundant and taste, well, okay...



ABILITIES

Glue Trap

On a 6-8 Hit, the target is **SLOWED** by sticky mucus. On a 9+ Hit, the target is **ENTANGLED**.

VULNERABILITIES

Guttersnails can dehydrate quickly. Salt, salty foods, or intense heat eliminates the effect of their sticky slime.

GWARGLEBEAST

Level 8-10	Classes C	Wrangle	Attack	Defense
		1 (D)	+3	+0
Huge, Solo		Block	Dread	Actions
		3	1d12	3

Only a handful of adventurers have glimpsed a gwarglebeast in the wild and lived. These jagged-mouthed, multi-eyed juggernauts of destruction are considered legends and one of the most dangerous creatures in Eem. A rare few have ever emerged to the surface of the Mucklands, the great majority of encounters being in the Underlands during excavations, or in the vast, unexplored Fungal Jungle.

Names: Rumblefoot, Doomshaker, The Voidmother, Keeper of the Abyss



ABILITIES

Eight Eyes

Attacks never gain Advantage against a gwarglebeast.

Bulldozer

Immune to blunt weapons. May use up to 3 Actions (1 per range band) to trample through an entire area, making an attack against all Close, Nearby and Faraway targets. The gwarglebeast utterly destroys structures and objects in its way, including trees, buildings and rocks.

Devour

On a Critical Hit, the target is **ENGULFED** in its mouth, inflicting 1d6 **ONGOING DREAD** until they escape.

VULNERABILITIES

[Starfell-make] weapons inflict +3 Dread against gwarglebeasts. The critters are extremely aggressive, which could potentially be used against them in the right circumstances.

COMBAT

Gwarglebeasts are fearless, hostile beasts and attempt to destroy anyone they encounter. Protected by incredibly sturdy plate armor, they barrel through the landscape, trampling over trees, crumbling rocks, and devouring all life. They are like a wild bull, attacking anyone in sight.

CRAFTING

Gwargle Plate Mail (Crafting)

Components: Gwarglebeast Armor Plates + 15 Materials.
Effect: Heavy Armor that grants +3 Block; once every session, gain Advantage on an Intimidate Check.



HARPY

Level 1–8	Classes G, B, C	Parley	Attack	Defense
		1	+1	-1
Medium, Group, Flying		Block	Dread	Actions
		0	1d6	2

Most harpies adhere to a dark and terrible practice of witchcraft, worshiping a powerful sorcery that they're incapable of recreating themselves. Feathered and leathery, with sharp talons, hunched backs, and the faces of hags, harpies are terribly vain despite their relative hideousness. Often anointing themselves with scented oils, make-up and gaudy jewelry that audibly jingles as they flock and swoop menacingly above.

Names: Leecha, Harrot, Mawreen, Jyss

ABILITIES

Bubble, Bubble

Has a random Alchemy item (see Alchemy Recipes in Core Rulebook).

Swoop Attack

Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

Skyfall

Harpies like to lift their quarry into the air high enough to drop to their doom. On a Critical Hit, the target suffers +1d6 Dread as they are dropped to the ground.

VULNERABILITIES

Harpies have a deathly fear of apples, which are poisonous to them—the sight of one sends them into a panic. [Cold steel] weapons inflict +1 Dread against them.

SOCIAL

Harpies speak in screechy, sing-song voices, and they often rhyme and finish each other's sentences. They are open to making deals and are extremely vain. Offering something of value, such as reagents and ingredients for their dark rituals or appealing to their vanity certainly improves their disposition. Harpies live in close knit covens, but although they are generally loyal to each other, the members of a coven are often bickering and competing. They each want to outdo one another and come out on top.



COMBAT

Harpies generally Swoop Attack as much as possible. They claw and scratch at anyone who is conventionally attractive, out of jealousy. Or they target *Small* characters to carry away in their talons. Against larger foes, they like to grab at weapons and items to disarm or steal.

DEFEAT

Harpies don't stick around. If half of them are Defeated, the others try to carry the injured back. Harpies never menace the same place twice, fleeing an area if Defeated or convinced.

VICTORY

If a PC is Defeated by harpies, the whole group attempts to abscond with the PC to their nest to feed the coven.

HIPPOGRUFF

Level 1-6	Classes C	Wrangle	Attack	Defense
		1	+1	+1
Large, Solo/Group, Flying		Block	Dread	Actions
		1	1d10	1

Brutish omnivores that fiercely protect their river and lake territories. They sport woolly coats and big, squared-off tusks. Tiny little feathered wings sprouting from their backs allow them to fly for very short bursts and achieve impressive speeds, essentially making a hippogruff a living, fluttering battering ram.

Names: Rumtug, Woshta, Rusk, Grumbell

ABILITIES

Juggernaut

May charge and attack a Nearby target. On a 6+ Hit, the target is **STUNNED** and knocked **PRONE**. Vehicles and small boats Hit by a hippogruff topple over.

Squash

Once every Combat, may flutter straight up and drop their weight on a target. On a 6+ Hit, the target becomes **ENTANGLED** and suffers 1d6 **ONGOING DREAD**.

VULNERABILITIES

If an enemy cowers in a clear display of surrender or defeat, hippogruffs stop attacking and await the enemy to slowly leave their territory.

COMBAT

Hippogruffs charge and trample everything in their path, splintering riverboats like toys and wagons like toothpicks. They do everything in their power to protect their territory and herd, never backing down until the enemy retreats. Against foes they deem extra dangerous, they use their wings to drop all their crushing weight.



HIPPOPOTAMOOSE 🐾

Level	Classes	Wrangle	Attack	Defense
3-8	B	1	+1	+1
Huge, Solo		Block	Dread	Actions
		2	1d10	2

These gentle woodland behemoths are the subject of many faerie legends, including the Tale of Ysla which purports that hippopotamooses come from the distant, ivory forests of the Wayward Moon, where their antlers rake across the tallest branches, making music like wind chimes. To most travelers, however, the hippopotamoose is a roaming megabeast that should be avoided, not because of its temperament but due to falling branches and trees as it traverses the woods on enormous stilt-like legs.

Names: Grumpy Thump, Surlhorn, Gentle Pete, The Moonstrider

ABILITIES

Antler Fling

Once every round, on a 9+ Hit, may toss the target to Faraway range inflicting +1d6 Dread.

Timber Kick

Once every 2 rounds, if trees or buildings are present, the hippopotamoose may knock falling debris upon all Close and Nearby targets (Nimbleness Check to avoid Dread).

VULNERABILITIES

Ranged weapons gain +1 Attack against hippopotamooses. The critters are quite skittish despite their bulk and height, and particularly scared of flocks of birds that sully their antlers and fur.

COMBAT

Despite their gentle nature, an agitated hippopotamoose can be dangerous. They strike with their hooves and antlers, and rely on their long powerful legs to cause havoc, which are strong enough to knock trees onto enemies. Not truly knowing their own strength, a hippopotamoose can cause great destruction over a minor scuffle.



HOMUNCULUS

Level 1–5	Classes G, B	Wrangle	Attack	Defense
		1	+1	+0
Any Size, Solo		Block	Dread	Actions
		0	1d6	1

Made by sorcerers and witches out of mud, sticks, straw and other refuse, they are familiars and servants that obey simple commands. Homunculi are often used as assistants, spies and guardians, and are a simpler option over employing unpredictable imps or constructing golems, a much more difficult process. They are usually shaped like humanoids in various sizes, but have no real personality and are often mute.

Names: Pal, Lug, Worm, Retch

ABILITIES

Unquestioning Loyalty

Never needs to make Mettle Checks and never betrays its master.

Resilient Construct

Immune to poison. If *Large* or *Huge*, gain +2 Block against non-Magic weapons.

VULNERABILITIES

Homunculi are susceptible to fire and high-impact water, inflicting double Dread.

COMBAT

Homunculi obey their master's commands—they are incapable of doing otherwise. In a Conflict, sorcerers and witches usually use them as bodyguards or as furtive sneaks who slip away from the battle with some important item or to complete a task. Their primary strength in a fight is that they are relentless and unfeeling; blows that would shake the bravest hero leave a homunculus unfazed.



HUMONGOOSE 🐾

Level 3-10	Classes C	Wrangle	Attack	Defense
		1 (D)	+2	+1
Huge, Solo/Group		Block	Dread	Actions
		0	1d12	2

Rare megafauna with a honk like a thundercrack, their lives consist mostly of eating entire trees, from the canopy to the curly roots, along with any critters that might be dwelling in them. Humongesees are highly territorial, and while they are not explicitly carnivorous, they gobble wayward adventurers who've strayed near their roosts. Due to their size, humongesees only dwell in the mountains with a mate, but gather in the southern seas during winter months in greater numbers.

Names: Thunderhonk, Avalanche, Tremorbeak, Queen Stompy

ABILITIES

Stomp

Once every round, may attack all Close targets.

Mega Charge

May charge and attack a Faraway or Distant target, which also inflicts Dread to anyone Close and Nearby to the target.

Wing Beat

May flap its wings at anyone Close and Nearby. On a 9+ Hit, they are pushed Faraway and knocked **PRONE**.

Thunder Honk

Once every round, may let out a deafening goose honk. Choose one of the following:

- ★ Inflict Disadvantage on the target's next Attack.
- ★ All Close and Nearby targets become **DEAFENED**.
- ★ Inflict 1d6 Dread to all Close, Nearby, and Faraway targets.

VULNERABILITIES

One of the only natural predators of the humongoose is the dreaded skrokwing, which also occupies the high mountains of Eem. Loud, deafening screeches or massive overhead shadows that mimic a skrokwing are sure to startle humongesees.

COMBAT

Humongesees can be nasty and relentless in their pursuit, chasing trespassers for miles. While they can fly, they never do so in a fight; instead, they charge to and from threat to threat, their huge wings outstretched and flapping. They also use their disruptive honk to great effect, deafening their opponents and preventing clear communication.



HYDREEL

Level 5–10	Classes B, C	Wrangle	Attack	Defense
		1 (D)	+2	+1
Huge, Solo		Block	Dread	Actions
		0	1d8	Special

Lurking in derelict ruins and coral reefs in the shallows of the oceans, hydreels wait to strike with their many heads at unfortunate prey. They are surprisingly stealthy in the water despite their great size, lying flat on the ocean floor, hiding behind rocks and coral. For this reason they prefer to remain in the sea. But when food is scarce, a hydreel rises onto the surf, searching for prey along the shoreline.

Names: Zyllathun, Scatha, Kar'ibar, Rothmar

ABILITIES

Multi-Headed

Roll 1d4+2 to determine the number of hydreel heads. Each head confers one Action every round.

Regenerating Heads

Hydreels can only be killed when all of their heads are destroyed. At the start of a Conflict, divide the hydreel's Courage by its number of heads (rounded down) to determine the Courage of each head. When a head loses all of its Courage it's considered destroyed. However, every 2 rounds, a destroyed head grows back and regenerates to full Courage.

Toxic Blood

If a head is destroyed by a Close attacker, they become **POISONED** from an explosion of the hydreel's toxic blood (Vitality Check to resist).

Electropulse

Once every 3 rounds, the hydreel may emit a shockwave of electricity, attacking all Close and Nearby targets.

VULNERABILITIES

If a hydreel's prey zigs and zags and runs circles around it, this can confuse and disorient the beast, resulting in half the heads suffering Disadvantage on their next Attacks. It may even twist up the heads, tying them in knots.

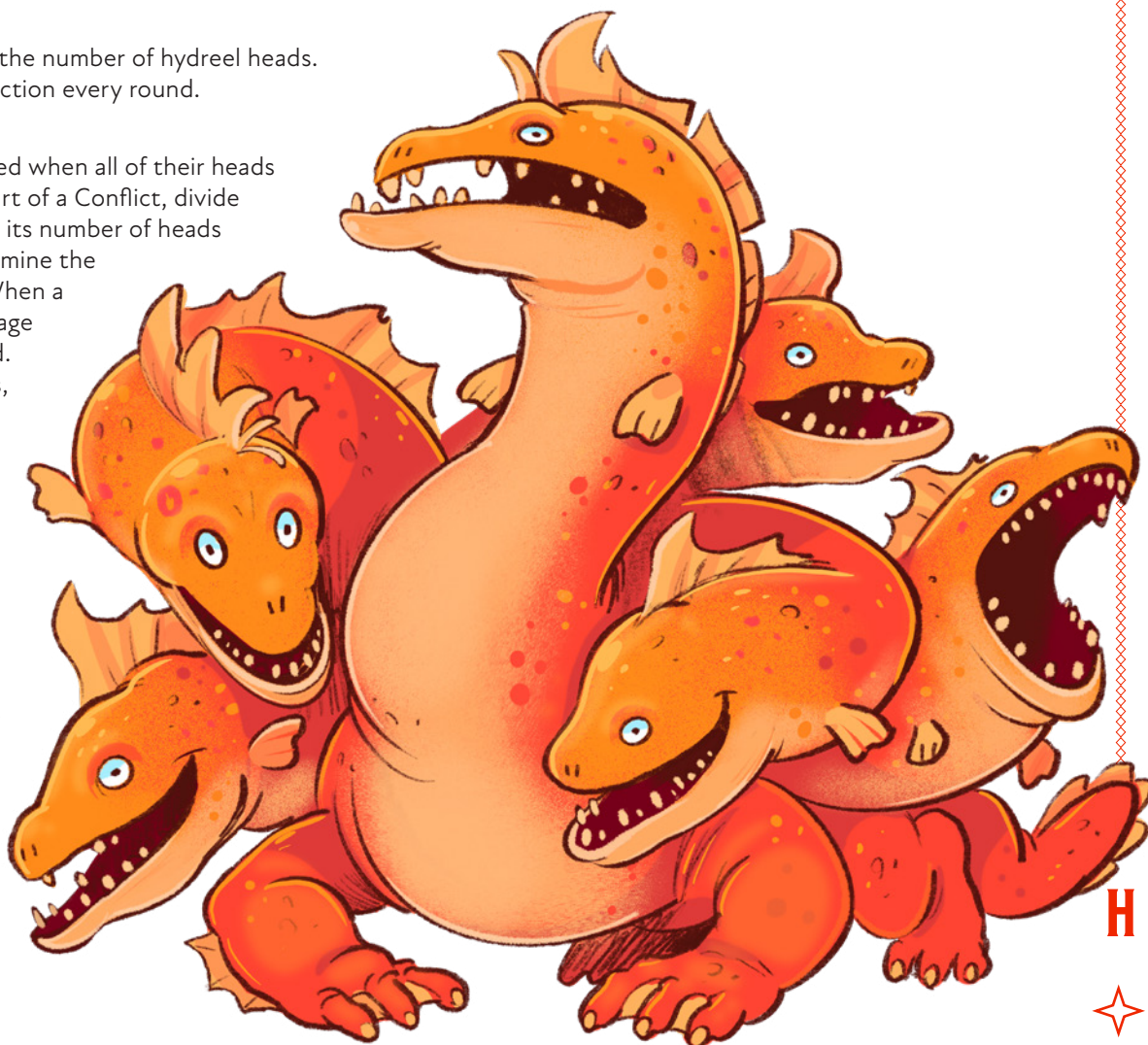
COMBAT

The heads of a hydreel rarely focus on one particular enemy, each likely to attack whatever is moving directly in front of them. They rely on their sheer power and might rather than tactical thinking, but emit an Electropulse whenever possible. When reduced to one last head, hydreels always flee into the ocean.

CRAFTING

[Electropulse] Weapon Trait (Crafting)

Components: Hydreel Gland + any crafted bladed, blunt or polearm weapon recipe. Effect: Weapon gains [electropulse] trait—once per Combat, inflict 3 Dread to all Close targets.



IMP FAMILIAR

Level 1–5	Classes G, B	Parley	Attack	Defense
		2	+1	-1
Small, Solo, Flying, Dwimercrafty		Block	Dread	Actions
		0	1d4	2

Diminutive, winged creatures created by magic, imps are often employed as familiars, whether to a witch or someone else. Imp familiars have a reputation of being obsequious and even dastardly, but this, of course, is not always true. They tend to mirror the hearts of their masters, and imps who have broken free from the magical bonds of familiarhood are as varied as any other folk.

Names: Zigglidorglmorkin or Ziggy, Mindisnarglfarfen or Mindy, Laffymurflwerfer or Laffy, Melanimarblebatcher or Melani

ABILITIES

Disguise

Imp familiars often disguise themselves to look like something of a similar size and stature. Because their magic is unreliable, the results vary wildly. Roll 1d4:

- 1 The disguise is horrible—it's obviously an imp.
- 2 Something seems off, but it's hard to say what.
- 3 A discerning eye might notice something with a Perception Check.
- 4 The disguise is immaculate, and no one would think to question it without serious evidence.

Vanish

Once every 2 rounds, may vanish from sight. All other characters are unable to see or attack the imp familiar until it attacks (Perception Check to spot them).

Tooth and Scratch

Once every round, may make a Tooth and Scratch Attack. On a 9+ Hit, the imp familiar inflicts 2d4 Dread. If the imp familiar attacks while hidden, roll Dread with Advantage.



SOCIAL

Imp familiars are often loyal to their masters, even against their will. But should an alternative to servitude seem to outweigh a potential punishment, an imp familiar may be very agreeable. However, this magic bond is strong, and an imp familiar may lie and double cross before ever breaking free.

COMBAT

Imp familiars, while usually not particularly excited to fight, will bite and scratch to make a point. They engage in all manner of dirty fighting, tricky maneuvering, and petty magic to win a duel or escape an uncertain fate.

DEFEAT

Imp familiars shamelessly beg for their lives every time, making promises they can't keep just to escape death. They may even offer their services for a time, but always look for a chance to escape or betray in such cases.

VICTORY

A victorious imp familiar gloats, especially if they tricked their opponents into a trap or precarious position. More often than not, a victory for an imp familiar means a victory for their master, and so they expect praise or, at the very least, a break from torment and debasement.

INKPOT SPIDER

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Large, Solo		Block	Dread	Actions
		0	1d10	2

One of the most feared denizens in the Underlands, known for their inky black webbing that's nearly impossible to see in low light. Though they have earned a reputation over thousands of years as silent, ruthless predators, that reputation has started to change in recent years. Many inkpot spiders have entered the workforce, enlisted by dungeoneering outfits to work as security and even middle management positions (much to the chagrin of giant inkpot spiders, their more monstrous cousins). These days, you may be just as likely to share a pot of coffee with an inkpot spider, as you are to stumble into one of their sticky deathtraps.

Names: Ilgath, Mr. Fang, Charron, Isk

ABILITIES

Web Trap

An inkpot spider's lair is riddled with highly sticky, black webbing. Movement related Checks suffer Disadvantage. If a target rolls a Complete Failure on any Check or Attack, they become **ENTANGLED** in the web.

Web Spurt

Once every 3 rounds, may spurt black sticky web from its rear end at a Close or Nearby target. On a 6+ Hit, the target is **ENTANGLED**.

VULNERABILITIES

[Starfell-make] weapons inflict +2 Dread to inkpot spiders.

SOCIAL

In the wild, inkpot spiders are often viewed as apex predators that prey upon hapless Underlands creatures, especially bumbling dungeoneers without torchlight. But inkpot spiders aren't all bloodthirsty monsters motivated by hunger. Some are intently curious

about the goings on of dungeoneers and Overlanders; so much so, that an inkpot spider may be inclined to join adventurers for a while if properly compensated.

COMBAT

Inkpot spiders wait for prey to get caught in their web traps and then strike at the compromised victims. If other enemies manage to not get snared, they'll spurt them with web first. Inkpot spiders also use the strategy of attacking and retreating to Nearby range in order to make their enemies maneuver through their web lairs.

DEFEAT

Inkpot spiders usually attempt to retreat into their holes before being utterly Defeated. If forced to surrender, they offer up a piece of their hoard, or reveal some secret information about local Underlands denizens to escape ire. As predators, they accept that sometimes prey gets away, and there will always be more.

VICTORY

They are likely to feed unless given a very compelling reason not to. Woe be to the unlucky soul that the spider chooses to eat first, as the rest are wrapped in web and hung up to be consumed at a later time.



ISHWICKS

<i>Small, Flying</i>	Attack	Dread
	+0	1d4

There is an old gnomish saying, "Don't wish on an ishwick," which means one shouldn't rely solely on luck. The saying comes from the fact that ishwick's fly without wings. Instead, these round furry beasties float on the air like balloons due to a unique gas-filled bladder. Ishwicks even use this sort of flatulence to incapacitate trespassers who venture into their territory, often congregating near stalactites or inkpot spiderwebs so that any potential foes will float to their doom.



ABILITIES

Floating Flatulence

Once every round, ishwick's flatulate causing Close and Nearby targets to uncontrollably float upwards, usually towards stalactites or inkpot spider webs (Vitality Check to resist).

VULNERABILITIES

Ishwicks can be blown away by a strong wind. They are also sensitive to certain unpleasant scents like the flatulence of trolls, wugs, goblins, boggarts, and boggles.

CRAFTING

Personal Airlift Balloon (Crafting)

Components: Ishwick Bladder + **FEATHERFLINT** + 15 Materials.
Effect: A cumbersome device (6 Slots) with handlebars that lifts the user up to 50 feet in the air (Tinker Check to operate).
Highly susceptible to wind currents.

JACKALRABBIT

Level 1-5	Classes B	Wrangle	Attack	Defense
		1	+1	-1
<i>Medium, Group</i>		Block	Dread	Actions
		0	1d6	1

Sharp-toothed rabbits that hunt small game in flat in plains, meadows, and hills. Rarely dangerous individually, several jackalrabbits can be a lot to handle, as they drum their feet and launch themselves through the air. Gnomes, kobolds, and even scraggles are known to use jackalrabbits as mounts.

Names: Snaggletooth, Munchfoot, Chatterjump, Fangleaper

ABILITIES

Spring Launch

May charge and attack a Nearby or Faraway target (gain +1 Attack if **PRONE**). On a 9+ Hit, the target is **STUNNED**.

Foot Drum

Once every 2 rounds, three or more jackalrabbits may combine their Actions to make a single Attack. On a 6+ Hit, all Close and Nearby targets are knocked **PRONE** (Might Check to resist but -1 for each additional jackalrabbit above 3).

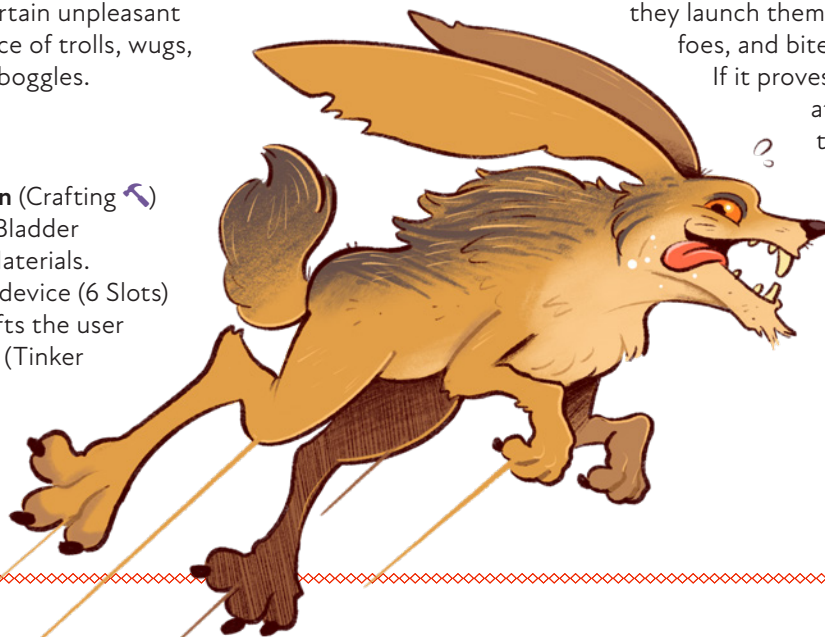
VULNERABILITIES

Jackalrabbits are particularly afraid of any flying creatures and critters, being the natural prey of skrokings, vultors, and thornhawks.

COMBAT

Jackalrabbits drum the ground so powerfully that it throws their enemies off balance. From there, they launch themselves feet-first at their foes, and bite with sharp incisors.

If it proves advantageous, they attempt to knock their enemies off balance repeatedly, setting up the attacks of other jackalrabbits.



KALEIDO-SCORPIONS



<i>Tiny/Medium</i>	Attack	Dread
	+1	1d10

Beautiful but deadly arachnids with a unique physiology: they constantly shift color and shimmer, projecting a dizzying array of twinkles and sparkles that disorients their prey. The most common species are tiny and live in big nests, but larger specimens have been reported, some growing to the size of kilorats.

ABILITIES

Disorienting Dazzle

The constant color shift and dazzle of kaleidoscorpions is disorienting. Anyone that views them within Nearby range, stumbles into their midst (Vitality Check to resist).

Kaleidostinger

On a 6+ Hit, the target changes colors and shimmers for 1d6 days, making them stand out in an environment like a sore thumb.

Medium Size (Critter)

In rare cases, a kaleidoscorpion may grow to *Medium* size. This critter version gains -1 Defense, +1 Block, and has 2 Actions.

VULNERABILITIES

Kaleidoscorpions are the natural prey of mung, and mung slime is highly toxic to the arachnids causing them to shrivel and wither on their backs.



KEESTERSNAPS



<i>Tiny</i>	Attack	Dread
	+2	1d8

Hostile, horned beetles, unwanted in almost every culture, kingdom, and continent of the known world, but for one tiny exception: forest boggles use keestersnaps as steeds, beasts of labor, and watch dogs. Keesternaps are persistent pests, with the tenacity of wasps and the toughness of cockroaches. And they get their name due to a strange proclivity for biting the posteriors of any warm-blooded creature.

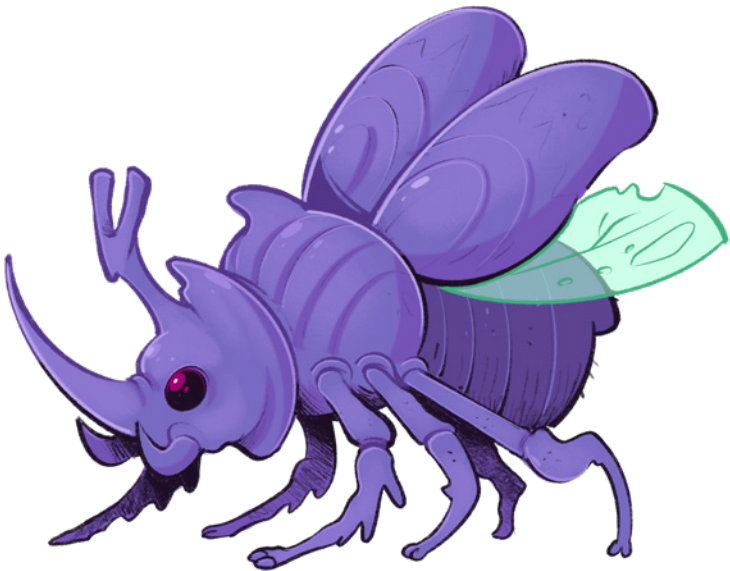
ABILITIES

Stinging Snap

On a 9+ Hit, keestersnaps latch on to the target (usually the butt). The target suffers Disadvantage on all Checks until the keestersnap is removed with a Might Check or strong pair of pliers.

VULNERABILITIES

Keestersnaps are attracted to bad smells and moist environments.



KILORAT

Level 1-6	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	+0
Medium, Any Number		Block	Dread	Actions
		0	1d6	1

They say the first kilorats emerged from a Felmog galleon that discovered the remnants of a cursed city. The Felmog sailors ended up cursed themselves and their ship was infested with the plague-ridden, mutated rats. The giant vermin are now a plague upon the Land of Eem, dwelling in just about every dark corner of the world.

Names: Shimmyfoot, Death Breath, Bonetooth, Mr. Bongo

ABILITIES

Plague Bite

On a 6+ Hit, the target must make a Vitality Check (-1 for each time they've been Hit by kilorats in the Combat). On a 2-, the target contracts Rat Plague and is **POISONED**. If the Rat Plague isn't cured in a day, the victim becomes riddled with odorous boils and suffers -1 to all Social Checks.

VULNERABILITIES

Kilorats are very food motivated and gladly take readily available food rather than work for it in a bloody battle. *Solo* kilorats are skittish and easily scared, but in large numbers anyone attempting to scare them off does so at Disadvantage.

COMBAT

Kilorats swarm their enemies, scratching with their gnarled claws and biting with their sharp, diseased teeth. Half of their number sniff out the smallest, most tasty-looking enemy and pounce, while the rest disperse among the others. They flee and run to their holes if the battle is not going their way.



KOBOLD

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Small, Solo/ Group, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d6	2

Often the natural rivals of gnomes, standing only a few apples taller than their counterparts, kobolds vary widely in temperament. They are known for their large round eyes that glow like pools under moonlight, and they are covered in oily fur, ranging in hues of dirty powder blue to hazelnut. Kobold adversaries live to harass, trick, and play morbid pranks on other creatures and critters. Using tricky dwimmercraft, they delight in transmogrification, turning beetles into birds and snakes into bunnies, all for a fleeting, cackling laugh.

Names: Gagra, Squeem, Izzek, Shankie

ABILITIES

Transmogrify

Once every 2 rounds, may attempt to transmogrify a target, who must make a Vitality Check:

1-2	Target is transmogrified and suffers a random CURSE (p190).
3-5	Target is transmogrified for 1d4 rounds.
6-8	Target is STUNNED .
9-11	Target is unaffected.
12+	Target is immune to Transmogrify for the Conflict.

1d6 Random Transmogrifications

1	Fly
2	Newt
3	Toad
4	Rat
5	Onion
6	Potted Plant

Weird Warp

Once every round, may alter any natural terrain and flora by bending, twisting, and warping it to their desire and bidding. This can allow them to manipulate plants to attack like a bogsnap, or even open up holes in the ground (area of effect is limited to 2 feet x Level).

SOCIAL

Kobold adversaries are tricksters at heart and may agree to things that they have no intention of honoring. Even if Parley with a kobold adversary is successful, it doesn't guarantee that the kobold won't bend the agreement a bit. Often the best way to negotiate with a kobold adversary is to appeal to their wicked sense of humor.

COMBAT

Most kobold adversaries have no intention of outright attacking their foes with sharp, pointy things, and instead revel in outwitting and tormenting them. They try to Transmogrify the most powerful looking foe first, and then use Weird Warp to alter the terrain to their advantage: entangling enemies, striking out at them, or escaping through holes and harrying them.

DEFEAT

If a kobold adversary has no reason to fight to the death, they attempt to brush off the whole Conflict as if it were a big joke. They try to smooth things over by giving the victors an item or two; there's a 1-in-6 chance such items are **CURSED**, however.

VICTORY

Victorious kobold adversaries leave their victims transmogrified, cursed, and confused, taking what they want and darting away.



KOOGRA

Level 1-6	Classes B	Wrangle	Attack	Defense
		1	+2	-1
Large, Group, Fast		Block	Dread	Actions
		0	1d8	1

Lithe felines with powerful hind legs and long, exaggerated forelimbs that help them catch prey. They always hunt in a coordinated pride, skulking in tall grass. Koogras are capable of spectacular bursts of speed, outrunning thunderhorns, ramgores, ponies, and zozo birds.

Names: Skulker, Lowrunner, Trapjumper, Shadowdancer

ABILITIES

Koogra Chase

It's impossible to run from a Conflict with a pride of koogras, unless a body of water is nearby.

Claw Swipe

Once every Combat, may attack 1d4 Close targets.

VULNERABILITIES

Koogras, like many predatory cats, have an aversion to water and won't pursue an enemy into a river or lake.

COMBAT

Koogras hunt in prides, spreading out and attacking different targets until one is weakened. They then surround and attack the weakened foe relentlessly. Once they down a target, some of the koogras drag the victim away to their rocky dens, while the others engage any remaining enemies. But they don't fight to the death and will dash away if overpowered.



KRABRAK

Level 1–10	Classes B, C	Parley	Attack	Defense
		2	+1	-1
Large, Solo/Group, Minions		Block	Dread	Actions
		2	1d10	2

Large, muscular crustaceans that dwell within remnants of shipwrecks, giant clams, or hidden tide pool cities. Krabraks range in color and variety, but each has a sturdy armored carapace and eight limbs, two of which end in large powerful pincers. These pincers are not only fierce in battle, but useful for digging and building their cities, tunneled below tide pools. Dungeoneers have long tried to employ krabraks to work as diggers and miners, but few ever leave the coast.

Names: Klak, Vakra, Cleek, Qo'Rak

ABILITIES

Mighty Pincers

Dread always ignores Block. On a 9–11 Hit, may disarm a target's weapon. On a Critical Hit, the weapon breaks.

Tunnel and Strike

Once every Combat, may disappear into the ground, avoiding all remaining attacks for the round. The following Combat round, the krabrak Attacks first with Advantage.

VULNERABILITIES

Krabraks have a weakness for shiny objects and will trade for them. Blunt weapons inflict +2 Dread against krabraks, and mancatchers inflict double Dread.

SOCIAL

Krabraks are recluses for the most part. They seclude themselves from the industrialized world, which they despise after being bothered for decades to join the dungeoneering workforce. Generally, krabraks value the safety of their communities and territory above all else, and are sometimes at odds with local nyad, finfolk and whalen populations sharing the same area. They have a reputation for collecting shiny things found on beaches: shells, lost treasures, buried coins, and the like.

COMBAT

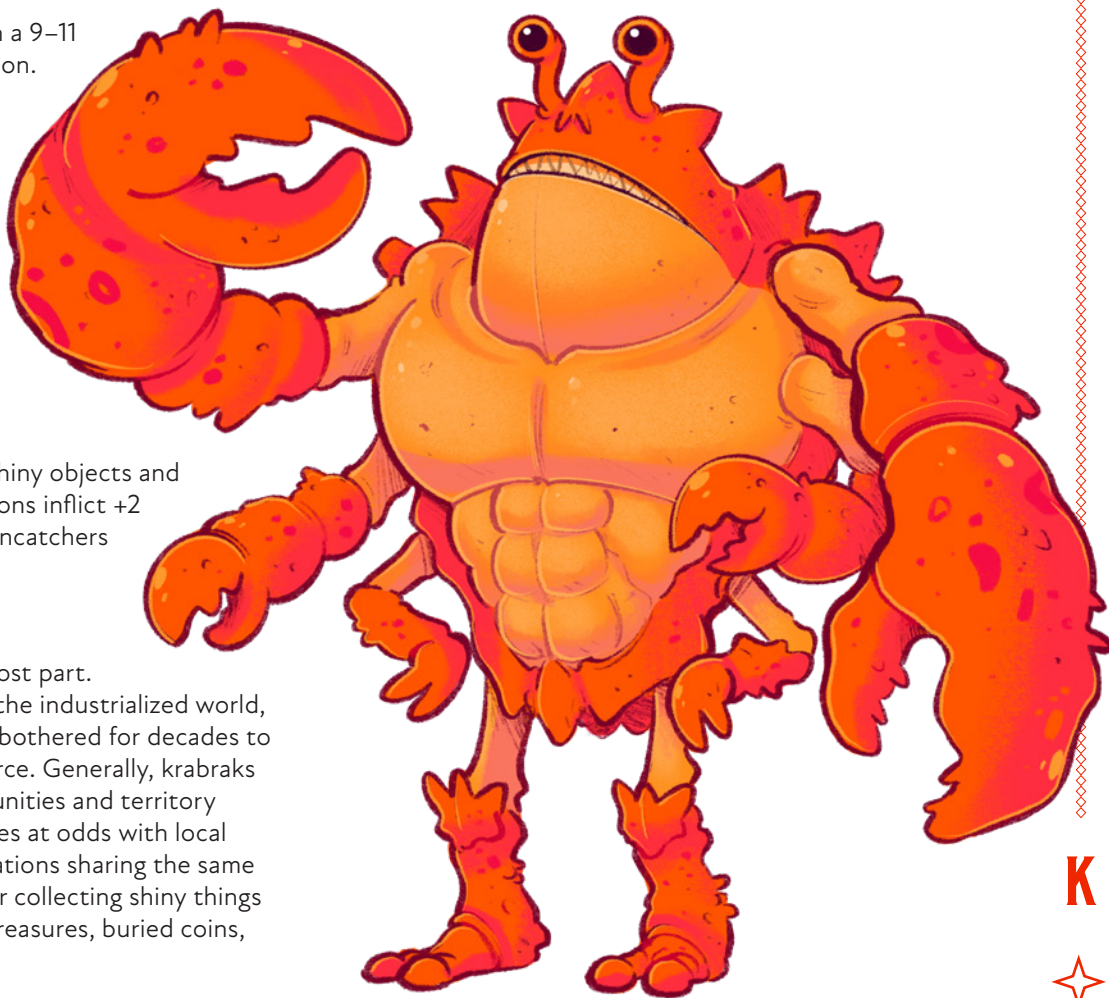
Krabraks grab and crush objects and enemies with their massive claws. No sword is safe against a krabrak. They often target the strongest looking foe with the mightiest weapon, so that they might crush it in their pincers. If they find themselves overwhelmed, they quickly tunnel into the ground and reemerge moments later to press the attack.

DEFEAT

Krabraks never give up a fight if they believe in their cause, especially in defense of their hives. There are cases, however, when krabraks concede to mighty warriors that have bested them. This results in the loser's exile from the hive.

VICTORY

Krabraks often let bested foes walk away after taking their shiny objects. If they are particularly angered, they bind them in seaweed rope, and let ocean predators finish the job.



KRAKEN



Level 5-10	Classes B, C	Parley	Attack	Defense
		1 (D)	+2	+1
Huge, Solo, Aquatic, Fast		Block	Dread	Actions
		0	1d8	4

Gigantic cephalopods residing in the watery depths of Eem. Naturally black and red, they possess the uncanny ability to shift their texture and color to meld into any environment, including the ocean's surface—a handy trick for surprising liger sharks, exajellies, and ships. Despite their size, krakens are extremely nimble and elastic, capable of squeezing into small fissures and cracks to hide from or, more likely, ambush prey. And with their enormous eyes, they can see in complete darkness.

Names: Old Grabby, Bubbling Dread, Deep Warden, The Terror

ABILITIES

Mighty Tentacles

On a 9+ Hit, the target is **ENTANGLED**, or **ENGULFED** if the target is underwater.

Disappear & Destroy

Once every Combat, may disappear into its surroundings, avoiding all subsequent attacks in the round. It reveals itself in the following round, and acts first in Combat.

Ink Cloud

Once every Conflict, may release a massive, disorienting cloud of ink. Close, Nearby, and Faraway targets suffer Disadvantage for the rest of the Conflict (Perception Check to resist). On a 2-, the target suffers short term amnesia and forgets who or where they are.

SOCIAL

Extremely intelligent, krakens are grumpy hermits that wish to be left alone. Little is known about their inner lives, save that they can communicate telepathically. Sailors describe these conversations as incredibly strange and alien, like talking to a demon of the netherworld. Many are vengeful creatures that remember everyone who ever harmed them, dating back hundreds and hundreds of years.

COMBAT

Krakens are ambush predators despite their physical strength and resilience. They prefer to hide and emerge



with rapid, violent speed.

They use their many tentacles to restrain vessels and pluck sailors from the ship deck, dragging them into the depths. They've learned that the bigger the hat, the tastier the sailor.

DEFEAT

Krakens retreat to their deep lairs where they keep Ancient or Mythic treasure hoards. They hold great grudges and remember the ships and individuals who bested them with burning rage.

VICTORY

Krakens drag their prey into the depths to drown, and ultimately devour them with a snap of their black beaks. In some cases, krakens are merely bored and like to destroy ships for fun, watching the little people scream in horror.

CRAFTING

Amnesia Soda (Cooking🔥)

Components: Kraken Ink + rascal cider. Effect: Erases the last 2d6 hours of the imbiber's memories.

KROWL

Level	Classes	Wrangle	Attack	Defense
1	G	0	+1	-1
<i>Small, Horde</i>		Block	Dread	Actions
		0	1d4	1

Small, flightless birds of prey with razorbeaks. At night, they feed and collect bones, which they use to build elaborate subterranean tunnel systems that protect their flocks. Krowls are considered unlucky by bogrils and quortles because of their obsession with bones. Kobolds, on the other hand, often flush out krowl tunnels to build their homes.

Names: Razorbeak, Badbill, Underwing, Mudpeck

ABILITIES

Drag

If a target is Hit by 3 or more krowls in a round, they must make a Might Check or get dragged into the krowls' tunnel and become **ENGULFED**.

Dread Flock

Once every Conflict, a *Horde* of krowls may screech to summon 2d6 more krowls.

VULNERABILITIES

Krowls are averse to light and suffer Disadvantage when bright light shines on them.

COMBAT

Krowls prefer to attack *Small* creatures so they can more easily pull prey into their tunnels. They swarm bigger prey but only if they have sufficient numbers. Krowls never fight to the death, and flee when their horde reduces to half of their total number.



LEECHLING

Level	Classes	Wrangle	Attack	Defense
1-6	G, B, C	1	+0	-1
<i>Medium, Group</i>		Block	Dread	Actions
		0	1d6	1

Slimy and slippery, these boar-sized leech monsters lurk in swamps and murky lakes, preying on anything they can get their grotesque, toothy suckers on. A single leechling can drain a horse's blood, while groups have been known to feed upon creatures as large as toads and clunch dragons.

Names: Blood-greedie, Lurchbiter, Mudguzzler, Devil Leech

ABILITIES

Blood Suck

When a leechling inflicts Dread, it heals that much Courage. On a 9+ Hit, the leechling attaches itself to the target who is **SLOWED** and suffers **ONGOING DREAD** (Might Check to remove). The leechling can't attack while attached.

VULNERABILITIES

Leechlings recoil from fire, and are also susceptible to **ORCHSNOUT**, a Mucklands herb that causes their skin to bubble and melt.

COMBAT

Leechlings are sneaky critters that lurk in dark waters, appearing out of nowhere. They latch onto targets in groups of two or three, unless they are attempting to feed on a *Big* PC. Beyond that, they are not intelligent foes, yearning only to sate their horrible hunger.



LEVIATHAN

Level 10	Classes C	Wrangle	Attack	Defense
		-	-	-
Huge, Solo, Aquatic		Block	Dread	Actions
		-	-	-

A mythic monstrosity of the deep that has darkened the spirits of sailors for generations. Most believe there is only one leviathan, and there only ever has been one for all of time. Nyads believe the leviathan is the first creature to dwell in the oceans of Eem, growing so large that no predator could assail it. They meander through the midnight darkness of the deepest oceanic abyss, gliding its uncharted depths, only to emerge to the surface once in a blue moon. Such an event is an ecological disaster, and nightmarish legends tell of ship fleets, and even entire cities, being swallowed. In fact,

there are even outlandish stories of leviathans bearing whole, thriving towns in their stomachs.

Names: The Leviathan, The Swallower of Seas, The Deep One, God of Tides

ABILITIES

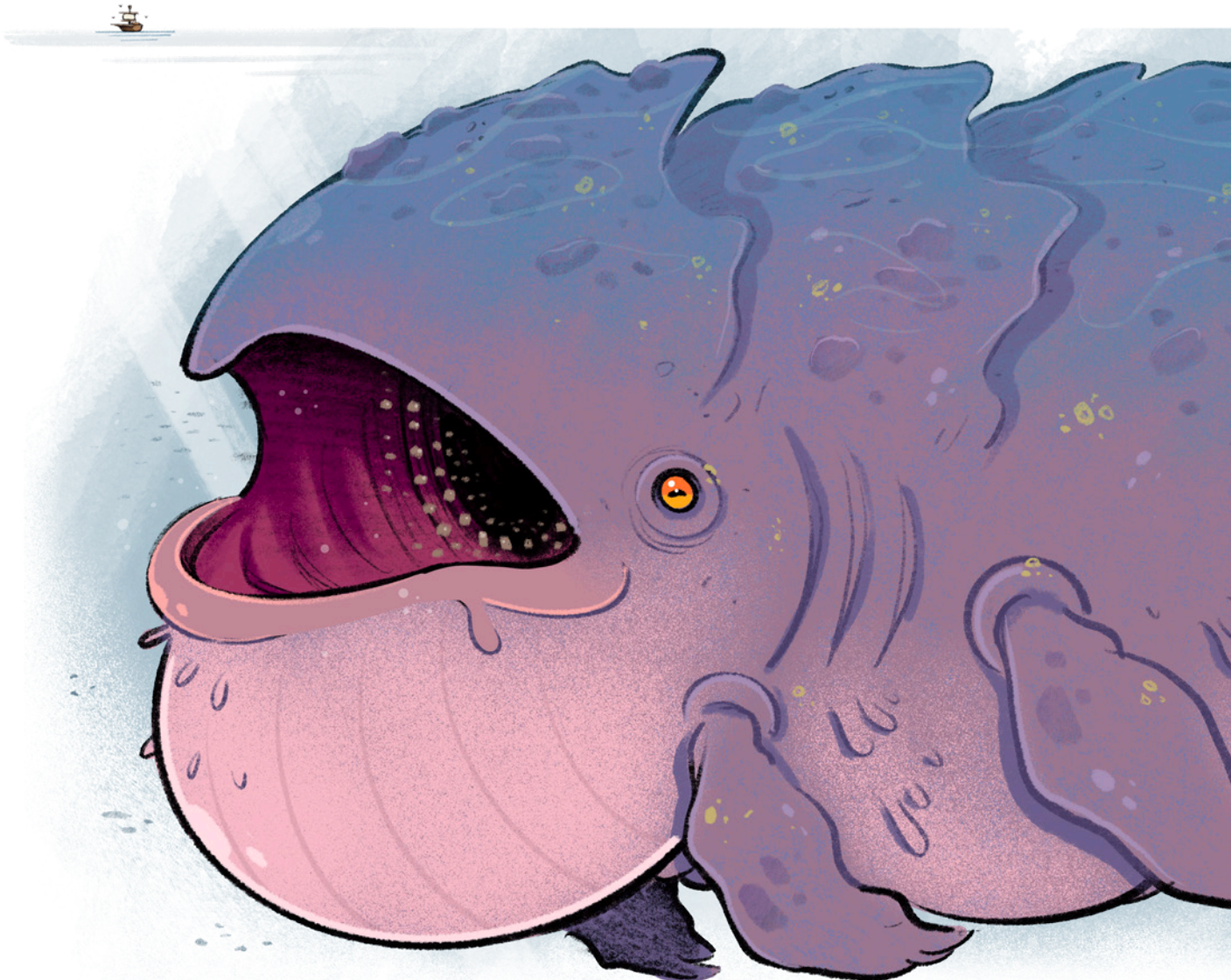
Titanic Invulnerability

Leviathans have no Courage, as they have never known Dread. They are invulnerable to outward harm.

Belly of the Whale

Leviathans can swallow a fleet of galleons in one gulp, trapping all aboard in their cavernous belly. Its belly and labyrinthine intestines are a **RANDOM DUNGEON**, but with twelve unique hazards:

- 1 A battered, leaking ship of pirates threatens to board the PCs' ship.
- 2 A sea chimera smells blood in the water and speeds towards the PCs.
- 3 A sea serpent coils around the PCs ship.



- 4 A displaced Blood reef nyad clan attacks, desperate to escape.
- 5 A fleet of exajellies whose deadly, glimmering tendrils sway in the roiling waters, blocking the way.
- 6 A frenzy of liger sharks circle and butt their heads against the PCs' ship.
- 7 A ghost ship full of ancient pirates threatens to ram the PCs' ship.
- 8 A school of disturbed lightning eels crackle with electricity.
- 9 A family of whalens needs help escaping not only the leviathan, but a *Group* of hostile reef nyads hot on their heels.
- 10 A hydreel does battle with an exajelly, causing massive gastric waves.
- 11 A lost city of finfolk muster their soldiers to attack the PCs' ship.
- 12 An angry kraken flails amidst the wreckage of an unfortunate shipwreck.

VULNERABILITIES

Leviathans are invulnerable to outward harm, but they are susceptible to especially potent curses and diseases from the inside. Even so, they gain +3 and Advantage on any Check to resist.

COMBAT

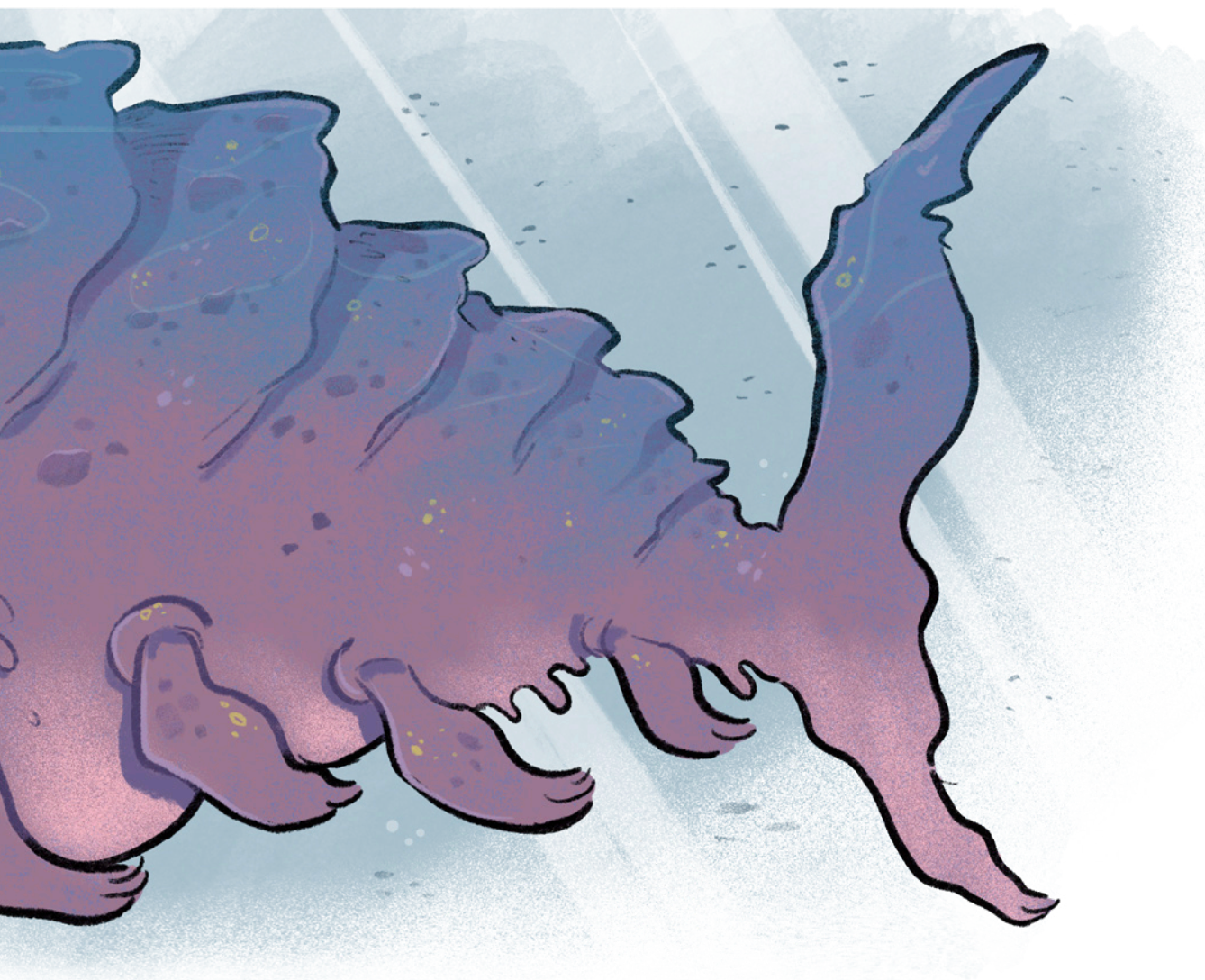
Leviathans have no stats for Combat, as that would be pointless. Nothing can hurt them and they do not attack in a traditional sense, but rather, they simply open their mouths and swallow fathom upon fathom of seawater along with everything in it. The only way to avoid a leviathan on the open sea is to outrun it, but this is much easier said than done. Leviathans are so massive they cause tidal waves when coming to the surface, and earthquakes when their bulk bumps up against underwater mountains or the foundations of islands.

CRAFTING

Invulnerability Potion (Alchemy 🧪)

Components: Leviathan Barnacle + **BRAVERY POTION** 🧪.

Effect: Grants immunity to the next instance of Dread.



LICH

Level 10	Classes C	Parley	Attack	Defense
		0	+3	-1
Folk, Solo, Minions, Dwimmercrafty		Block	Dread	Actions
		2	1d12	4

A terrible entity of necromantic horror, plucked from the slumber of death and plunged into the service of its master: the Gloom King. In ancient books of the occult, this service is sometimes referred to as the “Sorcerer’s Song.” Differing from mindless shambling skeletons, a lich is a direct vessel for the will of the Gloom King, an extension of his agency and malevolence, making them incredibly powerful foes. Legends tell that lichs come from ancient royalty or those with notable, noble accomplishments, and that their unnatural resurrection is, in fact, a kind of mockery. No power, not lords nor heroes, is more preeminent than that of the Gloom King.

Names: Unknown

ABILITIES

Will of the Master

All lichs command a *Horde* of skeletons as minions. Additionally, once every round, a lich may **ENSORCELL** a skeleton character (Mettle Check with Disadvantage to resist).

Dark Sorcery

Liches wield powerful magic. Roll 4d12 or select the lich’s 4 Abilities:

- Gloom Eidolon.** Twice every Combat, may cause a Hit to pass through them harmlessly.
- Horrifying Visage.** At the start of a Conflict, all characters must make a Mettle Check with Disadvantage. On a 5-, they suffer Dread and become **FRIGHTENED**.
- Spectral Lightning.** Uses all 4 Actions of the lich. Target suffers 3d6 Dread and is **STUNNED**; if this would Defeat the target, they Resist Wounds and Defy Death with Disadvantage. Dead targets are turned to lifeless skeletons.
- Lich’s Vanguard.** The lich is flanked by two Level 8 skeleton Champions in black robes and armor. No one can get Close to the lich until the vanguard is Defeated.

5 Withering Touch. On Critical Miss against the lich in melee, the attacker’s weapon arm blackens and withers.

6 Erode. Once every round, may destroy a *Mundane* or *Magnificent* item.

7 Song of the Sorcerer. Once every round, may resurrect and control any corpse within Distant range.

8 Gaze of the Gloom King. Once every round, may **CURSE** a target to suffer Disadvantage for 1d4 rounds.

9 Veil of Darkness. Shroud the location in an aura of unnatural darkness. All characters who are not undead are **BLINDED** while there.

10 Sword of Shadows. May make a Sword of Shadows Attack. On a 9+ Hit, roll Dread with Advantage.

11 Impossible Strength. Any physical Skill Checks made against the lich suffer -3.

12 Forgotten Crown. Once every round, summon 1d4 Level 1 skeleton Goons.

SOCIAL

Liches are the ultimate evil in the Land of Eem. As servants of the Gloom King, they exact his terrible will and wield immense magic power. They do not Parley with just anyone; they have no need. Only when an individual or faction has something the lich cannot acquire by force would they ever entertain diplomacy. Even then, a lich does not think or speak as mortals do. Every word is tortured, every gesture veiled. They cannot be reasoned with and once their mind is set on destruction they unleash their spectral sorcery without hesitation. Only a skeleton PC would truly fascinate a lich enough to speak with them at length.

COMBAT

Liches outright destroy any challenger that does not serve them for some purpose. Liches never flee and make little effort to avoid dangers on the battlefield. They merely stand almost statue-like, turning in place to destroy their targets, as more than likely an army of skeletons aid their assault.

DEFEAT

Liches are nearly invulnerable, but if Defeated their evil spirits cease to persist and their gloomy aspects vanish from the world. At no point can they betray the will of their master.

VICTORY

When the dust has cleared, there is the very real possibility that the dead are resurrected and transformed into undead thralls. For those that remain alive, one can be sure that the lich must desire some knowledge or item to further the Gloom King's goals.



LIGER SHARK

Level 1-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	+0
Large, Solo/Group, Aquatic		Block	Dread	Actions
		1	1d10	1

A bulky, striped predator that lives in the ocean, hunting the deep seas and along rocky shorelines. Their powerful maws are exploding with sharp teeth and a single bite can easily crush the strongest platemail. Pirates and sailors loathe liger sharks who are known to follow small ships, then capsize them for an easy feast. Reef nyads, on the other hand, often take liger sharks as pets and guard animals.

Names: Boatripper, White Eye, Death Angler, The Weathered Captain

ABILITIES

Iron Jaw

Dread always ignores Block. On a 9+ Hit, the target's armor, shield or weapon breaks.

Circling Doom

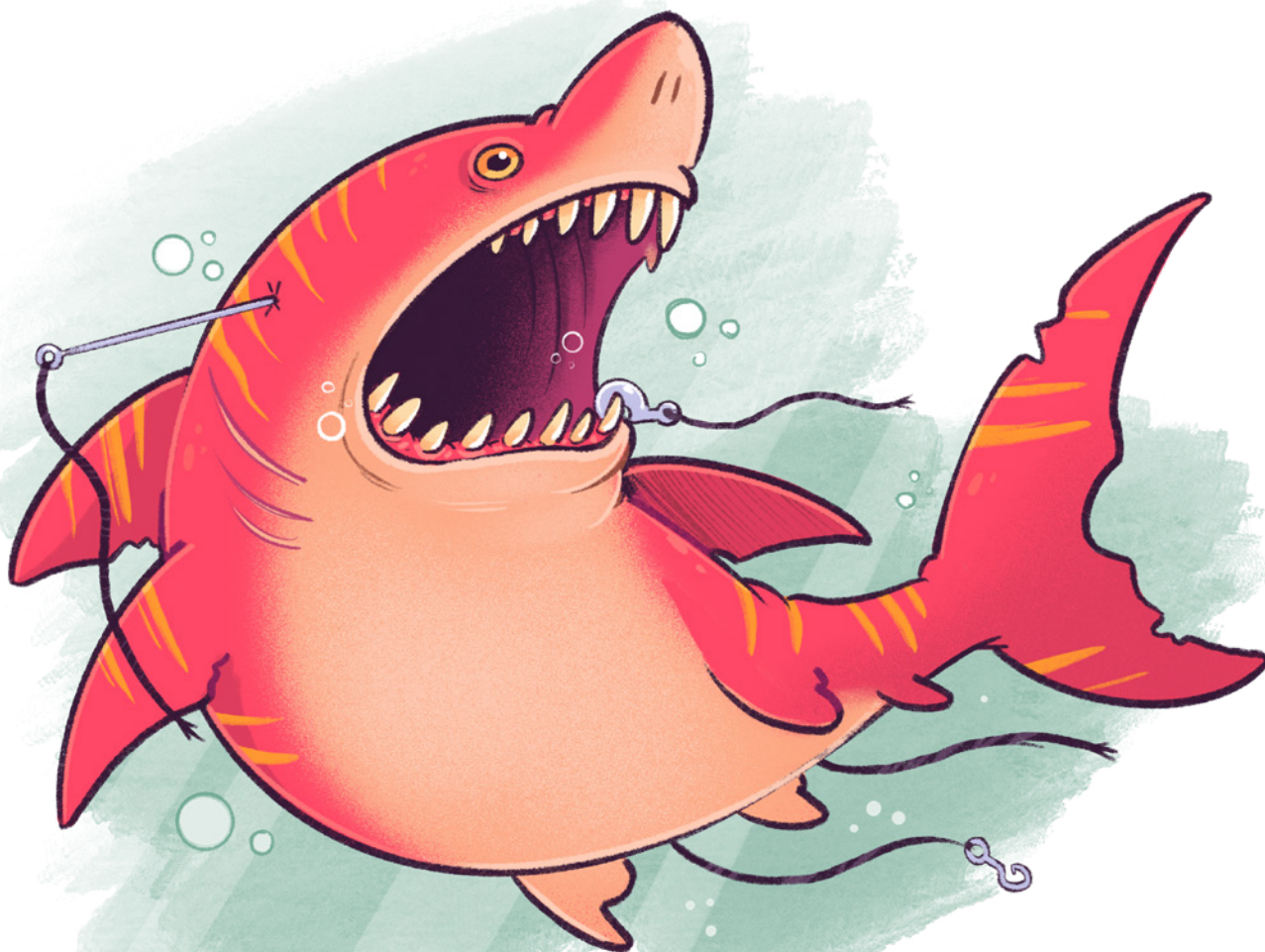
A Group of liger sharks circle their foes, preventing characters from fleeing.

VULNERABILITIES

Liger sharks have extremely sensitive noses. A strong, direct Attack (with Disadvantage) to a liger shark's nose leaves them **PARALYZED**.

COMBAT

Liger sharks have a tendency to bite shiny targets or those that panic and flail. If hunting in groups, they circle their prey, preventing anyone from escaping. Once they smell blood in the water, they become frenzied and relentless, never fleeing from battle.



LIGHTNING EEL

Level 1–6	Classes G, B	Wrangle	Attack	Defense
		1	+1	-1
Medium, Group, Aquatic, Fast		Block	Dread	Actions
		0	1d8	1

Rugged fish that live in both fresh and saltwater, usually near rocks, ruins, and reefs. Lightning eels produce electricity by the distinct way they swim in a kind of corkscrew springing motion that generates a powerful charge, which they project in a long arc. Lightning eels are quite aggressive and strike from their holes whenever an intruder gets within Nearby range. Some nyads even use them as alarm systems to warn of intruders.

Names: Zappra, Lectra, Sparko, Shockbite

ABILITIES

Lightning Arc

Once every 2 rounds, may make a ranged or melee Attack with an arc of lightning. On a 9+ Hit, the target is **STUNNED** and 1d4 Close targets suffer half Dread.

VULNERABILITIES

Lightning eels are susceptible to overloading their electric charge if they ingest anything metal, even coins or small trinkets. Whenever they use their Lightning Arc thereafter, they also inflict Dread to themselves.

COMBAT

Springing from their hiding places, lightning eels expel their electric charge at foes to stun and leave them helpless in the water. Then they circle their victims and bite with sharp teeth as their charge builds back up. They prefer *Small* targets unless their numbers are great.

CRAFTING

[Lightning] Weapon Trait (Crafting)

Components: Lightning Sac + any crafted flexible weapon recipe. Effect: Weapon gains [lightning] trait—inflict +1d4 Dread, but on a Critical Miss the wielder suffers 4 Dread.



MANDRA

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Folk, Solo/Group, Minions		Block	Dread	Actions
		0	1d6	1

A species of salamander folk that dwell in freshwater wetlands throughout Eem. Mandra are expert swimmers, able to hold their breath for an entire day and have extremely large heads for their bodies, able to swallow their food whole, like a snake. Rarely traveling too far from water, they severely dry out in the sun. So when they do stray from water, they're often draped in water bladders to keep themselves wet.

Names: Wogg, Salamon, Pangee, Burplejack

ABILITIES

Swallow

Once every Combat, on a 9+ Hit, may **ENGULF** a Small target or **ENTANGLE** a larger target.

Slippery

Once every Combat, may negate a Counterattack. Additionally, mandra gain +1 Attack in water.

Entangling Net

Once every 2 rounds, may make a ranged Entangling Net Attack. On a 6+ Hit, the target must make a Nimbleness Check:

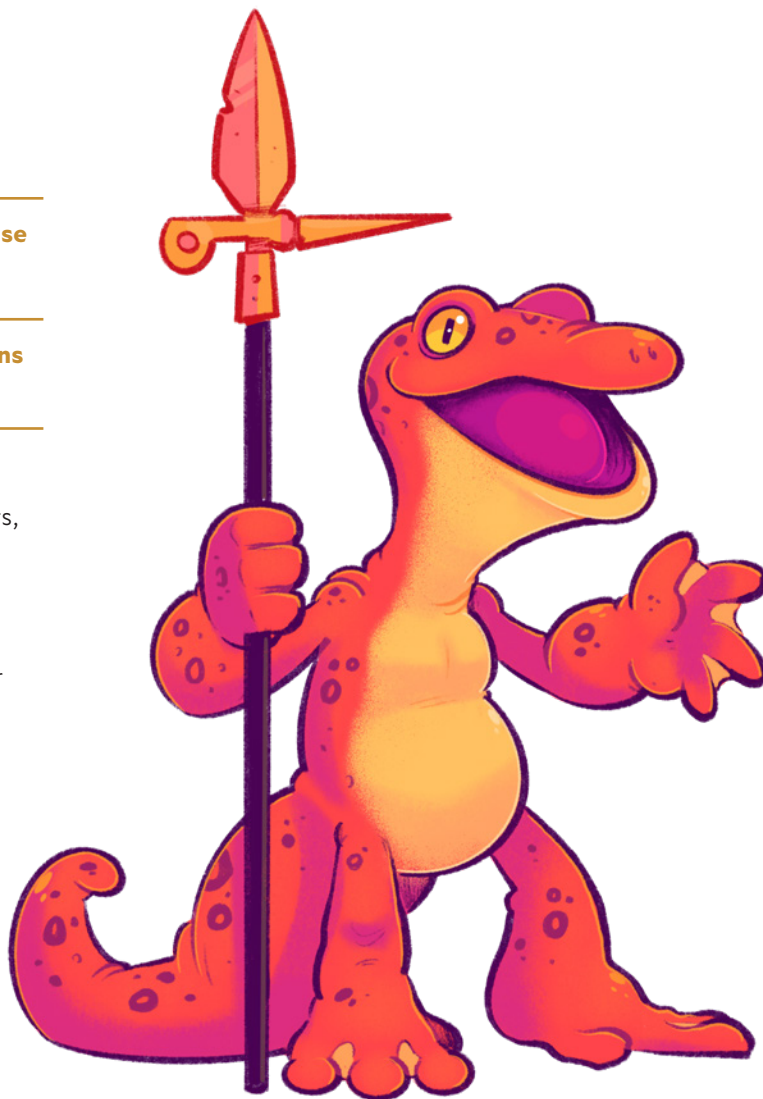
- 1-5** Target becomes **ENTANGLED**.
- 6-8** Target suffers Disadvantage on their next Action.
- 9+** Target dodges the net.

VULNERABILITIES

Mandra skin dries quickly outside of water, so many who venture abroad are outfitted with water bladders. If the water bladders are compromised this sends a mandra into a panic.

SOCIAL

Mandra are shy and often avoid others, keeping to their own kind in remote villages. In general, they are fishers and gatherers that wish to live peacefully, away from the hustle and bustle of society. However, in recent



years, as disparate cultures have rubbed up against each other, more and more mandra have set off to explore beyond the wetlands to find adventure, fortune, and personal truth.

COMBAT

Mandra are skilled warriors that prefer to tire out their opponents by taking defensive positions and using entangling nets. They often carry polearms and shields, and attempt to surround or corner enemies into bodies of water where mandra excel.

DEFEAT

If possible, mandra flee into the water. Otherwise, they try to negotiate, offering directions, rumors, or components to ease tensions.

VICTORY

Mandra often take prisoners to their leaders or rob their enemies, making sure their tracks are covered to prevent any retaliation.

MANTICORE

Level 5-10	Classes B, C	Parley	Attack	Defense
		1	+2	-1
Large, Solo, Flying		Block	Dread	Actions
		1	1d10	3

Leonine creatures with huge batlike wings and a scorpion tail. While extremely fierce, they are not mindless killers, and the average manticore only attacks people when desperate for food or defending their territory. In recent years, many manticores have been hired by dungeoneering corporations as guards, pest control, and grisly clean-up crews.

Names: Edror, Lindaleth, Mellisor, Timbora

ABILITIES

Rugged Beast

Suffer half Dread from bladed weapons and immune to all poisons.

Wing Beat

When a manticore lifts off for flight or maneuvers in the air, all Close and Nearby must make a Might Check. On a 5-, they suffer 1d6 Dread and are knocked **PRONE**.

Claw Rend

May make a Claw Rend Attack. On a 9+ Hit, the target is **BLEEDING**.

Scorpion Sting

Once every 2 rounds, may make a Scorpion Sting Attack with its tail. On a 9+ Hit, the target becomes **POISONED** and **PARALYZED** (Vitality Check to resist).

SOCIAL

Manticores are perpetually hungry creatures and spend a great deal of time thinking about and acquiring food. They take great delight in stalking and preying on rare creatures. Some manticores pride themselves on not giving in to their more savage desires, choosing to engage in the finer things in life, like tea parties, painting, and gourmet cooking. Of course, they don't "cook" food per se, but they love pairing certain meats together and using spices. Appealing to this taste for not only exotic cuisine, but cultured interests, could be a viable way of Parleying with a manticore.

COMBAT

Manticores are ferocious combatants that love the thrill of the hunt. They enjoy toying with lesser opponents, batting them around with their claws and wings. But if facing dangerous enemies, the manticore will sting with its tail as much as possible to neutralize serious threats.

DEFEAT

Manticores do not take defeat well, but begrudgingly accept terms if bested by a worthy foe. If they feel they were somehow deceived, manticores try to fly away, usually to some of the most remote areas in Eem. There they dwell for a long time, depressed with an appetite and a grudge.

VICTORY

Unless starved, manticores do not eat something they don't find delicious. Instead, they hide away their enemies like captives, and wait for them to gain their strength before fighting them again as playthings.

CRAFTING

Greater Poison Resistance (Alchemy)

Components: Manticore Blood + **POISON RESISTANCE**

POTION  Effect: Grants immunity to the next 2 instances of **POISON**.



MERCENARY

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+1	+0
Folk, Any Number		Block	Dread	Actions
		0	1d8	1

Hard-edged fighters of varying skill, selling their swords to warlords, crime bosses, tycoons and local governments, usually to protect or destroy important assets and people. Mercenaries hail from all over, and are often former soldiers or lone warriors looking to earn coin from their martial prowess.

Names: Karn, Rikerd, Heleth, Dorla

ABILITIES

Opportune Strike

Once every Combat, may Attack with Advantage.

Battle-Hardened (B, C)

Once every 2 rounds, may suffer half Dread from an attack.

Sweeping Strike (C)

Once every Combat, may attack 1d4+1 Close targets.

VULNERABILITIES

Goon and Bruiser mercenaries usually aren't paid well enough to fight to the death and suffer Disadvantage on Mettle Checks.

SOCIAL

Mercenaries are hard-nosed, world-weary individuals who have seen it all. They fight for the highest bidder, and so frequently work for gangsters, river barons, and tycoons, but anyone with enough coin can secure their services. The less principled are known to switch sides if given a higher counter-offer. Others consider contracts to be an honorbound oath.

COMBAT

Mercenaries use all many of weapons, melee and ranged. As professional warriors, they are adept at perceiving the greatest threat and focusing their attention to eliminate it. But groups of mercenaries are not always accustomed to working as a team, especially if they're underpaid. This can result in a lack of efficiency on the battlefield, conflict between mercenaries, and even scattering at the first hint of defeat.

DEFEAT

Hired swords aren't eager to throw away their lives. But the bigger the pay, the bigger the risks they'll take.

VICTORY

Whatever the mercenary's mission, they execute it, and move on. A mercenary may be ordered to take prisoners or leave no witnesses. As always, a hefty counter-offer can go a long way toward avoiding a swift demise.



MERGA TOAD

Level 1-10	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	+1
Large, Group		Block	Dread	Actions
		0	1d6	1

Noxious, insatiable toads that inhabit dark, muddy places. Merga toads are quite territorial, never straying too far from their bulbous egg clutches. They boast an astounding array of gasses meant to repel predators and stun prey, which they emit through noxious belching and flatulating.

Names: Fats, Wartflesh, Bog Biter, Big Stinker

ABILITIES

Gulp

On a 9+ Hit, may **ENGULF** the target in its mouth. While a target is **ENGULFED**, the toad cannot attack other targets, but may still release Noxious Gas.

Noxious Gas

Once every 2 rounds, may passively emit noxious gas. All Close and Nearby characters must make a Vitality Check. On a 5-, roll 1d4:

- 1 Stupefying Belch.** Target is **STUNNED**.
- 2 Fetid Flatulence.** Target is **WEAKENED**.
- 3 Stifling Stench.** Target suffers +1 Defense for the remainder of Combat.
- 4 Toxic Funk.** Target suffers 1d6 Dread.

VULNERABILITIES

If an enemy leaves their territory, a merga toad may just sit there happy to remain stationary. They also find sweet-smelling, aromatic fragrances to be detestful, and recoil at them.

COMBAT

Merga toads alternate emitting noxious gas in a chorus of belches and farts. They are not very mobile, preferring to weaken their enemies before moving in to bite and gulp with their gaping maws. They never abandon their eggs, but in the absence of those, they leap into water to flee danger.



MOONRATS



Small	Attack	Dread
	+1	1d6



Pale, hairless and blind, moonrats only emerge from underground on moonlit nights to feed in massive swarms. Below ground, they sleep soundly in narrow warrens packed to the gills. Famous for their uniquely pliable skeletons, moonrats can completely flatten themselves and ooze through small cracks to fit nearly anywhere. Hungry moonrats either devour their opponents outright or eat anything that could be considered food.

ABILITIES

Gelatin Skeleton

May pass through any non-magical door, barrier, or blockage.

Moon Curse

On a Critical Hit, the target is **CURSED** with a distaste for the sun and becomes **TIRED** during the daylight.

VULNERABILITIES

Moonrats are highly susceptible to bright lights, freezing in place or retreating into the ground. Normal torchlight, however, is merely a deterrent to moonrats; some of their number attempt to snuff it out while the others swarm.

MOOSHWIMBLE



Level 1-5	Classes G, B	Wrangle	Attack	Defense
		2	+2	-1
Small, Solo/Group, Fast	Block	Dread	Actions	
	0	1d6	1	

A small, furry critter with a reputation for tremendous courage and stubbornness, despite its size. Native to swamps and wetlands, mooshwimbles are frequently pets, companions, and even guards for mushrooms and shrublings. A threatened mooshwimble can be a powerful foil for a predator or adversary, as these tiny round critters can propel their bodies like cannonballs, and know no fear.

Names: Hork, Wardle, Roggle, Chooka

ABILITIES

Fearless

Cannot be intimidated or **FRIGHTENED**.

Moosh Ball

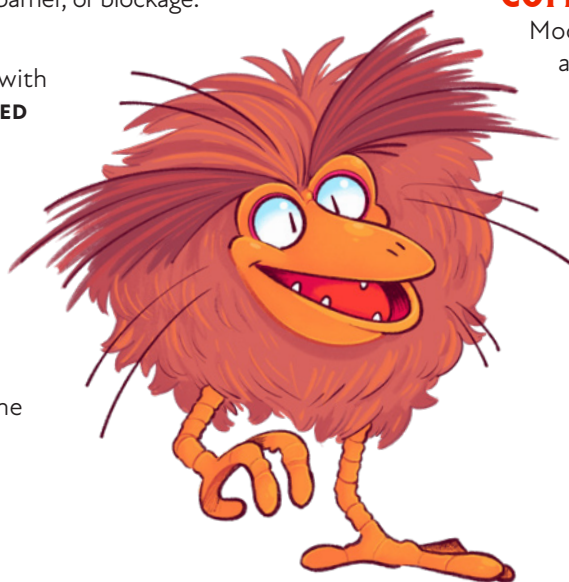
Mooshwimbles roll into tight balls and spring at their enemies with the force of a cannonball. They may attack any number of different Close and Nearby targets in a round until they miss or are Counterattacked.

VULNERABILITIES

Mooshwimbles tend to bite off more than they can chew, and defend their companions at any cost, which can leave them hopelessly outmatched.

COMBAT

Mooshwimbles attack anyone trying to harm their companions first, bouncing to and fro with dizzying speed. They show little restraint and often attempt daring maneuvers, which may or may not injure themselves in the process. If the companion of a mooshwimble is Defeated, they fight to the death with reckless abandon.



MORB

Level 1-10	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	+0
Any Size, Solo/Group		Block	Dread	Actions
		1	1d6	1

Round, rooty vegetable beings of varying size with enormous mouths. They roam the countryside in herds called rounders, rolling rather than walking on their stubby limbs. Morbs sleep in the earth, planted like humongous turnips until they become hungry or disturbed. When their food supply is threatened, they have been known to terrorize communities and harry livestock.

Names: Badroot, Grumbletuber, Sprigglebig, Rumbletumpkin

ABILITIES

Gnash

On a Critical Miss against the morb, it may swallow or break the attacker's weapon, or inflict Dread.

Bowling Ball

May charge and attack a Faraway target. On a 6+ Hit, the target and anyone Close to them are knocked **PRONE**.

Morb Absorb

Once every round, Dread against the morb suffers Disadvantage.

VULNERABILITIES

Morbs are vulnerable to axes and cleavers, which inflict 1d12 Dread to them, chopping through their thick skin like the vegetables they are. Pesticides make morbs gag and choke, but Champions just become angrier.

COMBAT

Morbs often get the jump on enemies who aren't expecting giant vegetables to emerge from the dirt. They are imprecise fighters, however, who simply use their huge mouths to chomp the smallest targets first.



MUCILLUSKS



<i>Tiny/Small</i>	Attack	Dread
	+1	1d6

Bulbous mollusks distinguished by their drooping mouths and fluorescent coloring. Though not poisonous, they are coated in a kind of mysterious toxin that disintegrates their food. Through this process, mucillusks can devour and digest just about any material or organism, including hard minerals and metals.

ABILITIES

Gummy Toxin

Every subsequent time a target is Hit by mucillusks, the Dread die step increases, up to a max of 1d12 Dread. On a Critical Hit, the target also becomes **WEAKENED** as their limbs become noodly.

VULNERABILITIES

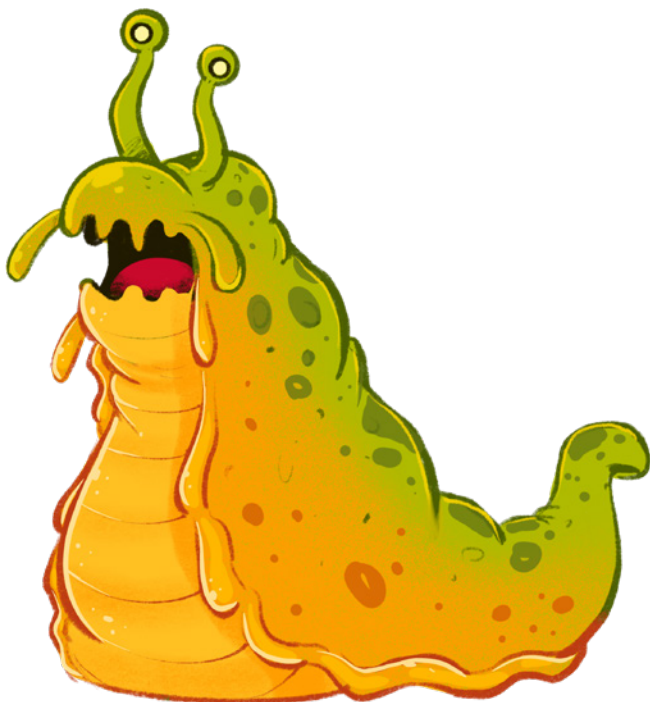
Mucillusks love salt, but they hate pepper. If exposed to pepper, they explode with a dry pop.

CRAFTING

Corrosive Powder (Alchemy)

Components: Mucillusk Slime + **DIGESTING POWDER**

Effect: Corrode a Magic item.



MUCKLAND BATS



<i>Small, Flying</i>	Attack	Dread
	+1	1d6

Swarming pests that attack anything that disturbs them, Muckland bats are a menace all across the realm. According to an old folk tale, a forgotten wizard once transmogrified silver coins into an army of predatory bats, as a show of magical power. Indeed, Muckland bats are sometimes found to have a silver tooth. So, either there is a veterinary dentist running amok in the Mucklands, or there is some truth to the story.



ABILITIES

Fluttering Swarm

On a 9+ Hit, the target becomes **BLINDED** and **ENTANGLED**.

VULNERABILITIES

Muckland bats can be disrupted by loud, thunderous noises, shrieking in terror as they flee in random directions.

BAT TEETH

There is a 1-in-6 chance that among any swarm of Muckland bats, one has a silver tooth worth a pouch of Silver Coins.

MUCKMAN

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+0	-1
Any Size, Any Number		Block	Dread	Actions
		0	1d6	1

Some say that all muckmen descend from a single, mighty mountain that insulted the sky. Vengeful, the sky rained on the mountain for a thousand years and, in time, the mountain fell and came to pieces in the Quagmash, where all muckmen emerge. But muckmen can appear anywhere there is muck, mud and debris, writhing and mouthing unintelligibly, wanting nothing more than consuming flesh within their terrible mud.

Names: Dripface, Groaner, Mudmaw, The Unending

ABILITIES

Amorphous Form

Ranged weapons inflict no Dread to muckmen, except artillery weapons.

Muck Chuck

May ranged attack a Nearby or Faraway target with a blob of mud. Doing so inflicts 1 Dread to the muckman.

Engulf

On a 9+ melee Hit, the target is **ENGULFED** in the muckman's muddy body. Folk who die from being **ENGULFED** become muckmen.

VULNERABILITIES

Muckmen suffer double Dread from large quantities of soap and water solutions. It's also possible to scare away a pack of muckmen with a great display of powerful magic.

SOCIAL

Muckmen are menacing, unintelligent predators who cannot be easily reasoned or negotiated with. While it is still possible to Parley in a rudimentary fashion, muckmen do not operate on the same wavelength as most other creatures. All they care for is expanding their territory and consuming unfortunate souls to assimilate into their hungry hive.

COMBAT

Muckmen use Muck Chuck to begin Combat before closing the gap into melee. Their goal is always to **ENGULF** victims, surrounding them like a swarm of zombies. Muckmen make no distinction between their targets and usually spread out equally among them.

DEFEAT

Muckmen are relentless, even fighting to the death—but are relatively slow and can be outrun. Defeated muckmen dissolve into the muddy earth from which they oozed.

VICTORY

The spirit of a PC who perishes within the muddy depths of a muckmen mire actually becomes a muckman, doomed to roam the marshes and wetlands forever.



MUNG

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+0	-1
Any Size, Any Number		Block	Dread	Actions
		0	1d6	1

A species of sentient slime from the Underlands of Eem. Mung are infamous for their rivalry with gelatinous goos and the two species are frequently at odds with each other in the deepest recesses of the subterranean world. Dangerous and predatory, mung range in size from inches high to the size of small houses.

Names: Blarb, Oos, Slyck, Vysk

ABILITIES

Corrode

On a 9+ Hit, the target's *Mundane* weapon, armor, or item in their possession corrodes. On a Critical Hit, a *Magnificent* weapon, armor, or item corrodes.

Engulf

On a Critical Hit, the target is **ENGULFED**, completely covered by the mung's oozy body. If the target is Defeated by being **ENGULFED**, the mung consumes all non-*Magic* items.

VULNERABILITIES

Gelatinous goos gain Advantage on Attacks and Dread against mung.

SOCIAL

Mung are predators by nature, and desire to consume things and expand their colonies. They care little for the dealings of surface dwellers, but may show interest in Underlands politics. Because mung cannot easily speak Folk tongue, Checks to Parley with them suffer Disadvantage, except for gelatinous goo PCs. However, the rift between mung and gelatinous goos is age old and deep, tainted by millenia of constant warring. Negotiations between mung and gelatinous goos always have a Limited Outcome.

COMBAT

Mung swarm their enemies. If there are any gelatinous goos present, they are attacked first. Otherwise, the Bruisers and Champions get first dibs and pounce on the enemies with the most and best items, while the rest disperse among the others.

DEFEAT

Mung do not retreat until their alpha mung is Defeated. However, there is no way for anyone other than a gelatinous goo to recognize who the alpha mung is. If the alpha mung is Defeated, the others scatter and slither into the cracks of the earth, where some may regroup into smaller tribes.

VICTORY

Mung do not tend to eat people unless they are truly ravenous, preferring to eat items instead. The mung will gladly consume all of the PCs' items in exchange for their lives before driving them from the area.



MUSHROOM

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+0	+0
Small/Medium, Group/Horde		Block	Dread	Actions
		0	1d4	1

Mushroom folk that dwell in caverns, caves, and anywhere fungi are prevalent. They speak in a high-pitched, lilting monotone, and generally do not understand the nuances, social cues and humor of other folk. Mushroom society is rooted in the community. In fact, many mushrooms do not even identify as individuals, but as a hivemind group, especially in mushroom cities.

ABILITIES

Multiply

When reduced to 0 Courage, a mushroom splits into two mushrooms. Their original Adversary Class reduces a step: a Champion becomes two Bruisers, and a Bruiser becomes two Goons. A Goon reduced to 0 Courage is Defeated.

Overrun

Three or more mushrooms may combine their Actions to make a single Attack (+1 Dread for each additional mushroom above 3). On a Hit, inflict +1 Dread for each mushroom involved. On a Critical Hit, the target is knocked **PRONE** and **ENTANGLED** by the mushrooms.

SOCIAL

Mushrooms are inquisitive creatures who watch travelers from a close distance. They may appear cute and friendly, but that is not always the case. Some mushrooms are intent on finding their next meal. Most of the time, however, they are just cautious and closely guarding their territory. The most effective way to Parley with mushrooms is to appeal to their sense of community. If something only benefits a single mushroom, they care little for it.

COMBAT

Mushrooms spring from hiding places and surround the strongest looking foes, attacking with their sharp implements, often made of crystal. They swarm their opponents in an attempt to overrun and capture them.

DEFEAT

Mushrooms retreat back to their hidden cities when routed, although they might offer advice or help if it means the safety of their community. If their backs are against the wall, mushrooms fight to the death even when all hope of victory is lost. Better to perish together.

VICTORY

Mushrooms often take captives and bring them to their mushroom elders for judgment. In some cases, mushrooms even cook up prisoners for the whole city to feast upon.



MUTANT

Level 1–10	Classes G, B, C	Parley	Attack	Defense
		1	+1	+1
Any Size, Solo/Group		Block	Dread	Actions
		0	1d10	1

Unfortunate creatures that have either been cursed or have come in contact with a toxic or magical mutagenic substance, leaving them changed irrevocably. Mutants are amalgamations of two or more things combined in strange ways, with limbs and appendages akimbo. Some mutants retain their personalities, while others lose all semblance of humanity.

Names: Shambler, Hangteeth, The Creeper, Tim

ABILITIES

Mutant Mashup

To create a mutant Goon or Bruiser, combine two different creatures, critters, creepers, or folk (Champions combine three). The mutant possesses the first Ability of each creature, critter or creeper and the keywords of all of them. Mutants that are part folk gain +1 Action.

Mutation

The mutant possesses a random mutation on the Mutations table (p191).

Toxic Touch

On a Critical Hit, the target suffers the mutant's Mutation.

SOCIAL

Mutants are often shy creatures, disliking the spotlight and being gawked at. Nothing is worse to a mutant than being treated as a monster or a spectacle. However, those that retain their original personalities are comfortable in their own company and prefer to spend time with other mutants who understand their plight.

They tend to value peace and compassion, and reciprocate simple kindness with rumors and secrets that they've gleaned. However, some mutants who have lost their personalities (or never any in the first place), despise folk and wish for them to suffer.

COMBAT

Mutants target enemies that are the most charismatic or physically healthy, often avoiding those who are scarred or burned. Mutants who have lost their personalities are much more aggressive and lash out relentlessly.

DEFEAT

Mutants flee to the deepest darkest places to avoid further defeat and humiliation. They often lament their plight in their darkest moments, wishing to be left alone. Although, some harbor deep grudges and wish for revenge.

VICTORY

Mutants love their own company and will mutate their Defeated enemies into one of their own.



NABBER RAT

Level 1–5	Classes G	Parley	Attack	Defense
		2	+1	-1
Small, Group/Horde		Block	Dread	Actions
		0	1d4	1

Nimble little rodent creatures with opposable thumbs that steal everything they can get their grubby little mitts on. Endemic to cities and towns, nabber rats are considered a grave nuisance alongside nublins and gremlins.

Names: Twitch, Itch, Kitch, Mitch

ABILITIES

Rat Thieves

Outside of Conflict, targets must make Perception Checks to notice nabber rats stealing items from their inventory.

Nab

On a 9+ Hit, may steal a random item from a target's inventory, even a weapon held in their hand. On their next turn, the nabber rat attempts to escape while other nabber rats swarm to buy them time.

Hoarders

An average nabber rat nest is considered an Old Hoard, and some elder nabber rats are believed to have hidden Mythic Hoards far below the surface of the world.

VULNERABILITIES

Nabber rats have a weakness for especially awful smelling food, and are completely distracted by things like stinky cheeses and rotten fish.

SOCIAL

Nabber rats are chittering, giggly little knaves that delight in stealing things. They love shiny objects especially, but grab literally anything. They care little for monetary value and utility, instead preferring how something looks. As such, they might be willing to trade a worthless bauble if it looked prettier than a dingy looking *Relic* of power.

COMBAT

Nabber rats prefer to steal things without a fight. If pressed, they swarm like their non-sentient counterparts, biting and clawing. Nabber rats are quite weak, however, and usually just steal weapons and items, and run away while the rest of their numbers hold the enemies off.

DEFEAT

Nabber rats plead for their measly lives and give back any items if cornered with no escape.

VICTORY

Nabber rats steal and plunder all items from their victims, leaving them virtually naked if it suits them. It's possible to track down a nabber rat nest, but it's definitely not easy, and one may need to enlist a team of excavators.



NARWHALRUS

Level 1–5	Classes C	Wrangle	Attack	Defense
		1	+1	+2
Huge, Solo/Group, Aquatic		Block	Dread	Actions
		2	1d10	1

Huge, blubbery, tusked whales, narwhalruses are adorned with a long, magnificent horn on their heads. Sailors mockingly refer to the critters as the unicorns of the sea because, aside from their golden horns, they are decidedly not quite so majestic. Unlike other whales, they are able to clumsily ambulate on land like walruses, beaching themselves in herds where it's thought that they speak to each other in lazy moos.

Names: Ol' Wally, Icebreaker, Moozee, Big Berga

ABILITIES

Horn Joust

May charge and attack a Nearby or Faraway target. On a 9+ Hit, they roll Dread with Advantage and can't be Counterattacked. On a Critical Hit, the target also suffers **BLEEDING**, or a ship's hull is punctured.

Flatten

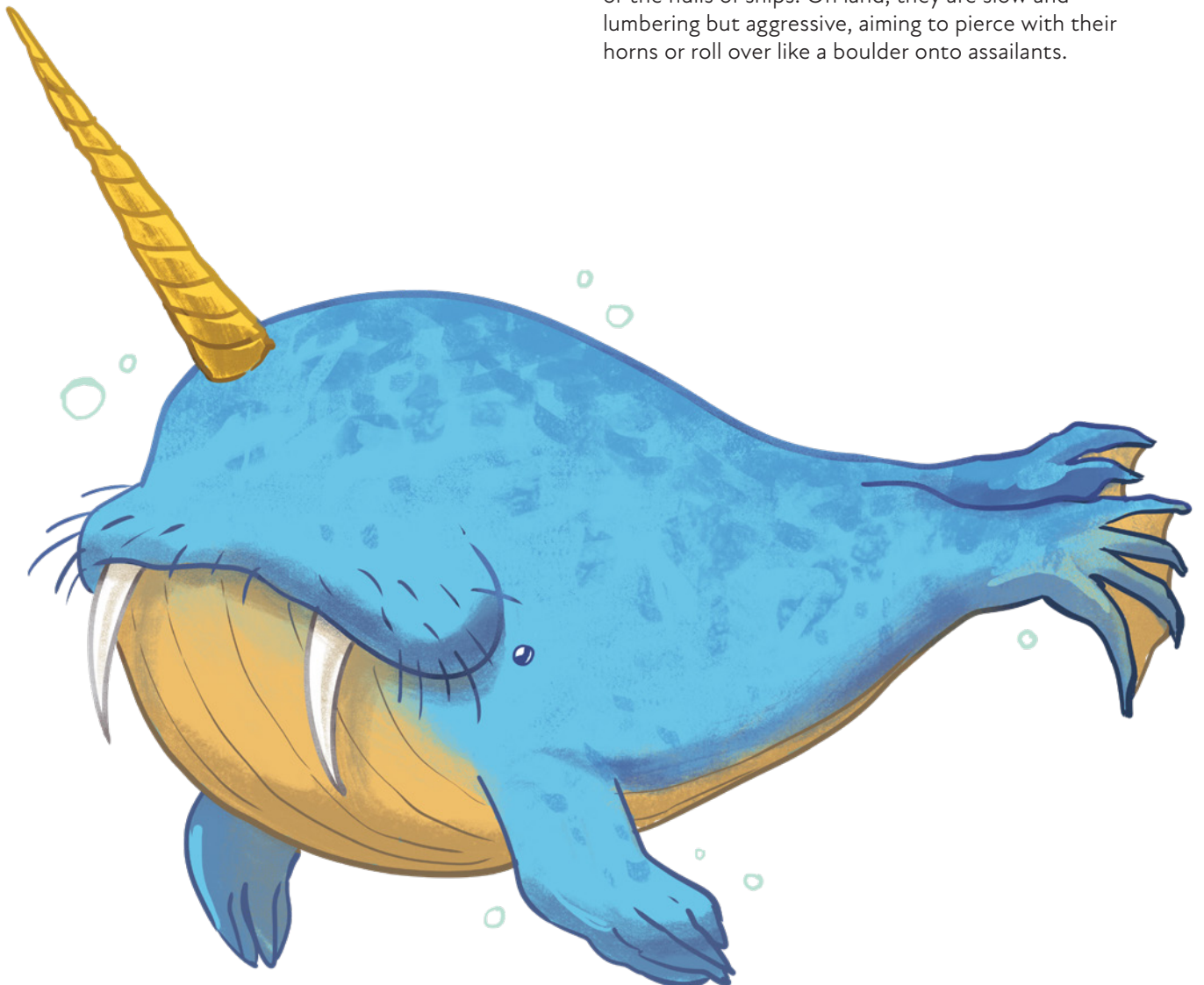
May make a Flatten Attack against 1d4 Close targets. On a 9+ Hit, targets become **ENTANGLED** under the narwhalrus's girth, suffering 1d6 **ONGOING DREAD**.

VULNERABILITIES

On land, narwhalruses have difficulty identifying threats that are directly in front of them as they normally rely on echolocation in the water.

COMBAT

Narwhalruses are large, heavy opponents that attempt to charge, maim, and flatten threats. In the water, they dive deep and strike from below to damage underbellies or the hulls of ships. On land, they are slow and lumbering but aggressive, aiming to pierce with their horns or roll over like a boulder onto assailants.



NIGHT-NIGHT FLEAS



Tiny	Attack	Dread
	+1	1d4

Tiny, biting insects that jump in big swarms, and cause their hapless victims to become lethargic and overcome with sleep. Fleabag County actually gets its name from the Great Flea Migration at the turn of the century. The working populace, afflicted with an endless scourge of flea bites, suffered through months of excessive fatigue that tanked the economy. Ever since, angry tycoons derisively referred to the region as Fleabag County.

ABILITIES

Night-Night Nip

If a target suffers 10+ Dread from night-night fleas, they become **SLOWED**. A Defeated target falls into an unnatural slumber for an entire day and wakes up **TIRED**.

Infest

There's a 2-in-6 chance that night-night fleas infest anyone that encounters them, inflicting **ONGOING DREAD** (once every day) and making them **TIRED**. This lasts until a proper bath is taken with hot water and soap.

VULNERABILITIES

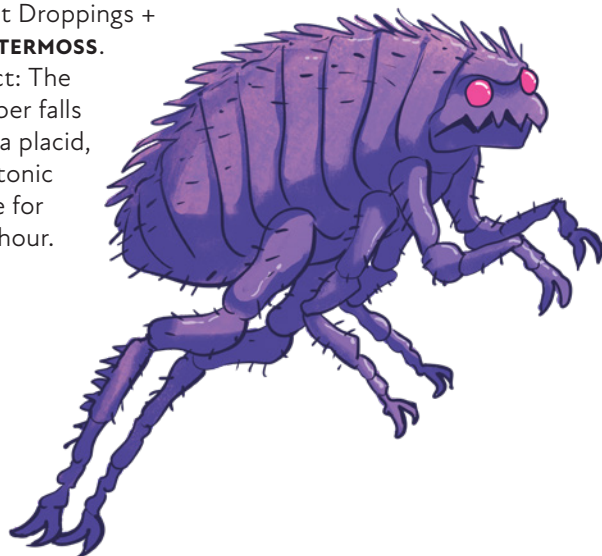
Night-night fleas die when sprayed with vinegar or alcohol.

CRAFTING

Night-Night Juice (Alchemy)

Components: Night-Night Droppings + **GLITTERMOSS**.

Effect: The imbiber falls into a placid, catatonic state for one hour.



NUBLINS



Small	Attack	Dread
	+1	1d4

A most unwelcome scourge upon civilization, these hoogie-sized, roly-poly grubs have an insatiable appetite and eat anything. Entomologists speculate that nublins were bred and cultivated by ancient goblins for the sole purpose of disrupting enemy boggart towns by devouring their food stores. But the plan backfired and nublins proliferated to a degree beyond anything the goblins could imagine, even developing a taste for flesh.

ABILITIES

Indiscriminate Appetite

On a 9+ Hit, eats a food item, coin pouch, or crafting Component carried by the target.

VULNERABILITIES

Nublins are allergic to certain modern beverages that contain carbonation like rascal cider and Fizzy Wiz™. A single sip makes them swell up with belly aches.

CRAFTING

Nublin Bun (Cooking)

Components: Nublin Meat. Effect: Quality Rations. Heal +2 Courage with Advantage after a night of rest.



NYAD (DEEP)

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Folk, Solo/Group, Aquatic, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d6	2

Completely aquatic creatures, unable to live outside the ocean waters, deep nyads have hair like flowing seaweed, and shiny blue-green skin. They are often described by sailors as enchanting creatures. While they once ruled the deep seas, their underwater empires have fallen, and now deep nyads are scattered throughout the Scalawag Strand in small numbers and remote communities. Unlike reef nyads, deep nyads are dwimmercrafty, able to confuse and ensorcell their opponents.

Names: Na'soo, Za'Roona, Ka'Mar, Ja'Voru

ABILITIES

Deep Song

Once every round, may sing an ensorcelling song at a target, who must make a Mettle Check:

1-2	Target is ENSORCELLED .
3-5	Target is PARALYZED .
6-8	Target is STUNNED and suffers -1 Mettle for the Conflict.
9-11	Target suffers -1 Mettle for the Conflict.
12+	Target is immune to Deep Song for the Conflict.

SOCIAL

Only the most xenophobic deep nyad clans attack on sight. Otherwise, they listen to bargains, especially since their people know the harsh consequence of violence. They often request tasks and quests that can only be completed on land.

COMBAT

Deep nyads attempt to control the battle with mind control and incapacitation. They

pit foes against each other so that they can keep out of melee. However, many wield coral swords and daggers just in case. Some deep nyads keep trained squidgeons, liger sharks or even krakens as minions.

DEFEAT

Deep nyads swim at great speeds, and easily escape from normal swimmers if defeat seems imminent. Nyads who are at the mercy of others bargain for their lives.

VICTORY

Since they are bound to the water, deep nyads may be forgiving if they desire something that can only be obtained or accomplished on land.



NYAD (REEF)

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+2	-1
Folk, Group/Horde, Minions		Block	Dread	Actions
		0	1d8	1

Amphibious creatures living mostly in coral reefs, they take on the various colors of their environment, often pinks, oranges, yellows, reds, and blacks. Historically, landlubbers view reef nyads as marauders and bandits, though this is certainly not always the case; they usually only hunt the shores for game. Their reputation stems from the warmongering Blood Reef and Ebon Reef clans who terrorize the coastlines.

Names: Edra'Va, Geeza, Shama'Ko, Palo

ABILITIES

Entangling Net

Once every 2 rounds, may make a ranged Entangling Net Attack. On a 6+ Hit, the target must make a Nimbleness Check:

- 1-5** Target becomes **ENTANGLED**.
- 6-8** Target suffers Disadvantage on their next Action.
- 9+** Target dodges the net.

Hindering Harpoon

Once every Combat, may throw a harpoon (may reuse if the harpoon is retrieved). On a 9+ Hit, the target is **SLOWED** until the harpoon is removed. When removed, the target must make a Vitality Check or suffer **BLEEDING**.

SOCIAL

Only the most hostile clans attack on sight, but there are many hostile clans. Reef nyads are often curt and surly with landlubbers, but some are willing to listen to bargains if it benefits them. They usually desire trinkets and treasures that cannot be acquired in the ocean, or access to places they are prevented from going.

COMBAT

Reef nyads throw harpoons and nets at a distance, and then close in to surround their foes. At Close range they attack with coral swords and tridents, while others carry away netted captives. Some reef nyads keep trained liger

sharks, lightning eels, and conqueror crabs as minions.

DEFEAT

Reef nyads do not stick around to suffer utter defeat, using their fast swimming speeds to easily escape from landlubber swimmers. On land, they break for the water. Nyads who are at the mercy of others bargain for their lives.

VICTORY

If in the ocean, they let the Defeated drown or become shark food. But, if their foes promise to accomplish something for them on land (that they otherwise couldn't do themselves), nyads may risk being deceived.



OGRE

Level 10	Classes C	Parley	Attack	Defense
		2	+3	+1
Huge, Solo, Minions		Block	Dread	Actions
		3	1d12	3

Spawned from a primordial lineage, ogres are powerful behemoths blessed with a variety of mutations. Even siblings are dissimilar, often appearing to be two entirely different creatures all together. Ogres are truly massive, bigger than giants, and more cunning, intelligent, and ravenously hungry for sustenance and power. Rare in the modern age, the age of ogres has passed, and they would be more feared throughout all of Eem if folks knew they still existed.

Names: Golo, Oomek, Kurgonn, Fogro

ABILITIES

Ogre Mutations

Roll 3d8 or choose 3 mutations:

- Two-Headed Tyrant.** Two heads are more perceptive than one. Enemies suffer Disadvantage on Sneak and Trickery Checks in the ogre's presence.
- Spearing Tusks.** May charge and attack a Faraway or Distant target, inflicting double Dread.
- Chitinous Carapace.** Has Defense: -1.
- Fetid Glands.** Anyone in the ogre's presence suffers -1 to all Checks due to the putrid stink.
- Crushing Claw.** Dread always ignores Block.
- Thundering Tail.** Targets Hit by Ogre Smash are **STUNNED** and knocked **PRONE**.
- Sweltering Burp.** Once every 2 rounds, may emit a horrible, hot stench. All Close and Nearby characters become **WEAKENED** (Vitality Check to resist).
- Snotlocker.** The ogre's nose is massive. Once every Combat, may shove an **ENTANGLED** target into their nostril prison, covering them in snotty slime. The target is **STUNNED**, **BLINDED** (until they escape), and **ENGULFED**.

Ogre Smash

Once every round, may attack all Close and Nearby targets.

Snatch and Devour

Once every round, may attack a Close or Nearby target. On a 9+ Hit, the target is grabbed and **ENTANGLED**. On the following rounds, the ogre may **ENGULF** the target in their mouth.

Big Flick

Once every round, may flick a Close or Nearby target. On a 6+ Hit, they are sent flying into Distant range, suffering +1d6 Dread.

VULNERABILITIES

Ogres are cunning and dastardly, but have one great weakness: they never break deals. Any verbal or written arrangement made with an ogre is honored and upheld, lest they be cursed by fate. Roll a random **CURSE** if the ogre breaks a deal (p190). If one breaks a deal with an ogre, a curse will be the least of their worries as the ogre unleashes primordial destruction.

SOCIAL

Very few ogres exist, and those in the modern age seek out remote places to rule over smaller folk. Although they roamed freely ages ago, causing havoc as they consumed to their heart's content, Eem's folk fought back and all of ogre kind was cursed to abide by diplomacy. This is something they deeply lament; they long for the days of yore when the world was young and their great hunger could be sated. So now they grasp and scheme for whatever power they can claim. Ogres respond well to gifts of tribute and it pleases them when puny folk bow to their might.

COMBAT

Ogres rarely encounter creatures that pose a threat. In most situations, they rely on their immense size to grab, squeeze, and flick their foes. They like to boss their minions around to do the dirty work that requires precision. If they truly feel threatened, their rage can topple buildings and crumble mountains.

DEFEAT

Ogres are sore losers. If given the chance, they destroy everything around them in hopes of ridding themselves of their enemies and their shame.

VICTORY

Ogres take captives if it pleases them, or use them as pawns to go places in society where the ogre cannot. Otherwise, they happily devour their enemies whole.



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ORCH

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+1	-1
Folk, Group/Horde, Minions		Block	Dread	Actions
		0	1d6	1

The pig-faced orches (rhymes with torches) are superstitious creatures that live deep in the swamps and wetlands of the Mucklands. Most often encountered in roving bands, orches are known for their ferocity and relentlessness in battle, as well as their hunting skills. They respect physical strength above all other attributes, so much so that their societal structure is based on serving and following the largest orches in a village. Referred to simply as Big Orches, these burly paragons are often several times larger than the average orch who stands about three or four feet tall.

Names: Sklunch, Skeebe, Roik, Gorch

ABILITIES

Trappers

Orches set net traps and snares in their territory. Twice every Combat, a random target and anyone Close to them become **ENTANGLED** in a net or **SLOWED** by snares (9+ Nimbleness Check to resist).

Orch Phalanx

Three or more orches may combine their Actions to make a single Attack (+1 Dread for each additional orch above 3). Each orch also gains +2 Block for the round.

Big Orch (C)

Gain the *Large* keyword and increase Dread die to 1d12.

VULNERABILITIES

Orches suffer double Dread from magic.

SOCIAL

Orches love horrible smells, disgustingly spoiled foods, and living in squalor. They tend to be gruff and tough because that's what's valued in their culture; it's looked down upon to show mercy, especially without significant gains. When it comes to magic, witchcraft, and dwimercraft of any shape or form, orches are highly superstitious and careful. Their reactions vary from fear, flight, hostility, or even pledging servitude to anyone that can conjure such power.

COMBAT

Orches coordinate in small units, mostly armed with polearms or weapons with reach. They also carry bows and spring traps that impede mobility, or lead their enemies into difficult terrain. They are fairly intelligent fighters, and use their environments to full effect in order to gain advantageous positions. Some orches keep attack pets like gators, owligators, and quag bleakers.

DEFEAT

Orches usually flee in terror to regroup for another day. But sometimes they may even pledge themselves to the victors of a fight or contest. Orches value size and strength, and often offer the honorary title of Big Orch to anyone that bests them in physical conflict.

VICTORY

Orches take captives and bring them back to their filthy sty. At first, they force captives to work to keep the sty operating. However, if captives survive long enough and prove their strength, orches adopt them as new members of their society, treating them as equals.



OWLIGATOR

Level 1-5	Classes G, B	Wrangle	Attack	Defense
		1	+1	-1
Small, Group, Flying		Block	Dread	Actions
		0	1d10	1

Flying, predatory lizards that dwell in muddy roosts within swamps and lush forests. They have dozens of razor sharp teeth used for gnashing flesh, while their bodies are covered in mottled white and brown feathers. They don't normally attack folk unless their roosts are threatened. Owligators have a strange call that sounds almost like a human scream, which has duped many a helpful traveler into sealing their demise.

Names: Hacksaw, Leaflurker, Little Devil, Squawkbelly

ABILITIES

Iron Jaw

Dread always ignores Block. On a Critical Hit, the target's armor, shield or weapon breaks.

Swoop Attack

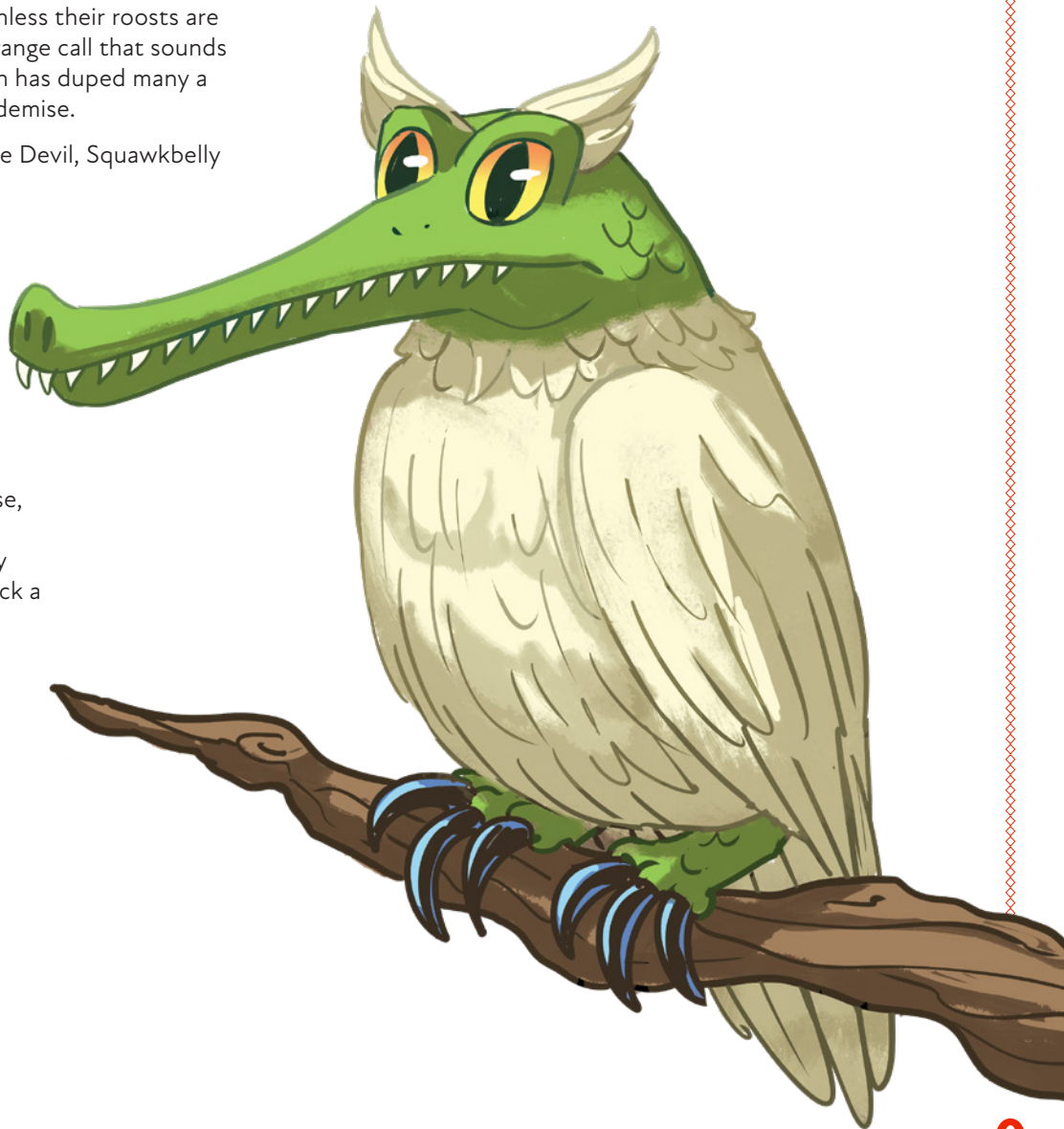
Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

Owligators are easily distracted by food, specifically rations like Nork's Noodles, which they quickly snatch up and bring back to their roosts.

COMBAT

Owligators swarm anyone close to their roost, swooping down and biting them like angry magpies (but with more teeth). They are quite relentless and fear nothing when defending their roost. Otherwise, owligators are quick to fly away if they can't get an easy meal.

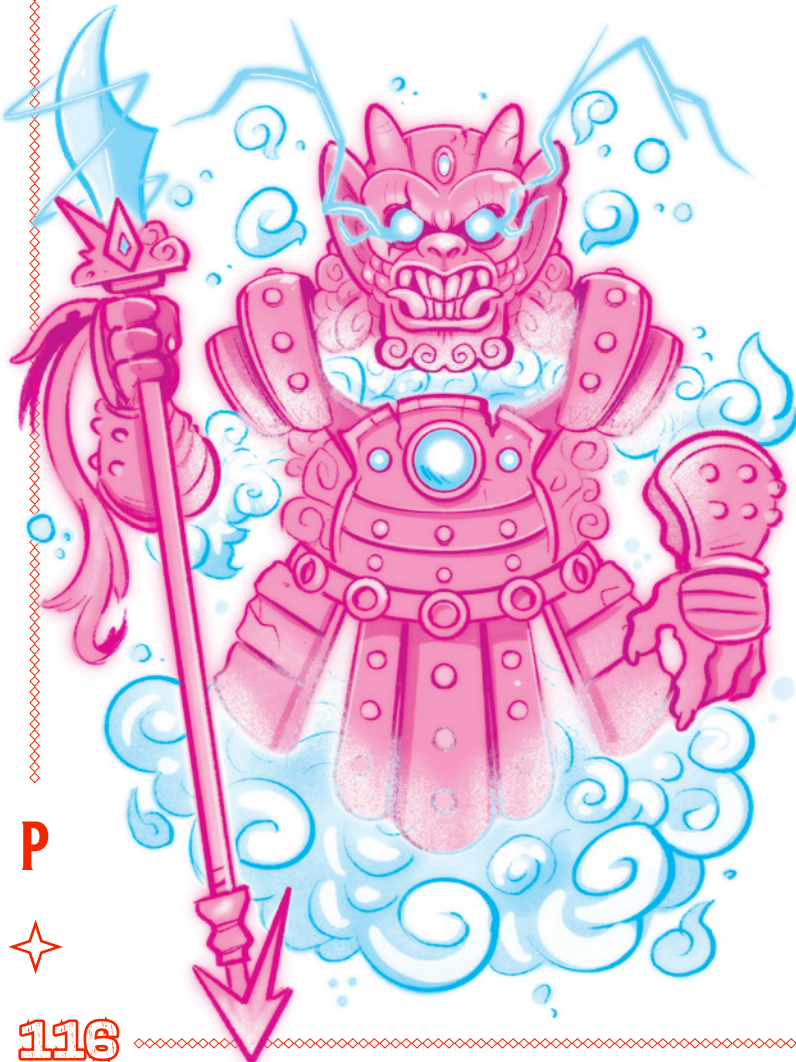


PHANTASM

Level 1-10	Classes G, B	Parley	Attack	Defense
		1	+1	-2
Any Size, Solo, Dwimmercrafty		Block	Dread	Actions
		0	1d8	2

These rare, living illusions are the spectral remnants of magic spells from a bygone age, originally cast by wizards to perform certain tasks. But due to strong, lasting magic or some mishap, phantasms linger in the world, often without any memory of their makers, or semblance of their history. Phantasms reside in ancient ruins and remote places, guarding secrets and royal treasures. Though, after so many years, some phantasms have gone rogue, wandering the world as magic creatures. They take countless forms, but often appear as intimidating warriors who retain some personality of their ancient creators.

Names: Audrastica's Guard, Calawere's Warden, The Executioner of Rymbar, The Tower Sentinel



ABILITIES

Illusory Doppelganger

Phantasms may make themselves look like an exact copy of any humanoid until they are Hit. Non-Magic weapons inflict half Dread against phantasms.

Illusion

Once every round, may create an utterly convincing illusion of anything up to *Huge* size. If the illusion causes Dread, or a PC has reason to be skeptical, they make a Mettle Check to discern the trick.

VULNERABILITIES

Magic weapons and spells inflict double Dread against phantasms.

SOCIAL

Phantasms are living magic remnants who are often mercurial and chaotic as a result of time and faded magic. Their primary goal is to fulfill their original purpose unless they have become fully autonomous. Roll 1d6 or choose a phantasm's purpose:

- 1-2 Stalwart Guardian.** Defend a location or item.
- 3 Vengeance.** Exact revenge upon a target that may or may not be alive.
- 4 Prisoner of Magic.** Linger without purpose.
- 5 Loyal Servant.** Prepare for the arrival of a master that will never return.
- 6 Rogue Phantasm.** A new being, entirely independent of its creator.

COMBAT

Phantasms are tricksters that create illusions to dazzle, dupe, and terrify their enemies, such as falling rocks, or a flanking dragon. Phantasms watch and mimic, impersonating people to put their foes into compromising positions. If necessary they strike with bolts of pure, ancient magic.

DEFEAT

Phantasms are desperate to cling to this world (unless they linger without a purpose). As such, they bargain and plead. If a phantasm is destroyed by a non-Magic weapon, they explode inflicting 1d12 Dread to everyone in Close range.

VICTORY

Phantasms attempt to fulfill their original purpose at whatever cost. They might coerce others into helping them achieve their goals, or kill those who interfere.

PINDERSNAPS

	Attack	Dread
<i>Tiny, Flying</i>	+1	1d4

These spritely insectoid creepers dwell beneath the caps of mushrooms and sleep away the day in their warm, musky gills. Tales of pindersnaps are told to frighten children from wandering into the forest alone—for at night, pindersnaps twinkle like fireflies leading animals and wanderers alike into the mazes of the forest, and directly into patches of hungry funghouls or other perils. They do this, it is said, to feed upon the spirits of the recently deceased.

ABILITIES

Tantalizing Twinkle

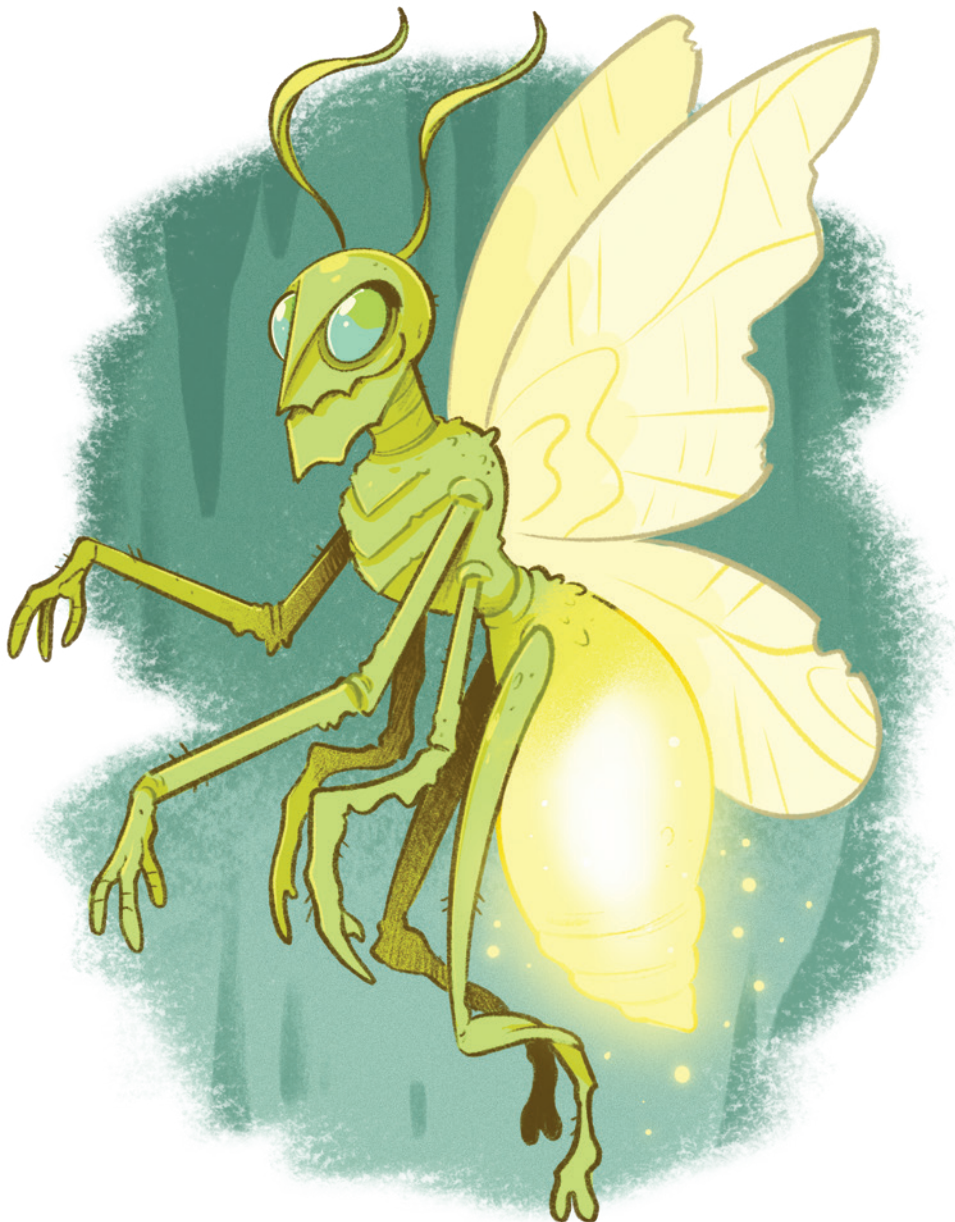
Pindersnaps only attack after they've lured their prey close. Anyone that sees a pindersnap twinkle must make a Mettle Check or they follow the glittering twinkle. Roll 1d6:

1–3 Characters stumble into a bed of funghouls.

4–6 Characters encounter a hostile Wandering Intruder.

VULNERABILITIES

Pindersnaps only come out at night and dislike intensely bright light that dwindles their twinkle.



PIRATE

Level 1–10	Classes G, B, C	Parley	Attack	Defense
		1	+1	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d8	1

The scourge of the seas, wily pirates roam the oceans and riverways, plundering ships and taking names. Hailing from all corners of Eem, pirates are a crude and cutthroat lot who band together for a common desire: loot, legends, and chaotic freedom. Pirates are dangerous foes not to be trifled with.

Names: Jolly Jim, Bad Betty, Smiling Mick, Laughing Lorna

ABILITIES

Sealegs

Gain +1 to all Checks while in a Conflict on a ship.

Pirate Ship

Any decent pirate crew has a ship, which comes in 3 forms.

- ★ **Sloop**—Hull: 20, 2 Small Cannons: 1d6 Dread (1 Starboard, 1 Port), Crew: Group

- ★ **Schooner**—Hull: 35, 4 Large Cannons: 1d8 Dread (2 Starboard, 2 Port), Crew: Horde
- ★ **Galleon**—Hull: 50, 8 Huge Cannons: 1d12 Dread (3 Starboard, 3 Port, 1 Bow, 1 Aft), Crew: Horde+10

Swashbuckle

Once every Combat, may swing from ropes, rigging, or other dangly things to attack a Nearby or Faraway target, and then move to Faraway range. The pirate can't be Counterattacked except by a ranged weapon.

Blunderbuss (C)

Once every 2 rounds, may fire a blunderbuss inflicting 2d8 Dread.

SOCIAL

Pirates love loot. They prefer coins or valuable items, but they also love the prospect of treasure: maps, legends, rumors. If one were to have intel about such things, it might go a long way in avoiding a Conflict. Many pirate crews also respect the code of the Pirate Court of the Mucklands, and adhere to their rules, however fast and loose they might be. For instance, "Always leave a coin for the next pirate," "Double crossin' is fair game, but triple crossin' is a bridge too far," and "Lily livers walk the plank, but sterner stuff shall be spared." Ultimately though, the only sure way to negotiate with pirates is to sway the crew's captain, a figure who tends to be charismatic, narcissistic, and rather unpredictable.

COMBAT

Pirates excel at boarding, overrunning, and sabotaging. They attack swiftly with cutlasses, boarding axes, hooks, blunderbusses and cannons when aboard a ship. They target enemy artillery, pilots, and leaders to cause havoc and disable enemy operations. Pirates also take weak-looking hostages during battle to put their stronger enemies in compromising positions.

DEFEAT

If things go south, the average pirate flees for their life, abandoning ship or dropping the lifeboats. Despite their nature as a crew, pirates turn on each other frequently. Everyone for themselves!

VICTORY

Pirates loot everything they can, especially coins, *Magic* and *Magnificent* items, which they can easily appraise on the spot. They certainly take prisoners in an effort to ransom them for a reward. If that doesn't seem viable, most prisoners are either assimilated into the crew (if they know what's good for them), or forced to walk the plank.



PIXIE

Level	Classes	Parley	Attack	Defense
1	G, B, C	1	-1	-2
Tiny, Horde, Flying		Block	Dread	Actions
		0	1d4	1

Blink and you'll miss them, pixies are tiny insectoid faerie folk known for their dedication to the cultivation of herbs, plants, fungi, and trees. Pixies are also very orderly, living in great hidden cities in the cores of tree trunks, similar to beehives or even adjacent to them. In fact, pixies and bees work together, planting and feeding and pollinating with a kind of efficiency that any tycoon would be jealous of.

Names: Razza, Ziz, Peeti, Weezo

ABILITIES

Reinforcements

At the beginning of each Combat round, 1d4 pixies join the Conflict.

Squad Formation

Pixies strike targets in squads. Three or more pixies can combine their Actions to make a single Attack (+1 Attack for each additional pixie above 3)

VULNERABILITIES

Pixies are repelled by cinnamon, avoiding the spicy smell that disorients their senses.

SOCIAL

Pixies are mischievous little buggers who can be quite curious and even friendly. They enjoy pranks and games, and delight in buzzy gossip. Despite this, most are very dutiful and spend much of their time helping pollinate flowers and keeping order in nature. They dislike entitled folk who explore where they shouldn't, and careless travelers who trample flowers, pee in bushes, and litter the wilderness with trash. When angered, they are known to become militant and organized, mustering great numbers against their enemies with bee-like fervor and tenacity.

COMBAT

Every pixie fight is approached as if it were an all-out war against an enemy nation. It starts with dozens of pixies, but before long there are hundreds, by nightfall, thousands. Supply lines, command posts, and other massive operations spring up immediately. Pixies can,



however, be distracted by disorder or damage to the environment, preferring to postpone the war effort to clean up a mess or tend to damaged plant life.

DEFEAT

Pixies coordinate their retreats to hidden colonies, or in extreme instances, begin a migration to another area to keep their people safe. If their queen is threatened, they negotiate earnestly to keep her from harm.

VICTORY

Pixies demand terms for surrender, which usually sound like edicts and orders from a ruling government. Should they be ignored, this could incur their wrath. Pixies chase and hunt down transgressors in their territory.

PIXIE DUST

Sprinkle to grant someone flight for [Level] minutes.

CRAFTING

Flutter Dust (Alchemy)

Components: Pixie Dust + **FLIGHT POTION** . Effect: Imbues an inanimate object with the permanent ability to hover.

PLAPPADOOTS

	Attack	Dread
Small	+0	-

Small, blobby and smiley amphibian critters, with an ear for music that would make the best bard jealous. These frog-like crooners famously sing together in catchy harmony, but just because they're entertaining doesn't mean they're not dangerous. The groovy jingles of plappadoots have a tendency to summon misfortune to those who cross their paths. Travelers consider these strange occurrences to be a curse, but wise gnomes are grateful for the music, the rain, and the denizens that plappadoots bring.

ABILITIES

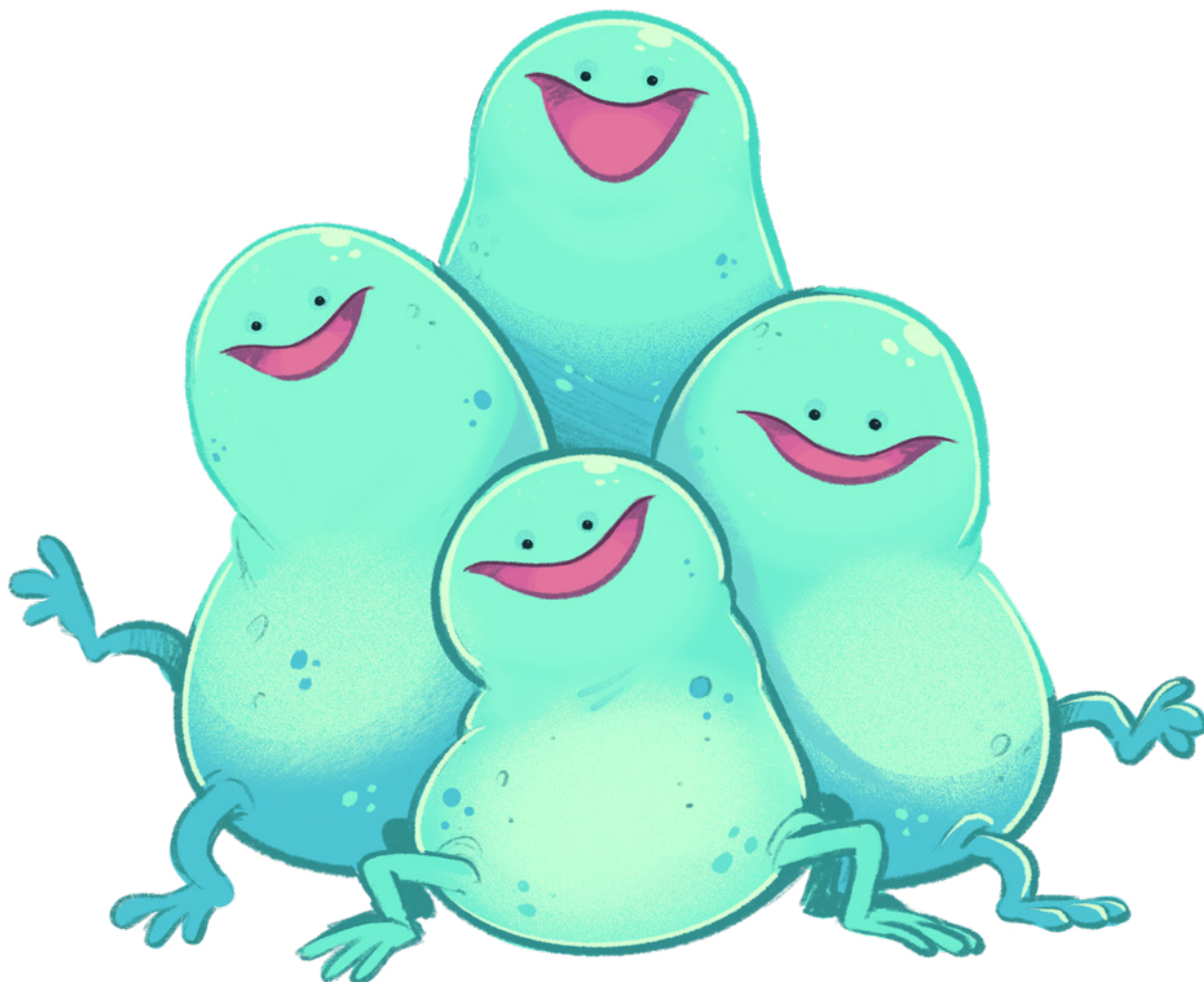
Plappadoot Hootenanny

Plappadoots belt out catchy songs that have varying effects. Roll 1d6:

- 1** A violent storm rolls in inflicting 1d6 Dread to all targets and Disadvantage on their Travel Check.
- 2-3** Lose a day to a plappadoot hootenanny sing-a-long.
- 4-6** A Wandering Intruder is drawn to the song. Roll 1d10 on the Reaction Table.

VULNERABILITIES

Plappadoots are always singing in key, but if they lose their groove and the key is ruined by profoundly bad singing, the effects immediately cease.



PLYXIAN PILE WORMS



<i>Small/Medium</i>	Attack	Dread
	+2	1d6

While they can spawn in warm marshes and standing pools, these worms prefer to grow in the digestive juices of large beasts and creatures. If a smaller creature like a human is plagued by these parasites, however, the pile worms cause extreme discomfort and grow rapidly until escaping through their host's mouth. Plyxian pile worms are named after a location of legend, Plyx, where it is said that the primordial titans and ogres of ancient times were birthed.

ABILITIES

Parasitic Bite

On a Critical Hit, the target contracts larval parasites and is **WEAKENED** for 1d6 days until, finally, they throw up a full-grown hostile worm, suffering 1d12 Dread.

VULNERABILITIES

Plyxian pile worms go rigid when doused in vinegar. Some creatures like ettins and giants make big jars of pickled worms and eat them as a treat.



POCKET FIDDLERS



<i>Tiny</i>	Attack	Dread
	+0	1d4

Some of the greatest natural musicians in the Mucklands, known for the enchanting music of their stringy webs. The music is meant to lull pindersnaps—the fiddlers main prey—into a trance, but unfortunately for travelers, the lilting melodies can have the same effect on them. Some wily creatures use the spiders as security systems.

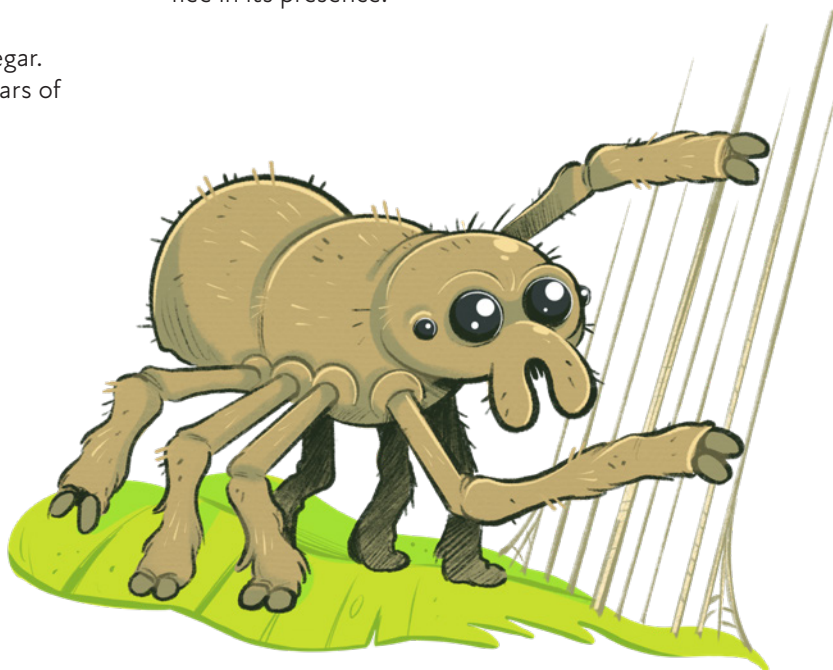
ABILITIES

Music Trance

The gentle music of the pocket fiddler heals 1d4 Courage to all listeners. However, all must make a Mettle Check to avoid becoming entranced for a Travel Turn.

VULNERABILITIES

Pocket fiddlers hate the smell of any citrus fruit and will flee in its presence.



PUNKIN

Level 1–8	Classes G, B	Parley	Attack	Defense
		1 (D)	+1	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d8	1

The mysterious Punkin Gang are notorious for roaming the highways and hills and wearing rotting pumpkins and gourds as masks, hiding their identities. The mystery of this practice is deeper than simply being vegetable bandits. It is believed that some punkins are indeed a kind of pumpkin creature of mysterious origin, with bodies made of sticks and straw. Folk speculate that they are cursed, diseased or under the spell of their leader, known only by the name of Ol' King Nack, whose name is spoken with fear in an old boggart nursery rhyme.

Names: Smiling Pete, Moongrin, Larry the Lantern, Kerosene Kelly

ABILITIES

Punkin Chunkin'

Once every 2 rounds, a punkin may hurl a rotting, fetid pumpkin at a target as a melee or ranged Attack. On a Hit, the pumpkin releases a poison with a random effect:

- 1 Target is **STUNNED**.
- 2 Target and all other Close and Nearby targets suffer -1 Attack for the remainder of Combat.
- 3 Target and all other Close and Nearby targets suffer +1 Defense for the remainder of Combat.
- 4 Target is **POISONED** (Vitality Check to resist).

VULNERABILITIES

Punkins suffer +3 Dread from [cold steel] weapons.

SOCIAL

Punkins are strange menacing creatures that value chaos and only follow the wishes of their patron, Ol' King Nack—who many believe is nothing more than a nursery rhyme monster. But Ol' King Nack is

real, and the punkins work toward the nefarious whim of their master who revels in sowing discord and panic, and stealing from those in need. Holding a conversation with a punkin is almost impossible as they'll quickly start cackling and prancing around with wicked glee, shouting non-sequiturs.

COMBAT

Punkins are tricksters that prefer to sabotage if they can, setting fire to houses and vehicles. They often set traps and ambushes—anything to get a leg up in a fight. But beyond this apparent strategy, their attack patterns are completely random and chaotic.

DEFEAT

Punkins always flee and always seek revenge. They plot and scheme and strike when their adversaries least expect them. If a punkin is caught, there's a 4-in-6 chance it is merely a construct of sticks and straw which laughs maniacally as it crumbles lifelessly.

VICTORY

Punkins, above all things, are robbers. They take what they want and humiliate their enemies, leaving them helpless and tied to a tree.



QUAG BLEAKER

Level 1-6	Classes G, B	Wrangle	Attack	Defense
		1	+0	+0
Medium/Large, Group/Horde		Block	Dread	Actions
		1	1d6	1

Quadrupedal insectoids that live in droves, dwelling in swamps throughout Eem. Quag bleakers favor meat, using their long, sharp proboscises to spear fish, leeches, and insects, though they often devour lily pads and river moss for sustenance. They are identifiable by a distinct, deafening chitter, likened to a thousand knives scratching over a giant chalkboard before being tossed into a burning dynamite factory.

Names: Flitterback, Old Bleeter, Snagglespear, Death Chirper

ABILITIES

Chittering Cacophony

Once every 2 rounds, three or more quag bleakers may emit a dreadful screech against Close and Nearby targets (+1 Attack for each additional quag bleaker above 3). On a 6+ Hit, the targets are **DEAFENED** and **STUNNED** (Vitality Check to resist).

Bleaker Beak

Twice every Combat, may negate a Counterattack.

VULNERABILITIES

Quag bleakers have fragile, vestigial wings that are very sensitive. If damaged, they suffer sensory overload and flee.

COMBAT

Quag bleakers are not particularly agile, relying on their deafening chitter to disorient their prey. They alternate this Chittering Cacophony so that ideally it can be done every round. And they surround their foes in an attempt to keep anyone from fleeing as they strike with their wiry proboscises.

CRAFTING

Bleaker Blade (Crafting)

Components: Bleaker Beak + 6 Materials. Effect: *Magnificent scimitar [parry].*



QUILLRATS

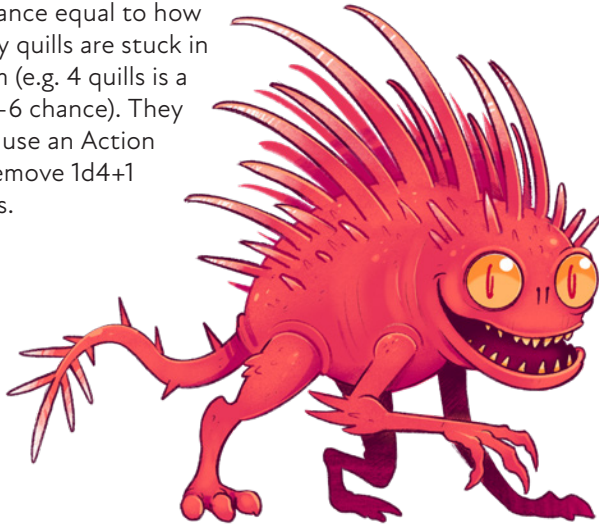
Small	Attack	Dread
	+2	1d4

Oversized vermin with defensive projectile spines. Their serrated quills are hard to remove, releasing an aromatic toxin that smells like raw meat. While not life threatening itself, the powerful smell attracts nearby predators that scare away or devour the quillrats' original attackers.

ABILITIES

Quill Barrage

On a 6+ Hit, the target is stuck with 1 quill for every 1 Dread inflicted. At the start of each round, affected targets make a Wandering Intruder Check with a chance equal to how many quills are stuck in them (e.g. 4 quills is a 4-in-6 chance). They may use an Action to remove 1d4+1 quills.



VULNERABILITIES

Quillrats love raw meat and swarm to devour it.

CRAFTING

Potion of Attraction (Alchemy)

Components: **QUILLRAT NEEDLES** + Charm Potion . Effect: When poured on the ground in the wilderness, draw a friendly Wandering Intruder to the area.

QUOB

Level 1-6	Classes G, B	Wrangle	Attack	Defense
		2	+1	+1
Large, Solo/Group		Block	Dread	Actions
		0	1d8	1

Six-legged beasts of burden with long trunks and thick manes of woolly fur. Native to the Underlands, dweorgs keep them to sniff out air currents and find new caves, detect noxious gas, and even judge cheese competitions. Above ground, quobs are mostly employed by dweorg caravans to carry supplies or goods. Surprisingly, quobs are rather sturdy climbers, able to delve subterranean crevices and crevasses.

Names: Merf, Tumno, Wigwig, Pikway

ABILITIES

Knowing Nose

Quobs can detect the faintest of smells and can track any scent for miles.

Trunk Thump

Once every Combat, may attack 1d4 Close targets.

VULNERABILITIES

As deep subterranean critters, quobs have an allergy to bright light that sends them into incapacitating sneezing fits. Dweorgs often outfit them with shaded headgear or shrym reflective goggles to provide their comfort on the surface.

COMBAT

In the wild, quobs are usually passive foragers and grazers, unless backed into a corner or threatened. Dweorgs train their quobs to be ornery and defend their caravans of goods and beasts. As pets, they guard their masters fiercely, placing their big bulky bodies in front of enemies.



RACK OWL

Level 1-6	Classes G, B	Wrangle	Attack	Defense
		1	+1	-1
Medium, Solo/Group, Flying		Block	Dread	Actions
		0	1d6	2

Nocturnal predatory birds that hunt alone or in groups called graves. Rack owls are recognizable by their mangy feathers, thick legs, and eyes that shine like headlights in the night. They are an imposing sight, and their deep, gravelly hoots are often mistaken for the growling of wolves or the grunts of trolls. The name “rack owl” comes from their method of catching and hanging their prey upside from tree branches, so they can leisurely dine. Rack owls are favored familiars amongst witches and warlocks. Their indifferent and menacing demeanor proves a most effective tool for black-hearted thaumaturgists looking to punish fearful enemies.

Names: Pale Eyes, Grave Tongue, Hornbeak, Old Ragfeathers

ABILITIES

Meaty Talons

On a 9+ Hit, the target is **ENTANGLED** in the rack owl’s grasp.

Blinding Eyes

Once every round, may cause a Close or Nearby target to become **BLINDED** (Vitality Check to resist).

VULNERABILITIES

Despite their intimidating appearance, rack owls are relatively cowardly and will flee at the first sight of a *Huge* foe or a great showing of heroism and bravery.

COMBAT

Rack owl eyes beam like searchlights, which they use to great advantage, blinding their enemies. They hunt and swarm *Small* targets in order to snatch them away and feed. As familiars, rack owls are feisty and loyal, and will attack the most threatening foe of their master.



RAMGORE

Level 1-10	Classes B	Wrangle	Attack	Defense
		1	+2	-1
Large, Solo		Block	Dread	Actions
		1	1d8	2

Vicious, hoofed terrors that hunt in the crags and mountainous areas of the Mucklands. A ramgore's charge is so great that even juvenile ramgores have been known to split stones with their broad, spiraled horns, a tactic they use to stun their prey before devouring them.

Names: Dreadhoof, Mountain Man, Rock Knocker, Batterhorse

ABILITIES

Springy Step

The first Attack each round against a ramgore suffers Disadvantage.

Battering Ram

Ramgores suffer half Dread from blunt weapons. Their Dread always ignores Block, and they easily knock down doors, bust through walls, and damage vehicles.

Charging Horns

May charge and attack a Nearby or Faraway target. On a 9+ Hit, the target is **STUNNED** and knocked **PRONE**.

VULNERABILITIES

Ramgores are fierce, powerful critters who likewise respect other powerful beasts. They rarely engage in a fight with an enemy that shows absolutely no fear or is intimidating.

COMBAT

Ramgores run brashly and ram into anyone and anything. They are surprisingly agile and spring about like deer. And they can even scale steep rock faces and sturdy trees. Ramgores aggressively pursue fleeing threats, even through the walls of buildings.



RINDLE RAM 🐾

Level 1-5	Classes G, B	Wrangle	Attack	Defense
		2	+1	-1
Medium, Group, Aquatic		Block	Dread	Actions
		1	1d6	1

Famed for their broad bony heads, these fish dwell in Eem's rivers and shallow seas. A rindle ram's prismatic scales shimmer and change colors based on their mood. Boggarts believe that when a rindle ram turns white under a full moon, good fortune follows, but if it turns red, misfortune isn't far behind. During some holidays, boggarts venture to the riversides and watch the rindle rams breach and swim beneath the light of the moon.

Names: Shimmer, Glimmer, Glitterdart, Red Bullet

ABILITIES

Color Shift

A rindle ram constantly shifts colors during Combat, granting it bonuses. Each round, choose or roll a color:

- 1 White.** Heal 1d4 Courage.
- 2 Red.** +2 Dread.
- 3 Orange.** +1 Attack.
- 4 Blue.** -1 Defense.

Water Ram

On a 9+ Hit, the target is **STUNNED**. If a boat is Hit 3+ times in a round by rindle rams, they breach the hull.

VULNERABILITIES

Rindle rams are hypnotized by rainbow patterns and will stop and stare indefinitely.

COMBAT

Rindle rams shift their scales to match their opponent's weaknesses. Once they decide on attacking, they relentlessly smash their bony heads against a foe. Since they are quite resilient, the fish are a deceptively serious threat for prolonged encounters in the water.

CRAFTING

Color Shift Powder (Alchemy 🧪)

Components: Rindle Ram Scales + **KALEIDOSCORPION TAIL**. Effect: Change the color of an item to another desired color.



RIVAL DUNGEONEER

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Folk, Solo/Group, Minions		Block	Dread	Actions
		0	1d8	1

Not all dungeoneers are the stalwart explorers produced by the renowned Dungeoneer Academy. Washouts and opportunists are out there, exploring the frontier, looking to find their fortunes and win their fame. Rival dungeoneers are either freelance, mercenary adventurers or loyal company employees working for the likes of powerful corporations such as Subterranean Pits and Lairs LLC, Krog & Sons Inc., or Unassailable Co.

Names: Rake, Ryder, Underwood, Shandar

ABILITIES

Whiplash

Once every round, may make a Whiplash Attack against a Close or Nearby target:

- 1-5** Target suffers 1 Dread.
- 6-8** Target can only Counterattack if in Close range.
- 9-11** Target drops what they're holding.
- 12+** Rival dungeoneer steals a held item from the target.

Underling (B, C)

Any rival dungeoneer worth their salt has an underling to boss around and take the hits. Treat the underling as a mercenary Goon. Any attack made against the rival dungeoneer may be redirected to the underling.

Demolitions (B, C)

Once every 3 rounds, may toss a blasting charge to blow up something in the environment. Or, may throw a grenade at a Nearby or Faraway target. The target and anyone Close to them must make a Nimbleness Check:

- 1-2** Target suffers double Dread.
- 3-5** Target suffers Dread.
- 6-8** Target suffers half Dread.
- 9+** Target suffers no Dread.

Magic Item (C)

Has a random *Magic* item.



SOCIAL

Rival dungeoneers are known to run teams of mooks who schlepp equipment, hold torches and test traps. They are almost always motivated by treasure, fame, and power. And they happily share that they can be bribed or bought, though there's no guarantee for how long. Due to the nature of the dungeoneering business, competition is high, which attracts cutthroat individuals who do anything to get the upper hand.

COMBAT

Rival dungeoneers love to set traps and exploit their environment against their enemies. They send in their team of mercenary and dungeoneer minions to disrupt their enemies, especially when the rival dungeoneer's attention is needed elsewhere, like to grab a contested *Relic* from a pedestal. Rival dungeoneers are wily and know who to attack and who to stay away from.

DEFEAT

They're not paid to die! Rival dungeoneers do whatever it takes to survive, and no treasure or slight is worth dying for (unless they are the greediest of the greedy). They love to make daring escapes, but if it comes down to it, most are not above groveling.

VICTORY

Rival dungeoneers prefer to rob and leave their enemies in the dust, stranded in some deep, dark Underlands tomb. They will take captives if it suits them, using them for information or as bait in a dungeon.

RIVER GOBLIN

Level 1–8	Classes B, C	Parley	Attack	Defense
		2	+2	-1
Folk, Solo		Block	Dread	Actions
		1	1d8	3

Lurking in murky marshes and rivers, river goblins are unrelated to actual goblins despite their colloquial name. Among their own kind, they call themselves “kappa,” and aside from their pointy goblinoid ears, they are more akin to quortles. But where quortles are generally small and friendly, river goblins are wiry-strong and sometimes outright ornery, accused by common folk of mischief and menace. One of the most recognizable features of the river goblin is the bowl-shaped indent on its head, known as its brainpan, which holds the river goblin’s brain juice.

Names: Ketya, Shokjee, Sopping Sam, Wataga

ABILITIES

Wrestling Moves

On a 9+ Hit, the target becomes **ENTANGLED** in a wrestling hold, suffering 1d6 **ONGOING DREAD**. Only one target may be **ENTANGLED** at time.

Meat Shield

If a river goblin has someone **ENTANGLED**, Attacks against the river goblin suffer Disadvantage. On a Critical Miss, the attacker Hits the **ENTANGLED** target instead.

Shell Slam

Once every 2 rounds, may attack 1d4 Close targets who are not **ENTANGLED**.

VULNERABILITIES

If the brain juice ever spills from a river goblin’s brainpan outside of water, they suffer a form of short term memory loss, immediately forgetting what they were doing, and reintroducing themselves. For this reason, it’s common to find river goblins wearing kettle hats to protect themselves from such inconvenience and embarrassment.

SOCIAL

River goblins have a bad reputation for being misanthropic wretches, but this is only sometimes the case. Many river goblins relish the chance to interact with normal folk, but often come across as overeager or creepy. Gifts of fish or other dead animals, unwanted horseplay, and aggressively awkward staring are all things

to expect from a friendly river goblin. But if these interactions aren’t handled gracefully, the river goblin may become offended, and a friendly encounter can quickly turn hostile. Disgruntled river goblins are not something to take lightly, as they are liable to drag their victims into fetid ponds to wrestle and drown them underwater.

COMBAT

River goblins are naturally gifted wrestlers, always trying to get their foes into holds. Even with their arms full with a grappled enemy, they are adept at taking on multiple foes by bouncing around and slamming with their shells. They normally go after anyone that offended them or the buffest looking opponent. If they are intent to kill, they pull their victims into the water.

DEFEAT

River goblins range from truly wretched to merely misunderstood, but just about all of them are sore losers. And if their brain juice is threatened, they do nearly anything to prevent it from spilling out.

VICTORY

A river goblin who doesn’t want to slay its enemies or steal loot may take the Defeated back to its stinky lair, forcing them to become its friend. In these situations, river goblins oscillate between being exceptionally clingy and bullying.

CRAFTING

Smart Water (Alchemy )

Components: Brain Juice + **STUPEFYING POWDER** 

Effect: Grants +1 Knowhow for 2 sessions.



RIVERSAUR

Level 5-10	Classes C	Wrangle	Attack	Defense
		1	+3	+1
Huge, Solo, Aquatic		Block	Dread	Actions
		1	1d12	3

Ancient aquatic reptiles that haunt the rivers, lakes, and waterways throughout the Mucklands. Riversaurs never stop growing, and the oldest are as large as forty feet. Like sharks, they have incredible senses underwater, able to detect movement and the scent of blood hundreds of yards away.

Names: Ravanax, Blood Thrasher, Long Neck, Big Arga

ABILITIES

Oily Hide

Suffer half Dread from ranged weapons.

Chomp

May make a Chomp Attack. On a Critical Hit, the target is **ENTANGLED** in the riversaur's mouth and suffers 1d8 **ONGOING DREAD**. If Defeated, the target is **ENGULFED**. Cannot Chomp again while a target is **ENTANGLED**.

Big Reach

The riversaur's long neck allows them to Chomp Attack Close and Nearby targets who are outside of the water.

Tail Thrash

Once every round, may make a Tail Thrash Attack against 1d4 Close and Nearby targets. If a target suffers 12+ Dread, they become **ENGULFED** underwater as they begin to drown.

VULNERABILITIES

Chumming waters with any kind of meat is enough to distract a riversaur, though not for long, and the blood and meat only work up a riversaur's appetite.

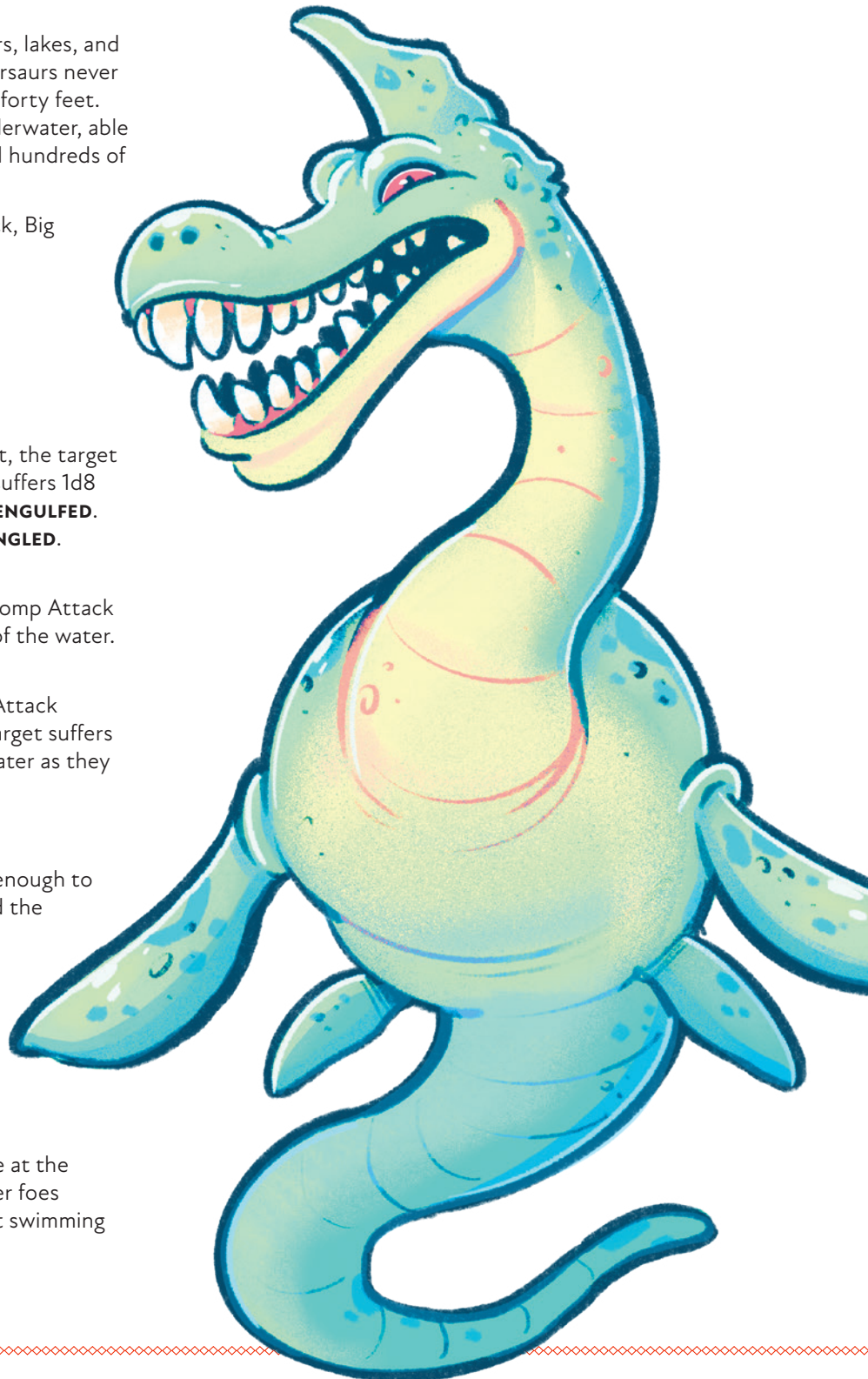
COMBAT

Riversaurs are masters of their watery domains. They are exceptionally agile for their size and have no trouble spinning around in the water to strike at whatever they must. Riversaurs tend to bite at the strongest opponent, while thrashing at other foes with their tail in the water to create difficult swimming conditions.

CRAFTING

Riversaur Hide Armor (Crafting)

Components: Riversaur Hide + 15 Materials. Effect: Heavy Armor that incurs no penalties to Movement Checks when worn in water. Grants +1 Block against ranged weapons.



ROODO BIRD

Level 1-5	Classes G	Wrangle	Attack	Defense
		2	+0	-1
Small, Horde		Block	Dread	Actions
		0	1d4	1

Famed for their colorful, water resistant feathers, these birds are extraordinarily fast in the water, rocketing like arrows. It has been said that the appearance of a roodo often predicts the success of a voyage, but in recent years, poachers have made them a rare sight.

Names: Foamrunner, Rainbow, Sunleaper, Gladfeather

ABILITIES

Water Rocket

Gain *Fast* and can't be Counterattacked in the water.

Spear Beak

May charge and attack a Nearby or Faraway target in the water, inflicting double Dread.

VULNERABILITIES

Roodos are fearful of fishing nets and fishing gear. Additionally they are quite slow and plodding out of the water and unable to fly.

COMBAT

Roodo birds have learned to be wary of folk and are quite defensive when approached. They strike fast and retreat, taking advantage of their tremendous speed and agility in the water. They can spring out of the water and flip in the air to surround their foes.

CRAFTING

Roodo Cape (Crafting)

Components: Roodo Feathers + JACKALRABBIT FUR.

Effect: Once every session, reroll a Charm Check.



RYZOPHANT

Level 3-8	Classes B	Wrangle	Attack	Defense
		1	+1	-2
Large, Solo, Aquatic		Block	Dread	Actions
		0	1d8	2

Ethereal, freshwater bottom dwellers with wide batoid fins and gaunt prehensile gripping arms. Bearing long translucent fangs, these ancient predators produce a unique spectral venom that turns their prey ethereal as well. It is unknown whether ryzophants are ghostly spirits, or if they merely inhabit the space between both worlds.

Names: Bottomspecter, Riverghast, Shallowhook, Darklecatch

ABILITIES

Death Grip

May make a Death Grip Attack. On a 9+ Hit, the target becomes **ENTANGLED**.

Spectral Bite

May make a Spectral Bite Attack. On a 9+ Hit, the target must make a Mettle Check or become an ethereal ghost, incapable of interacting with the physical world except for the ryzophant for 1d4 rounds. Ryzophants inflict double Dread to ghostly targets.

VULNERABILITIES

Ryzophants can't leave their fresh water abodes as they are extremely averse to salt. Fishermen often carry a sack of salt to shake over the water where they believe a ryzophant might reside.

COMBAT

Ryzophants grab their prey and pull them into the water, where not only gaping jaws await, but the threat of drowning. Once they turn a target ethereal, and their fangs become more potent, they focus all attention on that victim.



SARGOG

Level 5-10	Classes C	Parley	Attack	Defense
		1	+2	+0
Huge, Solo, Minions		Block	Dread	Actions
		2	1d12	3

A species of giant snake with long, powerful bodies, tough scales, and eyes that are said to peer into one's spirit. The sargog are most commonly associated with sarpathi holy sites, where they coil themselves amidst regal chambers filled with offerings, treasures, and other valuables, venerated as gods. Sargog often fall in love with their own legends and bask in the sycophancy of their worshippers, sarpathi or otherwise. However, one shouldn't underestimate their danger: a sargog is a mighty, cunning foe, and does not suffer fools and trickery.

Names: Ka, Sul, Saa, Re'Zil

ABILITIES

Fearless

Sargog make Mettle Checks with Advantage and are immune to fire and poison.

Massive Fangs

May make a Massive Fangs Attack. On a Critical Hit, the target is **WOUNDED**.

Constrictor

Once every round, may make a Constrictor Attack. On a 9+ Hit, the target is **ENTANGLED** by the sargog's coiled body, inflicting 1d6 **ONGOING DREAD**. No more than 2 targets may be **ENTANGLED** at once.

VULNERABILITIES

[Starfell-make] weapons inflict +3 Dread to sargog.

SOCIAL

Sargog are extremely arrogant as most have been raised to believe they are divine. Because of this, they are susceptible to flattery and sycophancy. And they are rather

unimpressed by boasting and intimidation because they rarely ever encounter something that poses a threat. Ultimately, they prefer to slumber, but when awakened or disturbed they fight fearlessly, unless a suitable tribute is offered.

COMBAT

Sargog are fast for their size and strike with their fangs while ensnaring weaker looking enemies within their constricting bulk to squeeze the life out of them. They are overconfident fighters, making little effort to gain high ground or outmaneuver their foes. They also may keep minions, usually sarpathi (although the sarpathi wouldn't consider themselves minions). Others worship sargog including orches, troggles, and finfolk.

DEFEAT

While they believe themselves to be divine, some have an awakening of sorts upon defeat. Should a sargog be Defeated in the presence of minions, it trembles with fear and proclaims that its foes are mightier than any of them, an admission that can often destroy its followers' morale.

VICTORY

Sargog leave no witnesses to their great prowess behind. They swallow a Defeated enemy whole and digest them in the innards of their vast, scaley bulk.



SARPATHI HIEROPHANT

Level 1-10	Classes B, C	Parley	Attack	Defense
		1 (D)	+2	-1
Medium, Solo/Group, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d8	3

Wielders of terrible magic, and the highest ranking sarpathi within the Cult of Ehk. The hierophants are often blessed with a physical mutation, like two heads or snakes for arms. They use blood magic, manipulating the very life force of their enemies, to evoke terror and fear wherever they roam.

Names: Nal'Orza, Sinthrasa, Zirfaz, Ssizl'thak

ABILITIES

Life Steal

Whenever the hierophant inflicts Dread, they heal that much Courage.

Snake Bite

May make a Snake Bite Attack. On a 9+ Hit, the target becomes **WEAKENED** (Vitality Check to resist).

Mind Control

Once every round, may **ENSORCELL** a target (-1 Mettle Check to resist).

Blood Spell

Once every Combat, may use 2 Actions to switch their current Courage with a target's Courage.

SOCIAL

As leadership of the Cult of Ehk, hierophants are stewards of sarpathi society, leading the serpent folk into a new age of relevance and prosperity at the expense of the Mucklands people. They are ruthless and power hungry, always looking to advance the imminent coming of Ehk, the serpent god. Hierophants rarely operate alone, surrounding themselves with reavers, cultists, and other hierophants. That said, they often compete with fellow hierophants for supremacy: conflicts weed out the weak.

COMBAT

Hierophants ensorcell and manipulate the battlefield, prioritizing the strongest enemies, using them to lay waste to the rest. Their aim is to control the battle by forcing their enemies into compromising and perilous positions. Hierophants often command a horde of sarpathi reavers who follow their every order. When facing death, a hierophant will use Blood Spell on any target that benefits themselves the most, friend or foe.

DEFEAT

There is nothing more dishonorable to a sarpathi than fleeing from battle, or surrendering to the enemy. Those who do are likely to endure more suffering at the hands of their kin than any defeat in combat. Hierophants would rather be slain in cold blood.

VICTORY

Hierophants take captives back to their shrines as ritual sacrifices to their gods.



SARPATHI REAVER



Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+2	-1
Medium, Group/Horde		Block	Dread	Actions
		0	1d8	2

An age-old threat now resurfaced, the sarpathi Cult of Ehk rose from the Underlands in search of strange relics associated with their ancient serpent god. More so than any other faction, the sarpathi Cult of Ehk are known to be ruthless and evil, caring nothing for those outside of their cult. Their warriors, the reavers, are as fierce as they come, wielding curvy blades and shooting poisonous snake arrows from crooked bows.

Names: Zirin, Zar'dul, Yaz, Ssix

ABILITIES

Snake Bite

May make a Snake Bite Attack. On a 9+ Hit, the target becomes **WEAKENED** (Vitality Check to resist).

Snake Arrow

Sarpathi arrows are literally snakes. Once every round, may make a Snake Arrow Attack. On a 9+ Hit, the target is **POISONED** (Vitality Check to resist).

SOCIAL

Most sarpathi reavers are ruthless and power hungry. They would rather destroy their enemies than negotiate, but they strike deals if it suits them and they lack a clear advantage. Those in the Cult of Ehk consider any alliance temporary, and are likely to stab their newfound "comrades" in the back down the line. Sarpathi reavers always defer to their hierophant masters, however. Usually this is not a problem, but sometimes this breeds contempt among the most ambitious warriors.

COMBAT

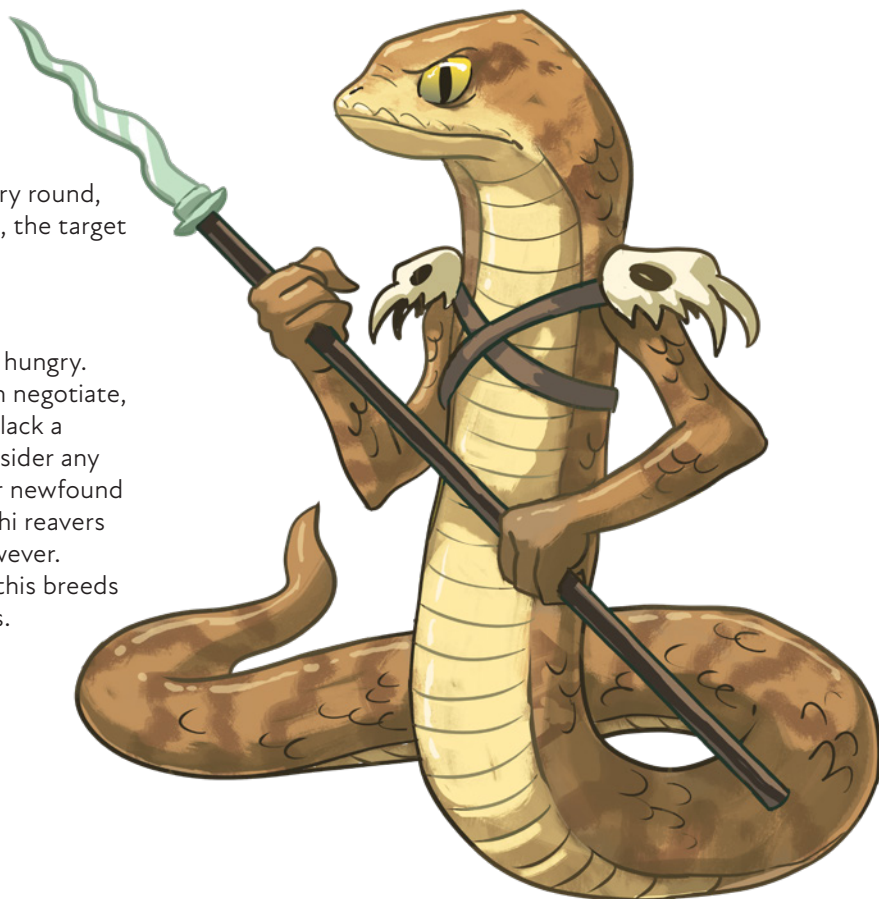
In battle, there are few other creatures as fearsome as the sarpathi reavers. They take out the weakest enemies first, half of their number engaging in melee while the other half rain snake arrows from a distance. They are ruthless and efficient, never pulling punches or hesitating.

DEFEAT

There is nothing more dishonorable to a sarpathi than fleeing from battle, or surrendering to the enemy. Those who do are likely to endure more suffering at the hands of their kin than any defeat in combat.

VICTORY

Sarpathi slay their foes if need be, but prefer to capture and deliver their foes to their masters, the hierophants. The Cult of Ehk has constant need for sacrifice and experiments.



SARVANG

Level 1–8	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	-2
Medium, Solo/Group, Flying		Block	Dread	Actions
		0	1d8	2

Winged serpents that haunt the skies by night and the cavernous Underlands by day. The sarpathi believe sarvang are the lost spirits of fallen hierophants, symbolizing the inevitable decay that afflicts all life and civilization. Feared for their necrotic bite, they hibernate most of the year, unless stirred to defend their sunken roosts where dozens coil and writhe in restless sleep, presumably dreaming of their former lives.

Names: Sul'vir, Saugrim, Blightwing, Reekwind

ABILITIES

Coiling Knot

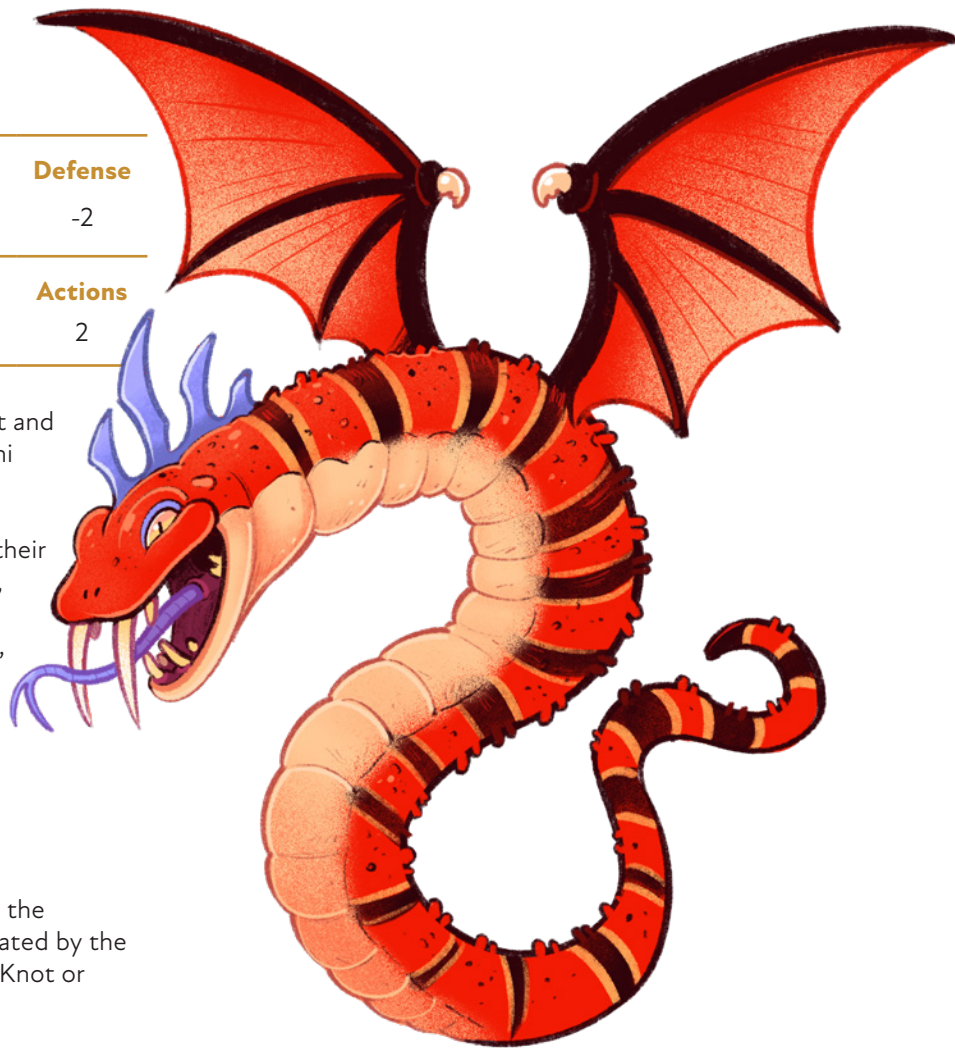
May make a Coiling Knot Attack. On a 9+ Hit, the target's face is **BLINDED** and **ENGULFED**, suffocated by the sarvang's tail. The sarvang cannot use Coiling Knot or Swoop Attack while a target is **ENGULFED**.

Rot Bite

Once every round, may make a Rot Bite Attack. On a 9+ Hit, the target is **POISONED**. On a Critical Hit, the target has 3 rounds to make a 9+ Vitality Check or else one of their limbs blackens and withers forever (as a Lasting Injury).

Swoop Attack

Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.



VULNERABILITIES

[Starfell-make] weapons inflict +2 Dread to sarvang. Curiously, sarvang find flowers, moss, and lichen to be utterly repellent, and recoil at the sight or scent of them.

COMBAT

Sarvang are highly intelligent as far as critters go. They detest faerie folk, gnomes, and other creatures that represent growth, nature, and life. Sarvang swoop and dive, latching their wicked fangs into the slowest prey. In groups, they knot themselves around their prey's neck and face before sinking their fangs into tender flesh. Sarvang are known to leave only the bones of prey behind in a matter of minutes. Conversely, when slain, they instantly decay due to their venom sacks rupturing.

SCARE CROW

Level 1–6	Classes G, B	Parley	Attack	Defense
		2	+1	+0
Medium/Large, Group, Flying		Block	Dread	Actions
		0	1d8	1

Growing much larger than vultures in some cases, these unique corvids revel in frightening their prey and are universally considered a terrible omen. But due to their rotten smell and cruel appearance, they have honed their voices to lure in their quarry. A scare crow can actually mimic any organic sound, often pretending to be lost travelers calling for help. Should an unfortunate wayfarer fall for the ruse, scare crows swarm in for the attack.

Names: Screwloose, Sneerfeather, Cawreek, Shadewing

ABILITIES

Scary

The glowing red eyes, sharp teeth, and rotten smell of scare crows, to say nothing of their size, is highly unsettling. At the start of a Conflict, all enemies must make a Mettle Check or become **FRIGHTENED** and suffer Dread.

Mimic

May imitate the sound and speech of any folk. Perception Checks to discern the trick suffer Disadvantage.

Jeer

May launch an insult at a Close, Nearby or Faraway target inflicting Dread (Mettle Check to resist).

VULNERABILITIES

Scare crows are repulsed by any food or potion that heals Courage. Abilities that heal Courage inflict Dread instead against them.

SOCIAL

Scare crows revel in taunting, tricking, insulting and frightening travelers, which brings them almost as much satisfaction as gorging on meat. They like to learn of new places to haunt, and they love dreaming up new ways to scare people. On the other hand, they despise all things brave, courageous, and righteous. They are incorrigibly sarcastic, rude, and mean-spirited.

COMBAT

Scare crows attempt to frighten their prey, and either chase cowards or isolate brave foes. They attack in swarms, scratching and clawing. They even mimic voices during a fight, in an attempt to trick and confuse enemies into making mistakes.

DEFEAT

Scare crows that meet their match suddenly don't think everything is so funny anymore. If they can't escape, they hem and haw and beg for their pitiful lives.

VICTORY

Flocks of scare crows are called murders for a reason. However, if their bellies are full, they delight in toying with foes, making them run for their lives as they taunt and chase.



SCRAGGLE

Level	Classes	Wrangle	Attack	Defense
1	G	2	+1	-2
Small, Horde, Fast		Block	Dread	Actions
		0	1d4	1

Though similar in stature to boggles, these scraggly, furry, mountain dwelling critters don't share a gift for complex language. Their primary tactic for survival is stealing skrokwing eggs, one of Eem's most daring feats. A single egg feeds a warren of scraggles for months, a testament to their incredible ingenuity and cooperation. Scraggles work together by climbing on top of each other and linking to form sophisticated living structures like ladders, towers and even free-roaming scraggle giants. If skrokwing eggs aren't in season, scraggles have been known to attack passing travelers to steal their food.

Names: Rgg, Fzzwk, Grx, Pfft

ABILITIES

Scraggles United

Scraggles may link themselves into forms greater than the sum of their parts to create ladders, bridges and objects to perform a task.

Giant Scraggle

A Horde may form a Huge scraggle that inflicts 1d10 Dread and has Courage equal to the number of scraggles. The giant scraggle loses individual scraggles as it suffers Dread, and the giant collapses at 5- Courage.

Greedy Mitts

On a 9+ Hit, may steal food from a target's inventory.

VULNERABILITIES

Scraggles are highly ticklish. And despite being accomplished skrokwing egg thieves, fear skrokwings and other large predatory birds. They scatter at the first sound of a skrokwing's screech, and large shadows in the sky make them jittery.

COMBAT

Scraggles coordinate to form bridges, towers, ladders, shields, and giants to fight off their enemies. They use their mountainous surroundings strategically to gain high ground and alter the battlefield by knocking over trees and boulders. If merely hungry, they are content to steal food and flee back to their warren.



SCUMSEER

Level 1-7	Classes G, B, C	Parley	Attack	Defense
		1	+1	-1
Medium, Group/Horde		Block	Dread	Actions
		0	1d6	1

Four-eyed, bulbous and tentacled water creatures that gather in small, secret numbers to bide their horrible time. Scumseers are dreadful, pitiless and paranoid, bent upon the time when their hidden cults may rise from the muck and reclaim a long forgotten kingdom blanketed in a starless sky. They often lure wanderers to their pools and drag them underwater with their long, tentacled fingers to perform profane rituals designed to usher in the end of all things.

Names: Bloorth, Uug'elth, Ootharog, Drong

ABILITIES

Lure

Scumseers have telepathic powers that lure wanderers near their dark waters. All Close, Nearby and Faraway targets must make a Mettle Check to resist the urge to investigate the water.

Snatch

On a 9+ Hit, the target is **ENTANGLED** by the scumseer's tentacled hands. On land, the target is pulled toward the water. In water, they become **ENGULFED**.

VULNERABILITIES

Though they can emerge from water to fight on land, they are quite vulnerable doing so, and suffer +2 Defense. Both [starfell-make] and [cold steel] weapons inflict +2 Dread against scumseers.

SOCIAL

Scumseers are clandestine lurkers that know little of the outside world. They are always scheming and dreaming grand designs of a new age of darkness and muck, and they entertain anything that might further this goal. They talk with blubbery lips, and tend to audibly agree amongst themselves after one their group says something intimidating or profound. They absolutely detest catchy music and prefer their own haunting, dischordant hums.

COMBAT

Scumseers much prefer snatching their foes while in the water and pulling them under to drown. But they will venture out onto land if they are hungry and desperate. Deep in their dark waters are sure to be more scumseers wielding cruel blades and polearms, just waiting to grab and grope and toss away their enemies' items one by one.

DEFEAT

Scumseers are cowardly at heart and retreat if their attack fails. If they can't retreat they acquiesce to any demands, even giving up treasures to spare their hideous lives.

VICTORY

Scumseers tend to drown their foes. If their enemies surrender, they are magically mind-controlled to complete some sort of task to further the scumseer's plans.



SEA CHIMERA

Level 5-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	+0
Huge, Solo, Aquatic		Block	Dread	Actions
		0	1d12	3

A rare, monstrous shark that has three distinct heads and nine stomachs. Nyads believe that sea chimeras, also called trimegalodons, represent the “souls” of the ocean: serenity, rage, and mystery. The head of the hammer shark represents serenity in its wide, flat brow, while the great shark represents rage with its maw of giant teeth. The goblin shark’s long snout and bizarre grin represent the unknowable secrets of the ocean’s depths.

Names: Laga, Shorak, Threeface, Blackwater

ABILITIES

Three Heads

Every round, each head may either attack or use their special Action.

- ✦ **Hammer Shark:** As a reaction, may block 1d8 Dread.
- ✦ **Great Shark:** May ram a vessel, capsizing a small boat or automatically inflicting Dread to a ship’s Hull.
- ✦ **Goblin Shark:** May inflict Disadvantage to 1d4 Close and Nearby targets for the rest of the round.

VULNERABILITIES

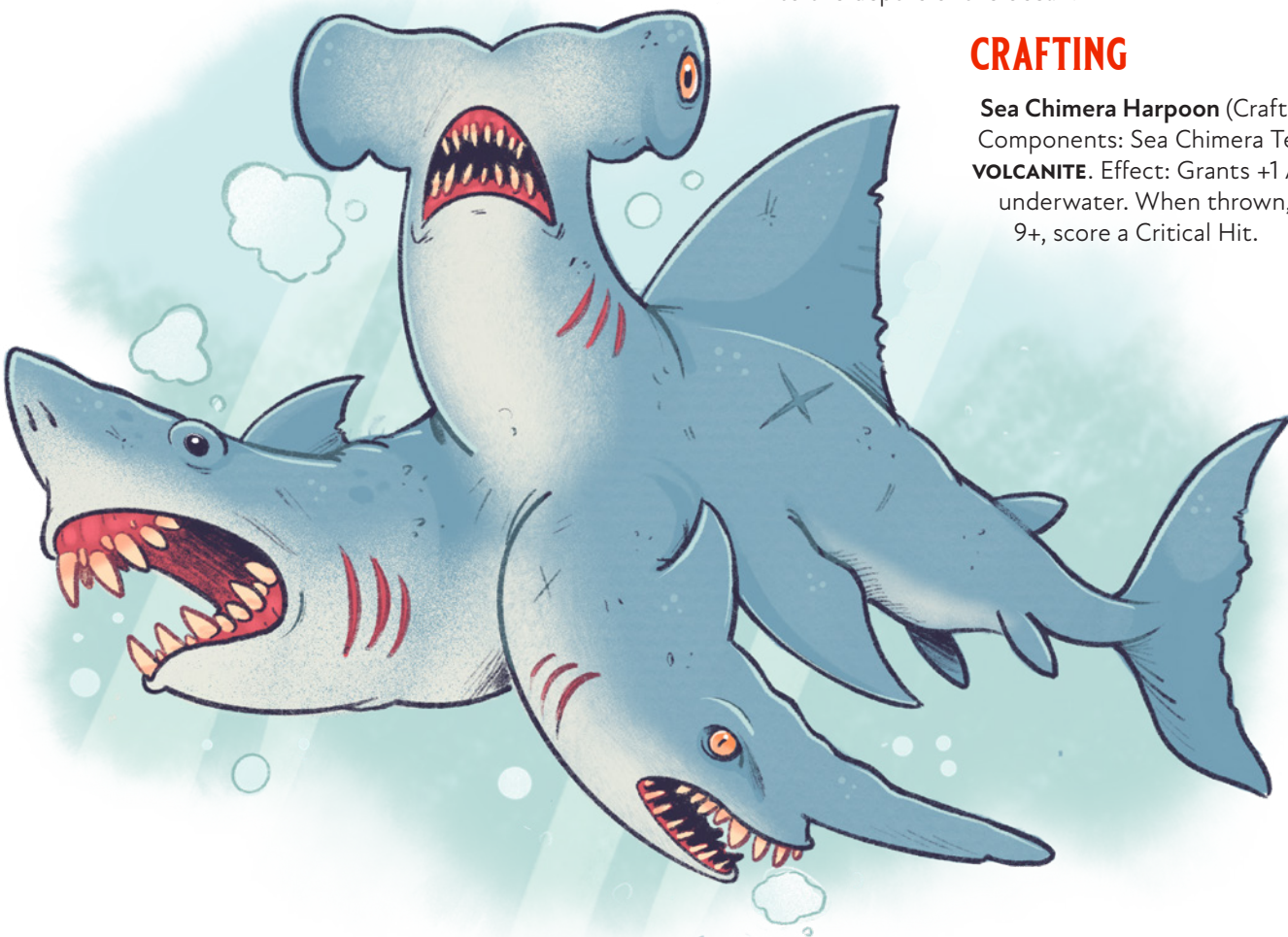
Sea chimeras have a long and storied history with nyads who revere the beasts as deities. If a sea chimera is presented with a gift of live prey, it pacifies the beast as it feeds.

COMBAT

Sea chimeras are apex predators of the ocean that only struggle with krakens, sea serpents and the dreaded leviathan. They fear nothing else and attack relentlessly, especially after drawing blood. Normally they are entirely on the offensive, but against very formidable foes, sea chimeras can fight defensively. The hammer shark might focus on deflecting blows, while the goblin shark confounds opponents, leaving only the great shark to bite. If a sea chimera is reduced to 5- Courage, it flees to the depths of the ocean.

CRAFTING

Sea Chimera Harpoon (Crafting 
Components: Sea Chimera Teeth + **VOLCANITE**. Effect: Grants +1 Attack underwater. When thrown, on a 9+, score a Critical Hit.



SEA GULLIATH

Level 3-8	Classes G, B	Wrangle	Attack	Defense
		2	+2	-1
Large/Huge, Solo/Group, Flying		Block	Dread	Actions
		0	1d8	1

Large menacing gulls that stalk the coastlines of Eem, they are dreaded by finfolk and whalens alike. Scowling from the skies with fiery eyes, sea gulliaths have incredible vision. They roost on pointed rocks or the splintered remains of shipwrecks where they perch like skulking assassins scanning the waters and shores for hapless seafolk.

Names: Ol' Crabby, Brinebeak, Deathstare, Large Barge

ABILITIES

Gulliath Droppings

Often the first thing a *Group* of sea gulliaths will do is rain a barrage of huge white droppings on their intended prey. All targets must make a Nimbleness Check or become **BLINDED**.

Squawk

Once every Combat, a *Solo* sea gulliath or *Group* may squawk loudly to summon 1d6 sea gulliath Goons.

Jagged Beak

Sea gulliaths have serrated beaks that dig in like fish hooks. On a 9+ Hit, the target becomes **ENTANGLED** as they are caught by the bird's beak.

Swoop Attack

Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

Sea gulliaths have tremendous eyesight, but poorly developed hearing and smell. They cannot hunt what they can't see. They also really love Nork's Noodles.

COMBAT

Sea gulliaths are drawn to food, refuse, and *Small* folk. They like to defecate on their prey in order to blind them, then swoop down to snatch the smallest prey with their jagged beaks. They also prefer to attack any prey that is alone or away from a group. A big group of sea gulliaths is quite rambunctious and the birds will often fight over who gets to eat what. When in peril, their squawks attract other gulls for a mile.



SEA SERPENT 🐾

Level 7-10	Classes C	Wrangle	Attack	Defense
		1 (D)	+3	+2
Huge, Solo, Aquatic		Block	Dread	Actions
		1	1d12	2

In the age of dragons, sea serpents were the undisputed masters of the open seas. But as time ticked on, and the world changed irrevocably, many of these nigh-impervious beasts retreated to the ocean floor to coil themselves around the bones of sunken ships and sleep for untold years. The few that endured the slow passing of ages have adapted to this new industrial age, and delight in hunting merchant ships. Sea serpents strike without warning, wrapping themselves around a ship and squeezing it to splinters. As the masts crumple and sailors abandon their posts, enormous jaws stretch and swallow all attempting to swim to safety.

Names: Vortagug, Nautiluna, Hydranus, The Red Roil

ABILITIES

Ensnare Ship

At the start of a Conflict, a sea serpent begins to wrap itself around a target ship. This counts as an Action each round, and takes 4+1d4 rounds before the ship is squeezed into splinters. The sea serpent won't stop and retreat unless it is reduced to 10- Courage. As the ship is ensnared, environmental hazards like collisions and falling debris inflict 1d6 **ONGOING DREAD** to all onboard (Nimbleness Check to resist).

Consume

When a ship is destroyed, all characters still aboard must make an Athletics Check to avoid being swallowed and **ENGULFED**. The sea serpent then attacks overboard stragglers. On a Critical Hit, 1d6 Close targets are **ENGULFED**.

VULNERABILITIES

Sea serpents fear bonafide knights in shining armor, the kind in story books. Those are exactly the kind of heroes that rid the world of ancient dragons, leaving the sea serpents to hide in the bottom of the seas. If a gallant knight in full plate armor successfully intimidates a sea serpent, it flees for its life.

COMBAT

Sea serpents are solitary beasts that despise being pestered by interlopers and outsiders in their watery domain. They usually attack large ships and whales unless they are starving, in which case they'll settle for smaller vessels. They use their massive length to coil around ships like a giant constrictor snake. Meanwhile, it bites at anyone that would dare interfere. A sea serpent will not harass a particular ship again if Defeated by one, however, as it sours their taste.

CRAFTING

Sea Breath (Alchemy 🧪)

Components: Sea Serpent Scales + **POTION OF WATER BREATHING** 🧪. Effect: Grants the permanent ability to breathe in ocean waters.



SELKIE

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+0	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d6	1

Short, squat seal folk that recently came to the Mucklands from distant shores. Brilliant and industrious sailors, they have a reputation for embarking on harrowing expeditions to fish for kraken and other dangerous prey. They dwell mostly on huge colony ships that traverse the great oceans of the world, though more and more selkies have migrated to the Muckland coasts for trade with folk like whalens, finfolk, nyads, and krabraks.

Names: Loney, Harbo, Kelsea, Lyon

ABILITIES

Cannoneers

Gain +1 Attack when firing cannons and blunderbusses. Their galleons are armed with cannons that inflict 1d12 Dread.

Well-Oiled Machine

Two selkies may combine their Actions to gain Advantage on a single Action.

SOCIAL

Selkies tend to stick to their colony ships, rarely venturing off on their own to become privateers and independent explorers. They often have a jovial disposition, barking jokes back and forth as they go about hard work on the decks of their vessels. Being traders, selkies are always open to negotiate if it means they could acquire something valuable for their people. If there's one thing that selkies avoid at all costs, it's ghosts and undead as their culture has seen many unexplainable, otherworldly spectacles on the deep blue seas of Eem.

COMBAT

Selkies are frequently armed with harpoons, fishing tools, short bladed cutlasses, and blunderbusses. They work together, coordinating their Actions as a team. If aboard their vessels, they blast their enemies with cannons.

DEFEAT

Selkies are superb swimmers, and try to swim to the safety of the ocean. If on a ship, they may negotiate safe passage by giving up riches that they've acquired in their travels. Only in extreme circumstances do they ever surrender their vessel.

VICTORY

Selkies take prisoners and lock them in the brig of their colony ship, whether at sea or on land. The captain performs a trial, often leading to punishments that can be quite severe, like forced servitude as deckhands for a number of months or years. Each prisoner must attempt to Parley and make a case for why they should be set free.



SHARKUNI

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+2	+0
Medium/Large, Solo/Group		Block	Dread	Actions
		1	1d10	2

A species of amphibious shark folk feared by other denizens of the sea for their ruthless hunting practices and harsh demeanor. Sharkuni prefer to travel and work alone as bounty hunters, poachers, and trappers. They vary in appearance just as much as sharks and can range from skinny and lithe to quite muscular and bulky. Though their gills have adapted to air-breathing, they fare poorly in dry climates, rarely venturing outside of coastal and wetlands regions.

Names: Rooka, Nurza, Meyko, Zandrella

ABILITIES

Smell Fear

At the start of a Conflict, all characters must make a Mettle Check. On a 5-, the targets suffer Disadvantage on Dread rolls against the sharkuni for the rest of the Conflict.

Toothy Maw

On any Miss against them, the sharkuni either inflicts Dread or breaks the target's weapon.

VULNERABILITIES

Sharkuni have extremely sensitive noses. A strong, direct Attack (with Disadvantage) to a sharkuni's nose **STUNS** them.

SOCIAL

Sharkuni are tough and aloof, and often appear to be scowling even if they're happy. Since most folks tend to stay out of their way, sharkuni are surprised by anyone who challenges or stands up to them. They are easily offended and are known to retaliate with violence to save face. Above all, however, sharkuni value their hunts, and gladly bargain for leads and clues to help in their pursuit.

COMBAT

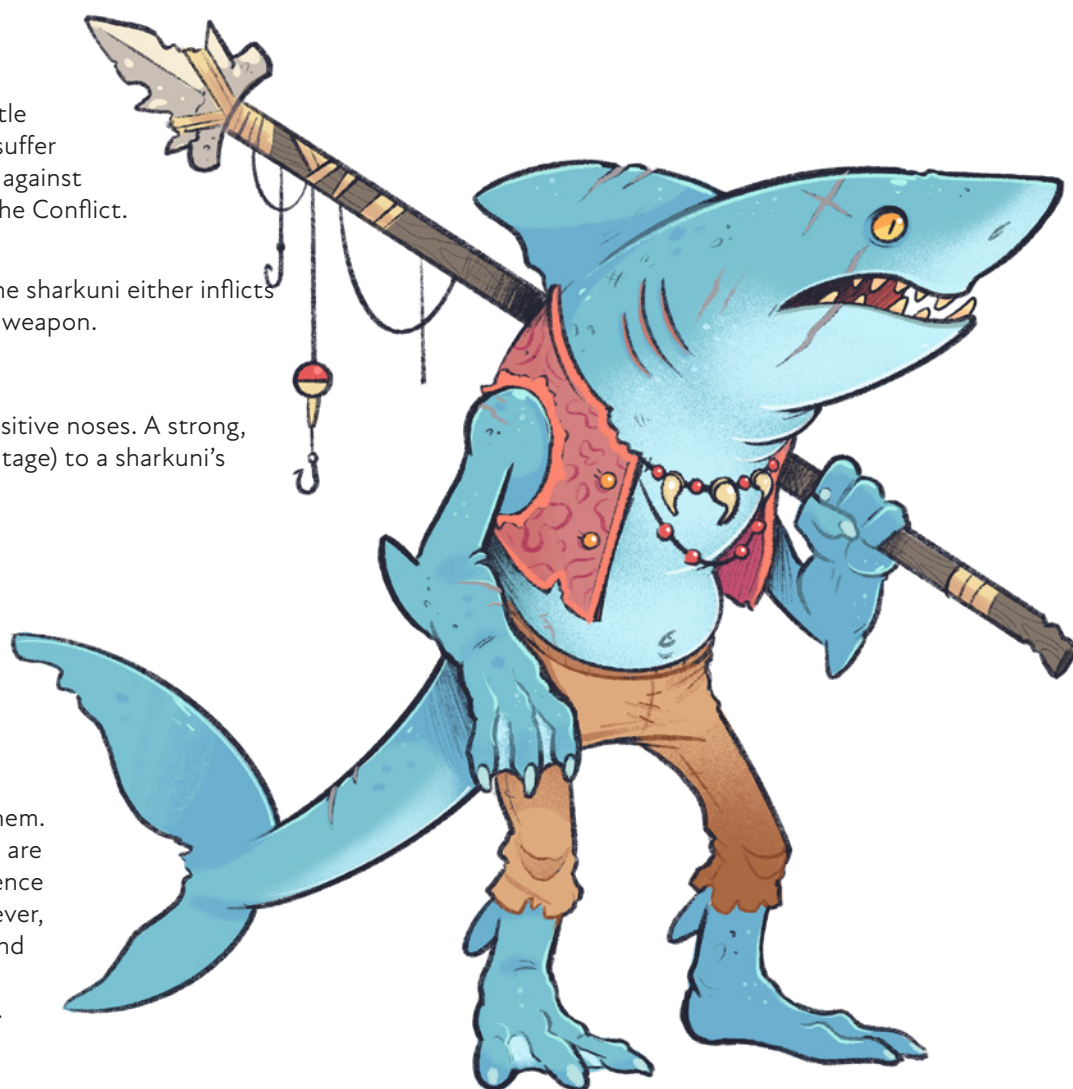
Sharkuni fight ferociously, attacking the strongest combatant first to make a show and intimidate other foes. They are ruthless and go for blood, never pulling punches. Sharkuni try to use their environment to gain the upper hand, or work to isolate and split their opponents. They wield a plethora of weapons, carrying multiple ranged and melee weapons for any situation.

DEFEAT

Sharkuni are ungracious in defeat. They blame others and make a fuss about fairness, even when they use underhanded tactics. While they rarely ever flee, they declare themselves "finished," never admitting defeat though the outcome may be obvious.

VICTORY

Depending on their objectives, sharkuni opt to take prisoners or else devour their Defeated enemies should the mood strike. In most cases, sharkuni are looking to make the most of their victories and pursue a potential reward.



SHRUBLING

Level 1–6	Classes G, B	Parley	Attack	Defense
		1	+0	+0
Small/Medium, Group/Horde		Block	Dread	Actions
		0	1d6	1

Peaceful creatures that nourish their habitats with life-bearing growths, shrublins are born with a wondrous variety of leaves, branches, fungi, and colorful lichen, eventually taking vaguely humanoid forms with large blinking eyes. They keep to themselves completely out of sight unless their wilderness is disturbed by the carelessness and arrogance of outsiders.

Names: Tangle, Rutz, Leafa, Brynch

ABILITIES

Entangling Roots

May make an Entangling Roots Attack against a Close or Nearby target. On a 9+ Hit, the target is **ENTANGLED**, wrapped in growing roots.

Spore Burst

Every 3 rounds, may make a Spore Burst Attack, blasting a plume of spores at all Close and Nearby targets, who must make a Vitality Check. On a 5-, the target is **STUNNED** and **SLOWED**.

SOCIAL

Shrublings are very protective of the natural environment, and take issue with anyone who pollutes or blights the land. They have little knowledge of folk and their customs and generally don't wish to know, except for a rare curious few. Shrublings sometimes mistake travelers and explorers for industrialist defilers, and are quick to attack. However, an earnest person can persuade shrublins to let the party pass through without incident if they were to display genuine reverence for nature.

COMBAT

Shrublings spring an ambush if possible, emerging from the surrounding shrubbery. Some carry weapons carved of wood, while others simply strike with their rooty appendages. They alternate Spore Bursting, so that a Spore Burst occurs each round. Shrublings mostly use their Entangling Roots to keep their foes at bay, and are glad to let enemies retreat.

DEFEAT

In the face of defeat, shrublins scurry and scatter back into the wilderness to hide. However, a shrubling spy continues to follow the victors for some time, tracking their activities and movement. If they do anything to disrupt the environment, the shrublins may return to strike again.

VICTORY

Shrublings are content to see their enemies run away from their territories, and do not intend to kill any creature.



SINGE VIPERS



Small	Attack	Dread
	+2	1d10

Their name comes not only from their vibrant, fiery color but from the effect of their lethal venom. A singe viper's bite is akin to being speared by a white-hot poker. The venom lurches through the bloodstream like molten lead: thick, slow, and unbearably hot. The only known natural cure for a singe viper's bite, besides a poison antidote, is **CLUNCHWEED**.

ABILITIES

Molten Bite

On a 9+ Hit, the target is **POISONED** and suffers -1 maximum Courage until cured (Vitality Check to resist).

VULNERABILITIES

Singe vipers detest **CLUNCHWEED** as it neutralizes their poison. An entire swarm of singe vipers will scatter at the smell of it.



SINKWORMS



Tiny	Attack	Dread
	+1	1d8

Tiny worms that live in super colonies beneath the earth and mud, like quicksand, waiting to devour unfortunate missteppers. Sinkworms never emerge directly onto the surface as they are allergic to sunlight, recoiling from it like tiny vampires. In ancient times, wicked folk would bury thousands of sinkworms in moats to defend their castles. Unlucky attackers would sink and never escape the frenzy of hungry worms beneath the ground.

ABILITIES

Living Earth

Stepping on sinkworms creates a quicksand effect. All affected make a Nimbleness Check:

- 1-2 Target becomes **ENGULFED**.
- 3-5 Target becomes **ENTANGLED**.
- 6-8 Target becomes **SLOWED**.
- 9-11 Target leaps clear of danger.
- 12+ Target leaps clear of danger and grants an ally +1 to their Nimbleness Check.

VULNERABILITIES

Sinkworms are allergic to bright, direct light and recoil from it.

CRAFTING

Soft Soil Powder (Alchemy)

Components: Sinkworms + **SHRUBLING POWDER**.

Effect: Pour on earth to create incredibly easy digging conditions for 1 hour.



SKEETER

Level 1-6	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	-2
Medium/Large, Solo/Group, Flying		Block	Dread	Actions
		0	1d8	1

These eagle-sized bloodsucking bugs are the terror of Eem's swamps. They are known to attack livestock, pets, and unsuspecting adventurers. One of the more horrifying aspects of a skeeter is its translucent abdomen that displays the blood drained from its victims. There have even been reported sightings of skeeters the size of weorgs hovering through the densest parts of swamp lands.

Names: Skittertongue, Bloodwhisker, Buzznibbler, Corksting

ABILITIES

Blood Suck

On a 9+ Hit, heal Courage equal to the Dread inflicted. Skeeters can even gain Temporary Courage when they heal.

Blood Drain

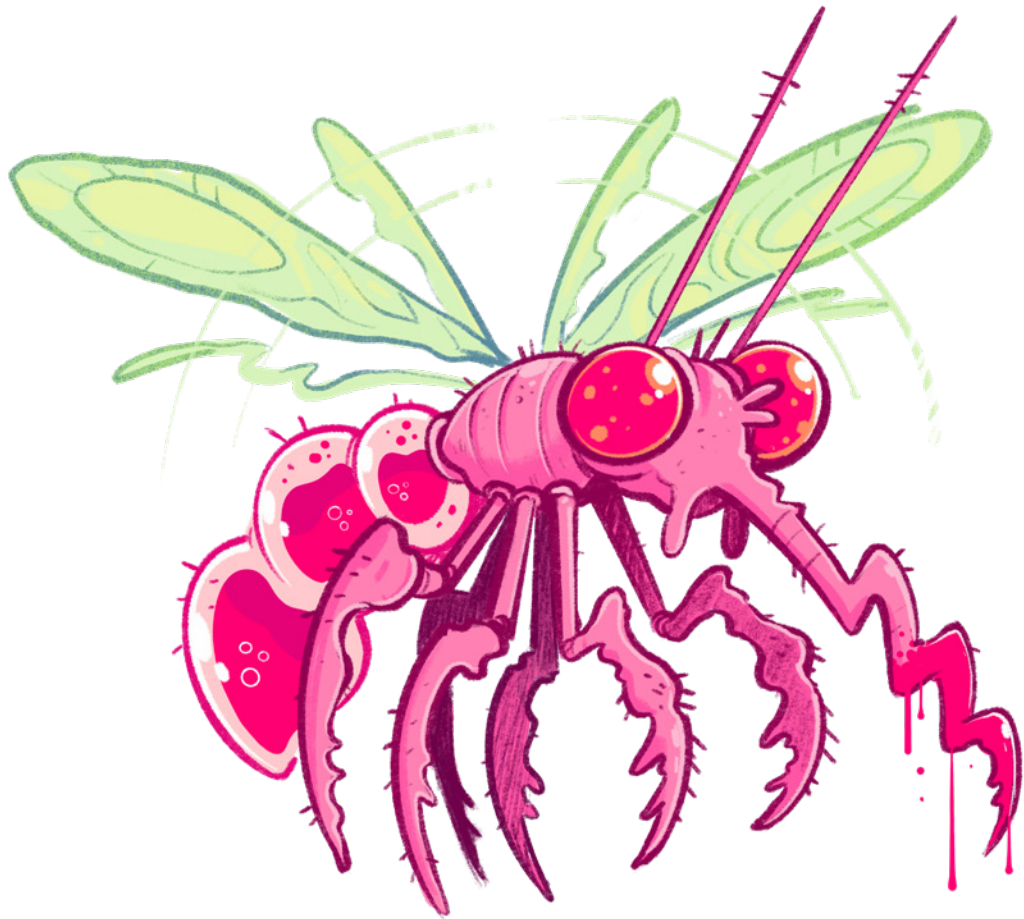
When a skeeter Defeats a target, they spend the subsequent round draining the target's blood, who then becomes **WEAKENED**. The skeeter suffers +2 Defense during the round, but heals 2d6 Courage.

VULNERABILITIES

Skeeters suffer double Dread from blunt weapons, and are repelled by the scent of **BOGFLOWER** found in the Quagmash. Rubbing the petals on oneself is enough to keep the insects at bay. If a skeeter Bruiser or Champion drains enough blood to double its maximum Courage, they become engorged and all Attacks against them gain Advantage.

COMBAT

Skeeters are surprisingly tanky, buzzing about haphazardly as they suck the blood of their prey. Unless a character is already hurt or wounded, they attack completely randomly. They are greedy drinkers and leave themselves open when there is opportunity to drain a Defeated victim of its blood.



SKELETON

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		0	+0	-1
Folk, Any Number, Undead		Block	Dread	Actions
		0	1d8	1

The mindless, resurrected remains of the dead, brought to unlife by a necromantic curse. The great majority of skeletons in the Land of Eem are remnants from the Gloom King's army, which ravaged the world many centuries ago. Any skeletons raised after that age are done so by sorcerers and witches using but a pale echo of the Gloom King's magic.

ABILITIES

Fleshless

Skeletons gain +1 Block against bladed weapons.

Undeath Rattle (C)

When Defeated, may make a final attack against a Close target.

SOCIAL

Skeletons are generally indifferent unless people interfere with their orders, whatever that might be. In which case, the skeletons respond with violence. Only PC skeletons have any chance of Parleying with regular mindless skeletons. While the skeletons cannot respond, they may take simple commands.

COMBAT

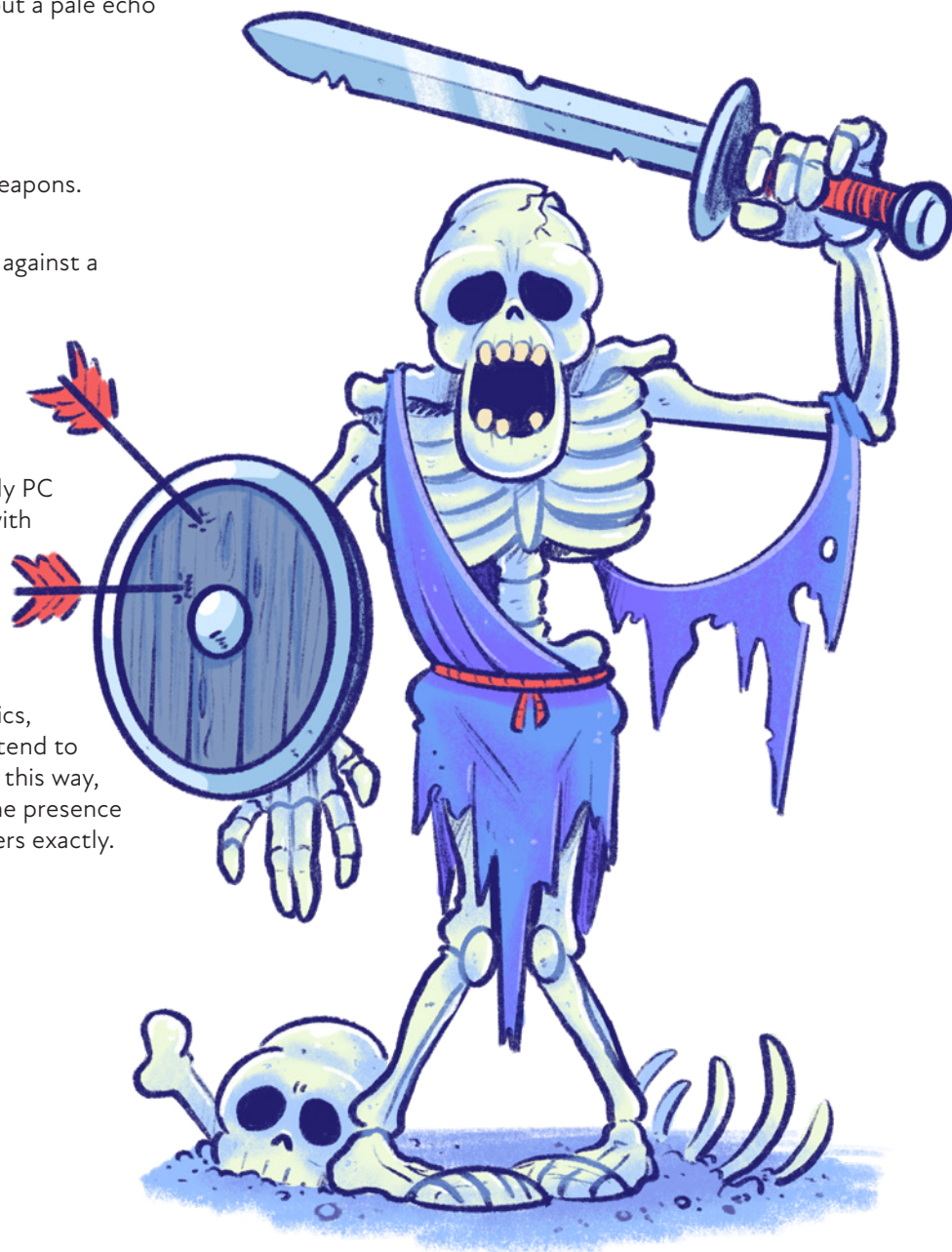
Skeletons are not intelligent in their tactics, but they swarm and are relentless. They tend to simply attack who attacked them last. In this way, they can easily be lured. However, if in the presence of a lich or other master, they follow orders exactly.

DEFEAT

Defeated skeletons usually means crumbled skeletons. They fight until utterly destroyed.

VICTORY

Unless specifically ordered by their master to take prisoners, hostile skeletons slay their enemies or leave them for dead once they are neutralized.



SKROKWING

Level 5-10	Classes C	Wrangle	Attack	Defense
		1 (D)	+3	+1
Huge, Solo, Flying		Block	Dread	Actions
		2	1d12	2

The largest predatory birds in all of Eem, skrokings patrol high above trade roads waiting to swoop down and carry away entire caravans. If a sudden shadow stretches over a cloudless sky, followed by the sounds of a cracking, thunderous skrok—run. The force of their wing beats stirs dust devils, and their talons can sever limbs. Skrokings make their nests atop the highest peaks, formed of sticky, regurgitated wax that the birds swirl into domes and spires.

Names: Skydark, Suncream, Thunderbeak, The Tornado

ABILITIES

Wing Beat

When the skrokwing lifts off for flight, or maneuvers in the air, all Close and Nearby targets must make a 9+ Might Check or get knocked **PRONE** and suffer 1d6 Dread.

Razor Beak

May make a Razor Beak Attack. On a Critical Hit, the target is **BLEEDING**.

Talon Strike

May make a Talon Strike Attack. On a 9+ Hit, the target is snatched up and **ENTANGLED**, suffering 1d6 **ONGOING DREAD**. The skrokwing can't Talon Strike while two targets are **ENTANGLED**.

Skrok

Once every 3 rounds, may emit a deafening screech affecting all Close, Nearby, Faraway and Distant targets who must make a Mettle Check:

- 1-2** Target suffers 1d6 Dread and becomes **PARALYZED** and **DEAFENED**.
- 3-5** Target suffers 1d6 Dread and becomes **FRIGHTENED** and **DEAFENED**.
- 6-8** Target is **DEAFENED**.
- 9-11** Target is unaffected.
- 12+** Target is emboldened, +1 to their next Check.

VULNERABILITIES

Skrokings are intelligent creatures but only speak bird. Scaring away a skrokwing is nearly impossible, but it is possible to distract or captivate one with a shiny object to the point that they stop at nothing to have it.

COMBAT

Skrokings are formidable foes but would rather carry off their desired prey into the skies and back to their nests than waste time fighting. If need be, they beat their wings to disorient foes and strike with their beaks and talons. They hate bows and arrows and will prioritize attacking anyone using them.



SLAGMUNCHER

Level 1-8	Classes G, B	Wrangle	Attack	Defense
		1	+1	-1
Medium, Group/Horde		Block	Dread	Actions
		2	1d6	1

Hulking insectoids that consume stone and other minerals, which in turn strengthens their incredibly hard shells. Slagmunchers are reviled by Underlands goblins for causing structural damage to their tall, subterranean surfacescrapers. However, dweorgs have a symbiotic relationship with slagmunchers, utilizing their powerful grinding mandibles to break down mining debris and garbage from their settlements.

Names: Rocktooth, Boulder, Crunch, Cragmaw

ABILITIES

Stone Shell

Dread rolls against slagmunchers suffer Disadvantage.

Rock Spitter

May make ranged Attacks by spitting rocks from their gizzard.

Grinding Mandibles

Slagmunchers can crush stone, bend metal, and liquify meat and plant matter in their powerful jaws. On a melee Critical Hit, destroy the target's weapon or piece of armor.

VULNERABILITIES

Slagmunchers are slow, ungainly, and extremely heavy. They cannot swim and detest water.

COMBAT

Threatened slagmunchers attack first from range, spitting undigested, bile-ridden rocks from their gizzards, while others of their number scramble towards their enemies to corner them against rock walls and boulders. They love to eat metal weapons and armor and are first attracted to enemies wearing those items.

CRAFTING

Rockbite Potion (Alchemy)

Components: Slagmuncher Gizzard + **ROT VINE**. Effect: Imbiber can survive on eating rocks for a week.



SLURPWORM 🐾

Level 1–6	Classes G, B	Wrangle	Attack	Defense
		1	+1	+0
Medium, Any Number		Block	Dread	Actions
		0	1d6	1

Slurpworms are muck dwellers that bury their slimy bulk into mud pools, loose dirt, or debris, and wait for their prey to wander near their gaping, toothy mouths. Slurpworms are about four feet long but can swallow prey up to five times their size, stretching their slime-ridden membranes like rubber.

Names: Swallower, Ol' Gulpy, Murkmouth, Mudgrub

ABILITIES

Slurp

On a 9+ Hit, the target is **ENGULFED**, as the slurpworm attaches its mouth around their face; or, the target is **ENTANGLED** if the slurpworm attaches to another body part like the legs. Checks to escape suffer Disadvantage if multiple slurpworms are attached.

Strike and Burrow

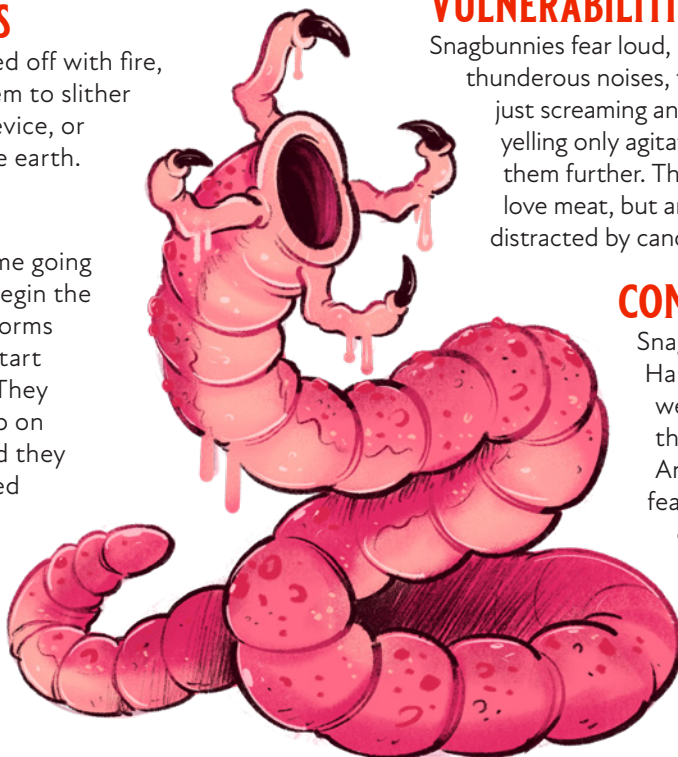
Once every 3 rounds, a slurpworm can make a Strike and Burrow Attack. On a 6–8 Hit, the slurpworm can't be Counterattacked as it burrows into the ground and avoids all attacks until the next round.

VULNERABILITIES

Slurpworms can be scared off with fire, which usually causes them to slither away into any sort of crevice, or rapidly burrow into loose earth.

COMBAT

Slurpworms waste no time going directly for the face to begin the slurping process. Slurpworms without a face to slurp start working on a foe's legs. They are swarms, ganging up on *Medium* targets first, and they doggedly remain attached even if pummeled and squeezed.



SNAGBUNNY 🐾

Level 1	Classes G	Wrangle	Attack	Defense
		2	+2	-1
Small, Horde		Block	Dread	Actions
		0	1d4	1

Disarmingly cute critters from afar, but the moment their furry mouths part to reveal a wide set of long, jagged, snaggleteeth—well, it might be too late to run. Most often spotted alone, quizzically sniffing the air with ears perked like a rabbit, the snagbunny relies on ambushing and overrunning its prey. These lone “scouts,” as they're called, are actually never alone, for roving in the nearby underbrush is an army of hungry snagbunnies waiting to pounce.

Names: Needleteeth, Tricky, Ankle Biter, Peaches

ABILITIES

Bite of Steel

On a 9+ Hit, a snagbunny latches on to the target, inflicting 1d4 **ONGOING DREAD** until pulled off (Might Check to resist).

VULNERABILITIES

Snagbunnies fear loud, thunderous noises, though just screaming and yelling only agitates them further. They love meat, but are known to be distracted by candy bars as well.



COMBAT

Snagbunnies swarm their enemies. Half of their horde sniff out the weakest, unarmored enemy, while the rest disperse among the others. Any time they sense weakness and fear in prey, they pounce on it and dogpile the individual. When their numbers are reduced to half, they retreat to their warren.

SORCERER

Level 1-10	Classes B, C	Parley	Attack	Defense
		2	+3	+0
Folk, Solo, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d10	4

Rare and shrouded in suspicion, these powerful magicians wield arcane magic often learned over the course of unnaturally long lives. Most common folk believe that sorcerers exist only in tall tales, or that magic is unknowable and its secrets lost long ago. But sorcerers do exist, however few, and they dedicate their lives to obsessive study, driven to unearth and unleash the immense power of the old world.

Names: Margir, Hedra, Zhadazar, Audrastica

ABILITIES

Spellcraft

Roll 2 random spells from the Spells table (p192). May use both once every round.

Arcane Magic

Roll 3d12 or choose the sorcerer's 3 spells of arcane magic:

1 Fireball. Once every 2 rounds, may make a ranged Attack with a ball of magical flame against a Nearby, Faraway or Distant target. The target and anyone Close to them suffer 2d10 Dread (Nimbleness Check to halve Dread).

2 Ensorcell. Once every round, a target becomes **ENSORCELLED** (Mettle Check with Disadvantage to resist).

3 Enervate. Once every 3 rounds, may suck the life force out of a target, automatically inflicting Dread. The sorcerer heals that much Courage.

4 Familiar. The sorcerer keeps a familiar, often a homunculus, golem, or imp. The sorcerer can see and hear through the familiar. The familiar is also *Dwimmercrafty* in addition to its inherent Abilities.

5 Stone Gaze. Once every 3 rounds, may **PARALYZE** a Close or Nearby target (9+ Vitality Check to resist). If the target is **PARALYZED** for 3 consecutive rounds, they are **CURSED** and turn to stone permanently.

6 Mirror Images. Once every Combat, may conjure 1d10+1 identical illusions of themself. Each round, choose which number is the real sorcerer. Mirror images are destroyed if Hit.

7 Ice Storm. Once every Combat, choose a Nearby, Faraway or Distant target. The target and anyone Close and Nearby to them suffer Dread, become **BLINDED** and **ENTANGLED**, and make ranged Attacks with Disadvantage. Effects last until the character(s) move Faraway from the storm.

8 Bolt of Lightning. Once every 2 rounds, may make a ranged Attack with a bolt of lightning against a Nearby, Faraway or Distant target. On a 9+ Hit, the bolt ricochets and Hits 3 other targets Close and Nearby to the original for 1d8, 1d6, and 1d4 Dread, respectively.

9 Rune Armor. Gain +3 Block, except against magic and *Magic* items.

10 Summon. Once every Combat, may summon a random creature or critter under the control of the sorcerer.

11 Molten Mask. Gain immunity to all fire and heat. Anyone that Hits the sorcerer in melee suffers 1d6 Dread.

12 Banish. Once every 2 rounds, may banish a target's *Mundane* or *Magnificent* item into another dimension. The item only returns upon the sorcerer's Defeat.

SOCIAL

Sorcerers often dwell in old towers and isolated, trap-laden compounds, alone but for their familiars and minions. They care little for comfort, choosing rather to pore over ancient books, only leaving their sanctums to explore ruins in search of lost knowledge and objects of power. Many possess cunning and volatile personalities, believing themselves to be gods among mortals. But they are quite willing to bargain, or better yet, trick unwitting adventurers into getting what they want.

COMBAT

Sorcerers often employ hordes of minions (golems, homunculi, skeletons) to protect their interests, as they cannot be bothered with petty dangers. But should a sorcerer deem it necessary, they evoke terrible magic to destroy their enemies. They usually target other magic wielders first, welcoming the chance to demonstrate their supremacy. Barring that, they harry or incapacitate formidable warriors, anyone with that classic, heroic, wizard-slayer gleam in their eye.

DEFEAT

Sorcerers use everything at their disposal to escape and, if cornered, bargain for their lives with promises of power. Should the PCs let a sorcerer go, they are likely to gain an arch nemesis in the process. There's a 1-in-6 chance a slain sorcerer loses control of their magic power and transmogrifies into a destructive cloud of raw energy, inflicting Dread to anyone Close and Nearby.

VICTORY

Sorcerers often have need of prisoners and round up their enemies for later use in experiments or rituals. Some send their captives on harrowing errands for some reagent or *Relic*—magically thrallled, of course.



SPARROW-SPRITE

Level 1-5	Classes C	Parley	Attack	Defense
		2	+2	-1
Small, Solo, Fast, Flying, Dwimercrafty		Block	Dread	Actions
		0	1d4	3

To average folk, a sparrow-sprite is indistinguishable from a common garden sparrow. But to the initiated, sparrow-sprites are special creatures who can not only talk, but often act as heralds and road companions to those that have journeyed far from home. They developed an affinity for travelers long ago, when Eem was host to great heroes, long before the world was thrown into industrial chaos. Sparrow-sprites are kind by nature and hold in their hearts a thoughtful pity for any creature that cannot freely roam from place to place. Many a worried relative has been visited by a sparrow-sprite with news of a traveling loved one in far off lands, and many a lonely wanderer has been uplifted by tidings from home when the sparrow-sprite returns.

Names: Ayo, Trilla, Quon, Cheeyoo

ABILITIES

Messenger

May traverse almost any distance to deliver an important message, and return to the sender. The message and return takes 1d12+2 days.

Griffon-Heart

Once every Conflict, a sparrow-sprite may reduce Dread against them to 0.

SOCIAL

Sparrow-sprites are most likely encountered on lonely roads and remote places. They are frequently carrying a message or seeking companionship. These goodly, noble little creatures value traits like integrity, honesty, courage, and hopefulness. Sometimes, sparrow-sprites will be on multiple errands at once and need help completing them. If they have one downfall, it is that they are too trusting, and sometimes unknowingly do the bidding of fiends.

COMBAT

Sparrow-sprites are valorous and, despite their tiny stature, are known for their courage. They often wield tiny swords forged by faeries, capable of attacking with great celerity. A sparrow-sprite may even charge a skrokwing head on if their allies would be saved, thus their nickname: Griffon-Hearts.

DEFEAT

Sparrow-sprites do not acquiesce to fiends, but will negotiate with foes even after a grave misunderstanding. Being light and nimble, they would rather escape and live to fight another day if defeat seems imminent. And should the sparrow-sprite be wounded, they return to their nest-castle to heal and reflect.

VICTORY

Sparrow-sprites offers mercy if their opponents yield, but with much authority in their twittering voice.



SPINDLESTRIDER

Level 1–5	Classes B	Parley	Attack	Defense
		2	+1	+1
Large, Solo/Group		Block	Dread	Actions
		0	1d6	2

Gnomes call them “smiling trees” due to their warm, expressive faces and tall, thin stature. These roaming forest creatures are rare, but leave clues as to their whereabouts by dropping special acorns from their antlered heads. A traveler would be lucky to find a trail of spindlestrider acorns that leads to a gathering of the creatures, where they tell faerie stories and news of the forests, among a chorus of lilting laughter.

Names: Farwalker, Jingletree, Swiftbeam, Longnose

ABILITIES

Magic Acorns

Spindlestriders grow special acorns from their branchy antlers which they use to throw at targets. Roll 1d4 for the effect:

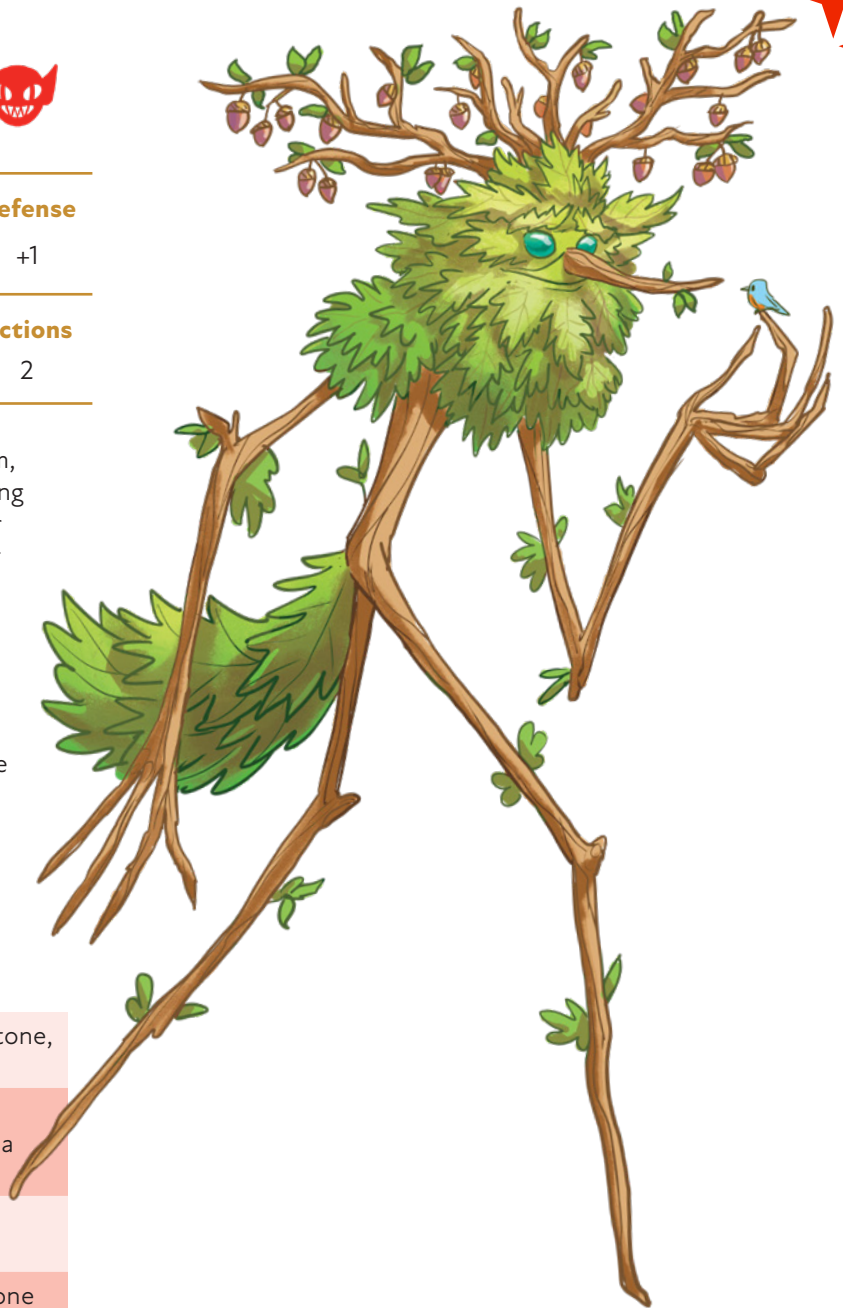
- 1 Petrify.** On a 9+ Hit, the target turns to stone, **PARALYZED** for 1d4 rounds.
- 2 Pollen Cloud.** On a 6+ Hit, the target and anyone Close to them become **SLOWED** in a cloud of green pollen.
- 3 Flash.** On a 9+ Hit, the target and anyone Close to them become **BLINDED**.
- 4 Thunder.** On a 6+ Hit, the target and anyone Close to them are Hit as well and knocked **PRONE**.

VULNERABILITIES

Spindlestriders are thin-bodied and clumsy in a fight. Axes and fire inflict double Dread against them.

SOCIAL

Spindlestriders are merry, peaceful creatures. They enjoy nothing more than climbing tree tops and conversing with birds and squirrels, striding through the woods on long meandering hikes, and of course, gathering with their kind to tell stories. They are full of stories and rumors and are glad to Parley. However, like many other creatures in the Mucklands, spindlestriders have grown weary of the Dungeon Era and may lash out against explorers for perceived wrongdoings.



COMBAT

Spindlestriders like to remain at distance up in the branches of trees where they throw their magic acorns at enemies. Anything to harry or incapacitate their opponents rather than kill.

DEFEAT

If surrounded, spindlestriders surrender. They trade information to spare their lives; but as goodly creatures, they would rather die than aid nefarious whims.

VICTORY

Spindlestriders have no heart for prisoners and no desire for loot. They chase away hooligans and merrily reprimand them for doing evil. Rest assured, spindlestriders shall spread word of their foes' ill reputation throughout the forest.

SPITHRA

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Medium, Solo/Group		Block	Dread	Actions
		0	1d8	2

Spithra are spider folk who hail from the realm of Shrym. They primarily walk upright on four limbs, using their top four limbs as arms. Spithra are rare sights in the Mucklands, but more and more have migrated west to seek opportunity. Frequently hailed as the greatest weavers in the world, spithra tailors and gossamerchants have often plied their trade for royalty throughout the Land of Eem.

Names: Nyn, Omry, Drala, Preeth

ABILITIES

Quad Wielder

Spithra roll Dread with Advantage. Once every Combat, may Block 1d8 Dread with a shield.

Web Whip

Once per Combat, may shoot a sturdy cord of web at a Close or Nearby target. On a 6+ Hit, the target is **ENTANGLED** or an item is stolen from their inventory.

SOCIAL

Spithra are frequently antisocial in that they spend most of their lives alone or in small groups. And though well acquainted with many other societies through trade, spithra culture can be described as hard to pinpoint. Many believe this is due to their solitary nature, for back in Shrym, living in large societies is often dangerous. Large settlements are easy for fiends and predators to identify, so spithra found themselves dividing into tiny communities, or even living as artisan hermits. Most spithra will open up if someone has genuine interest in their craft, otherwise they may come off as aloof.

COMBAT

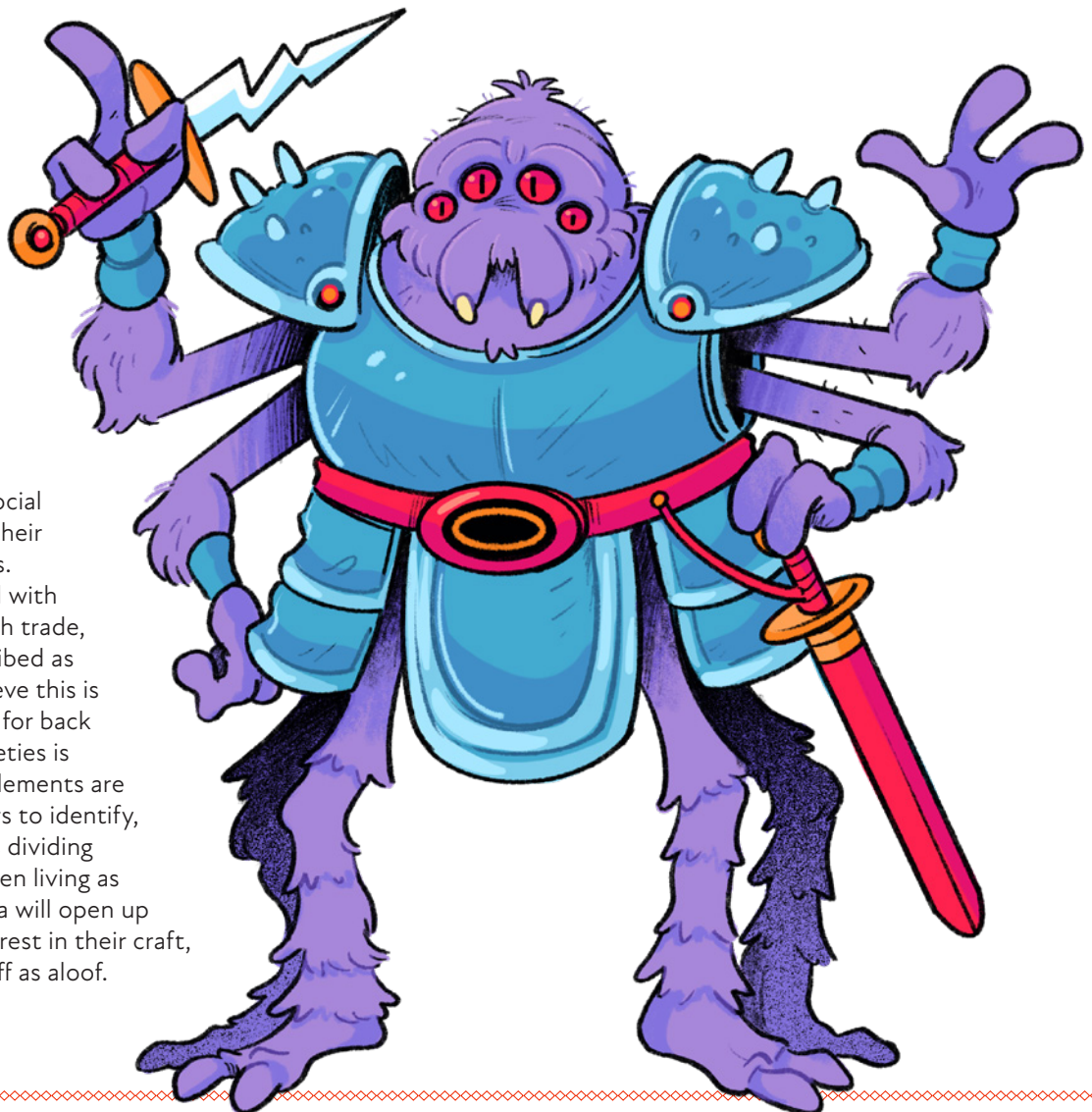
Spithra are often competent fighters due to their upbringing in the treacherous realm of Shrym. They are agile climbers able to scale any walls and even hang upside from ceilings just like regular spiders. Spithra use this to their advantage, attacking from unexpected angles, and spinning their famous webs to disarm opponents or trip them up.

DEFEAT

Spithra will not throw away their lives on a whim. They retreat and hide away to avoid pursuit. Depending on the circumstances of the defeat, a spithra will pursue their next course of action carefully. Whether it's making amends, moving on, or plotting revenge.

VICTORY

Spithra do not take life when it is avoidable, but instead leverage their Defeated enemies to their benefit. It is not uncommon for a spithra to demand something in return for letting their enemies off the hook. Whether it's a favor or treasure.



SPONGOSAUR

Level 1–4	Classes G, B	Wrangle	Attack	Defense
		1	+1	-1
Small, Horde		Block	Dread	Actions
		0	1d4	1

Fungal lizard scavengers, spongosaurs are hatched from spore bulbs on the trunks of large fungi and toadstool trees. They terrorize caves and subterranean places, preying on lost travelers, small critters, and the livestock of Underlands communities. Hated by dweorgs and mushrooms, they are extremely resilient, able to instantly heal superficial wounds. They also speak a strange chittering language that is difficult for even the wisest gnomes to understand.

Names: Fungalfang, Rumblebulb, Growlar, Chittergung

ABILITIES

Spore Regeneration

Regenerate 1d4 Courage each round.

Pack Mentality

When spongosaurs outnumber their foes, they roll Dread with Advantage. In addition, fleeing from spongosaurs suffers Disadvantage.

VULNERABILITIES

Spongosaurs detest sunlight. They are also pack oriented and generally follow the alphasaur, usually the largest of their group. If the alphasaur is eliminated, the pack either flees or starts competing with each other for leadership.

COMBAT

Spongosaurs are like little aggressive, rabid dogs in their tenacity. They swarm and circle their prey to prevent them from running away, usually attacking *Small* folk first. That, or mushrooms and goblins—any familiar folk from the Underlands. They'll go so far as to sacrifice their bodies to reach their prey, leaping off dangerous cliffs, using each other to climb up inclines, even swimming through fetid waters and lakes of lava.

CRAFTING

Potion of Undersight (Alchemy)

Components: Spongosaur Fungi + **DARKSHROOM**. Effect: Enables sight up to Faraway range in the dark for one week.



SPRITE

Level 1–3	Classes G, B, C	Parley	Attack	Defense
		1	+1	-2
Tiny, Group/Horde, Dwimercrafty		Block	Dread	Actions
		0	1d6	1

Tiny, glowing faerie folk that live in meadows and forests, sprites are visually similar to fireflies at a distance. Their cold light glitters through branches and leaves, while soft tiny voices sing harmonies. Though beautiful, that same light is enchanted with magic that can harm even the largest creatures. Trolls tell stories of sprites luring folk into wooded glens only to zap them with a single kiss on the nose.

Names: Pyra, Spro, Wyk, Kyp

ABILITIES

Elemental

Roll 1d6 or choose the sprite's type:

1–2 Cold Sprite. On a 9+ Hit, the target becomes **PARALYZED** by cold.

3–4 Lightning Sprite. On a 9+ Hit, the target suffers +6 Dread.

5–6 Fire Sprite. On a 9+ Hit, the target is **BURNING**.

Lure

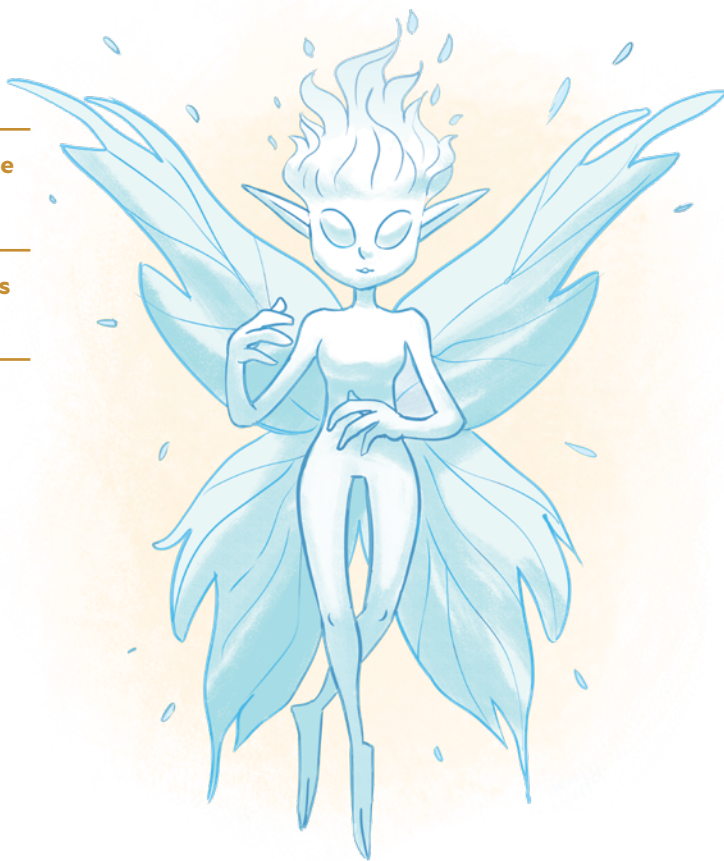
Anyone within Distant range of a sprite hears their harmonious humming (Mettle Check to resist following it).

VULNERABILITIES

Sprites are vulnerable to the two opposite elements of their type, and suffer double Dread from such sources (e.g. cold sprites are vulnerable to lightning and fire).

SOCIAL

Sprites live dreamy, independent lives of each other despite flying in large groups. Each sprite is actually an ancient being that has spent their years reflecting upon life and the nature of the world. They are wise, enlightened creatures—difficult for the common adventurer to understand. Sprites enjoy nothing more than to discuss philosophy and to sing, which sounds like a dreamy, high-pitched hum.



COMBAT

Sprites are usually friendly, but if they perceive a threat or the presence of an ill-intentioned creature, they lure them close and touch them with their Elemental Kiss. In some unfortunate cases, a witch, kobold trickster, or sorcerer has taken sprites as thralls, using them to guard their terrible hovels, or attack wayfarers.

DEFEAT

Sprites scatter into the woods before succumbing to death. If cornered, they offer secrets of the woods, such as directions to hidden treasure or locations of magical respite.

VICTORY

Sprites usually have no interest in violence, loot, or taking prisoners. They simply wish for the safekeeping of their land.

SPUTTER-BEAST

Level 1-5	Classes B	Wrangle	Attack	Defense
		1	+1	-1
Medium/Large, Solo/Group		Block	Dread	Actions
		2	1d8	1

Wind-up clockwork contraptions made from shrym sputter technology. Modeled in the likeness of animals, they are mostly used as steeds and beasts of burden that need not be fed. Created almost entirely by shrym engineers, it's not uncommon for sputter-beasts to escape from workshops or factories, sometimes going haywire in the wild until they wind-down.

Names: Lady Clank, Steel Biscuit, Bronze Wind, Old Reliable

ABILITIES

Model and Make

Roll 1d4 or choose a sputter-beast's model:

- 1 Sputter-horse.** Moves to Distant range in 1 round.
- 2 Sputter-spider.** Climbs walls and ceilings. May fire a rope net: On a 9+ the target is **ENTANGLED**, and on an 8-, the net retracts to fire again.
- 3 Sputter-hound.** Detects threats and valuable items. The first Attack against them in a round suffers Disadvantage.
- 4 Sputter-bull.** May attack 1d4 Close targets.

Clockwork Overdrive

Once every Combat, may take 3 Actions.

VULNERABILITIES

Sputter-beasts encountered in the wild are generally in some kind of state of disrepair and can break down if damaged in just the right way. Perhaps a loose cog, a bent spring, or the tried and true wrench in the works.

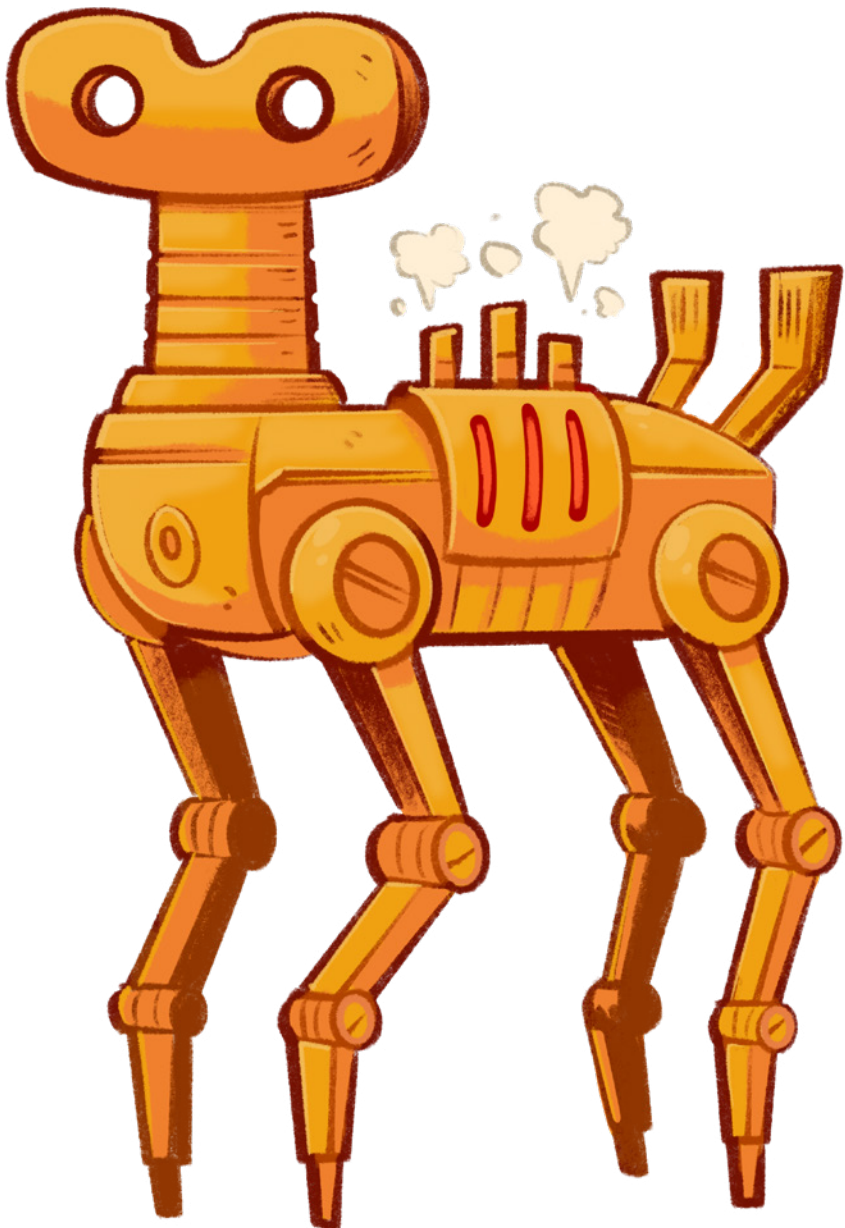
COMBAT

Sputter-beasts attack randomly without strategy. They are like wild bucking horses, a hazard to anyone in the vicinity.

CRAFTING

Tiny Sputter-Bot (Crafting)

Components: Sputter-Core + 15 Materials + **GOBLIN ALLOY**. Effect: An automaton in the likeness of a tiny boggle that can explore and scout, reporting back with rudimentary readouts.



SPUTTER-GUARD

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+1	-1
Folk, Solo/Group		Block	Dread	Actions
		2	1d8	2

An advancement in the sputter technology of Shrym, sputter-guards are programmed mechanical warriors built to defend important locations throughout Eem. Expensive and complex, few outside the major corporations, industrialist tycoons, and the shryms themselves can afford to maintain them. Armed with a variety of weapons and defenses, sputter-guards are the perfect security.

Names: Unit 6, SG-40, Arcano-5000, Robo Nine-Nine

ABILITIES

Armaments

Standard Goon and Bruiser models roll 2d8, while Champions roll 3d8.

- 1 Auto-Shield.** Twice every Combat, may Block 1d6 Dread.
- 2 Flamethrower.** Once every round, may attack all Close or Nearby targets. On a 6+ Hit, the target is **BURNING**.
- 3 Buzz Saw.** On a Critical Hit, the target's armor or weapon breaks.
- 4 Magnificent Axe.** Wields a Magnificent axe [parry].
- 5 Reinforced Chassis.** Gain +2 Block.
- 6 Net Launcher.** Twice every Combat, may make a Net Launcher Attack. On a 6+ Hit, the target becomes **ENTANGLED**.
- 7 Blunderbuss.** Once every round, may make a Blunderbuss Attack. On a Critical Hit, the target is **WOUNDED**.
- 8 Spring-loaded Joints.** 3 Actions every round.

VULNERABILITIES

Like any other device, with the right opportunity and knowhow, a sputter-guard's Orders Roll can be rewritten.

SOCIAL

Most sputter-guards lack much personality outside of what was programmed into their clockwork brains. They often fail to understand humor and take everything extremely literally. They do, however, have a locked compartment in their torsos that contains their Orders Roll—a punched tape list of commands and algorithms that complexly detail their orders, duties, and level of lethality. They almost never falter in following their programming, but that isn't to say they can't be tricked. There are extremely rare cases where a sputter-guard has gone rogue, developing a personality outside of their programming.

COMBAT

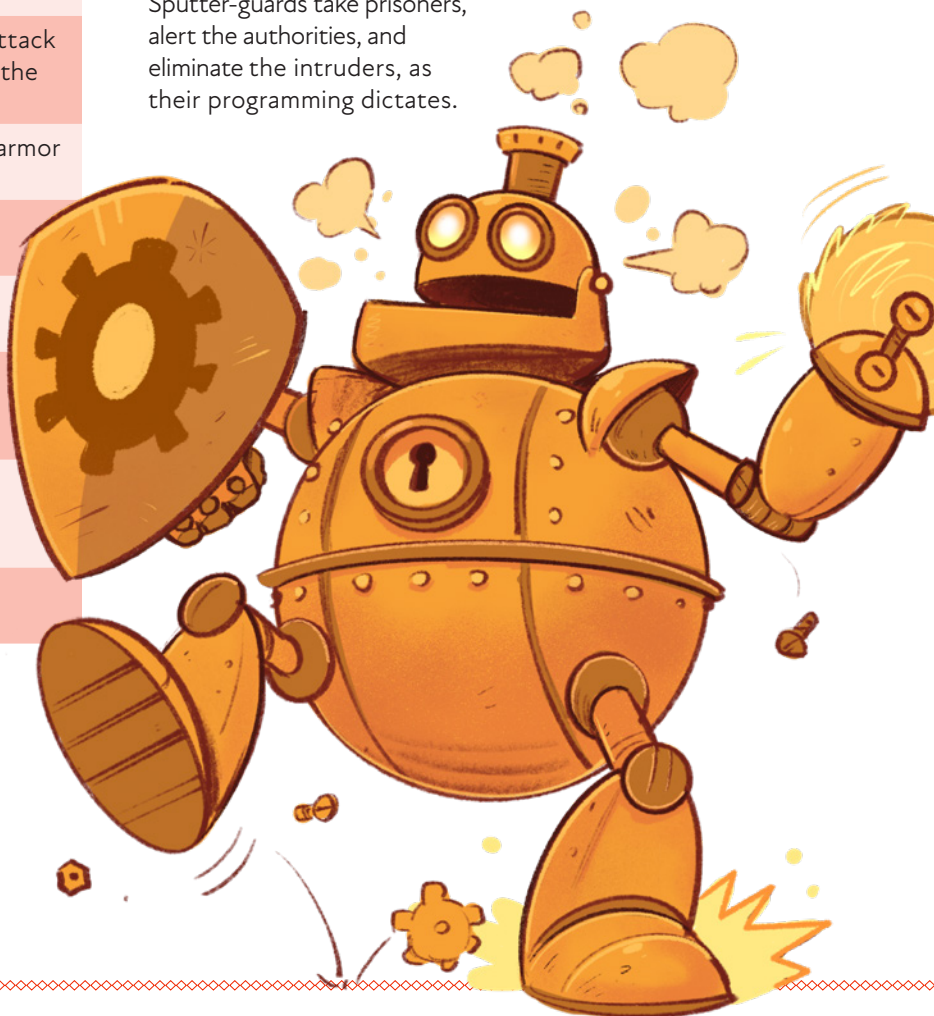
Sputter-guards, depending on the make and model, have a variety of weaponry to defend themselves and eliminate danger. Teams of sputter-guards are programmed to work in coordinated units, marching forward and moving in unison like well-trained soldiers. They prioritize defending against anyone that has breached security.

DEFEAT

Sputter-guards don't surrender. Once Defeated they'll whirl and clatter to pieces, leaving behind a pile of mulched up clockwork.

VICTORY

Sputter-guards take prisoners, alert the authorities, and eliminate the intruders, as their programming dictates.



SQUIDGEONS

Small, Aquatic, Flying, Fast	Attack	Dread
	+1	1d8

Called face-kissers by sailors, these tiny little winged squids swim in flocks and leap out of the water to devour birds. However, they also like to leap onto ships to devour passengers. The suckers on squidgeon tentacles are incredibly strong, wrapping around a victim's face and suffocating them.

ABILITIES

Face Grab

On a 6+ Hit, the target is **BLINDED**. On a 9+ Hit, the target's face also becomes **ENGULFED**.

VULNERABILITIES

Squidgeons unlatch from their victims or flee from fire or burning heat.

CRAFTING

Suction Gloves (Crafting)

Components: Squidgeon Suckers + **GUTTERSNAIL GOOP**.
Effect: Once every session, never lose grip of something until desired.



STALAG MITE

Level 1-5	Classes G, B	Wrangle	Attack	Defense
		1	+2	+1
Small/Medium, Group/Horde		Block	Dread	Actions
		1	1d6	1

Pointy insectoids, hiding in plain sight as regular stalagmites and stalactites. Stalag mites lie in wait before springing to life to get the drop on unsuspecting prey. They look so much like rock formations that cave orches and other Underlands dwellers often construct helmets out of their shells in order to camouflage themselves.

Names: Pincertooth, Spearbugger, Craggle, Spike

ABILITIES

Pointed Ambush

Stalag Mites are only discoverable with a Search Check. The first phase of a Conflict with stalag mites is Combat, followed by Wrangle, Improvise, and Run. Stalag mites Attack first with Advantage in the first round.

Impale

On a Critical Hit, the Dread ignores Block and the target is **BLEEDING**.

VULNERABILITIES

Stalag mites suffer double Dread from blunt weapons and explosives.

COMBAT

Stalag mites are ambush predators who spring at prey from below and above. Their first attack is often the most devastating, but they continue to launch themselves with reckless abandon at anyone in front of them. Stalag mites care only to sate their hunger and never flee for their lives.

CRAFTING

Stalag Mite Helmet (Crafting)

Components: Stalag Mite Carapace + 10 Materials.
Effect: Gain Advantage on Sneak Checks in rocky terrain.



TERRORPIN

Level 2-8	Classes B, C	Wrangle	Attack	Defense
		1	+2	-1
Large, Solo		Block	Dread	Actions
		3	1d10	2

Native to the coasts, especially the dangerous waters near Terror Island, terrorpins are large aggressive turtles that evolved to hold their own against the likes of sea chimeras, liger sharks, and hydreels. Armed with spiky shells and sharp claws, they are indigestible. Whether on land or sea, they launch themselves like a cannonball, breaching ship hulls and terrorizing unsuspecting travelers.

Names: Big Snappa, Ol' Spiky, Ironhull, Swordback

ABILITIES

Spiky Defense

Melee attackers suffer 1d4 Dread when they Hit a terrorpin.

Shell Launch

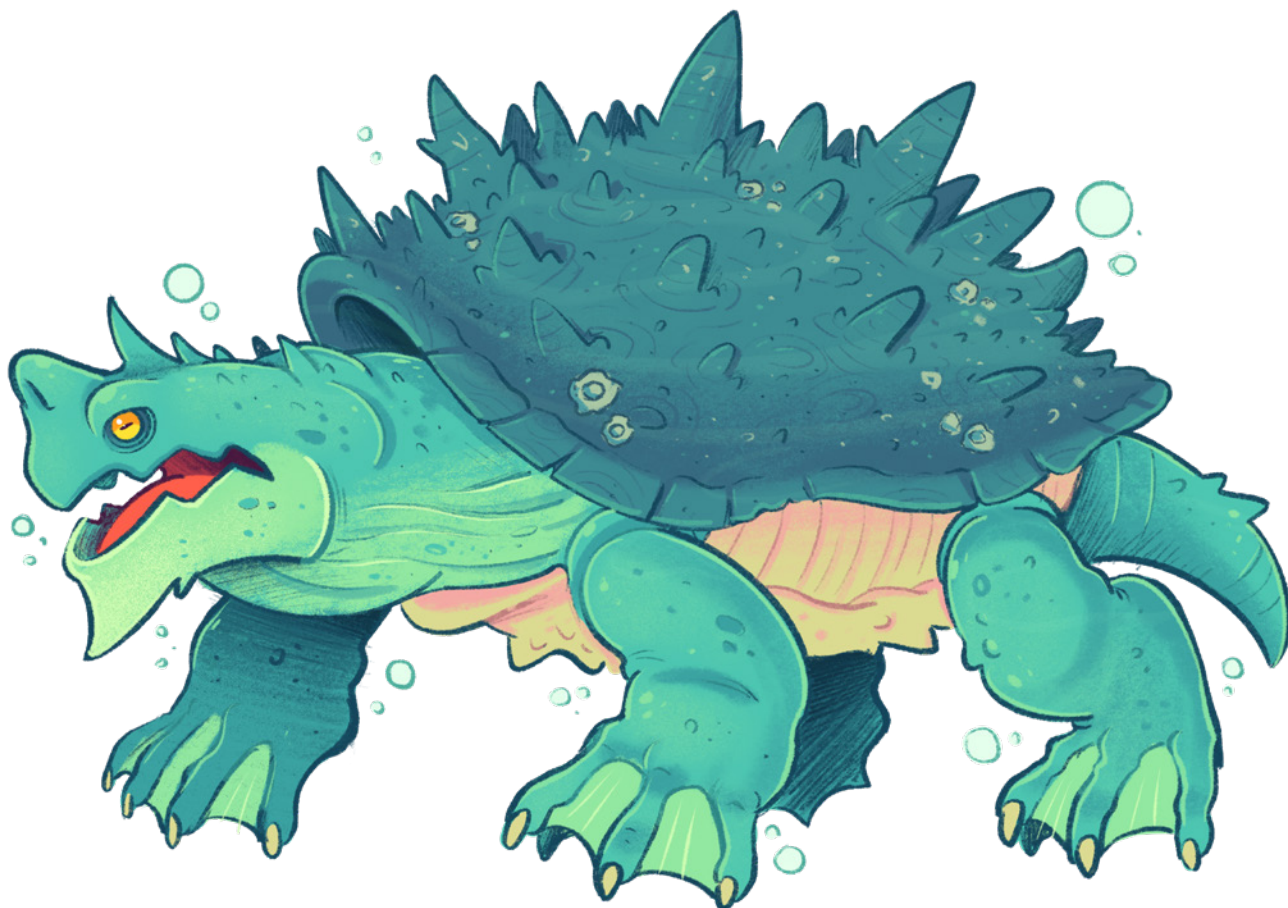
Terrorpins can knock down doors, fell trees and breach the hulls of small boats. Once every 2 rounds, may charge and attack a Nearby or Faraway target, and anyone Close to them. On a 6+ Hit, the targets are knocked **PRONE**.

VULNERABILITIES

Terrorpins are not particularly strong deep-sea swimmers, preferring to drift with the ocean's surface currents. On land, their weight prevents them from chasing or scrambling up inclines.

COMBAT

Terrorpins are aggressive and territorial. In water, they attempt to shatter and destroy vessels. On land, they charge and bounce like a giant pinball knocking over their enemies. They can even topple trees and collapse caves.



TERRORSAUR

Level 3-10	Classes C	Wrangle	Attack	Defense
		1	+2	-2
Huge, Solo, Flying		Block	Dread	Actions
		1	1d12	3

Enormous, flying predator lizards whose terrifying visage and screech caused sailors of the Scalawag Strand to dub the famous Terror Island after the beasts. Terrorsaurs are extraordinarily long lived, and many folk assume the critters must be related to the dragons of yore. Although they possess considerable fortitude and strength, they lack the intelligence of their supposed distant relatives. This bestial quality of the terrorosaur has tempted many foolhardy Felmog quest knights to try taming them as flying mounts, braving life and limb to prove their worth.

Names: Hookwing, Dreadbite, Deathswopper, Fellbeak

ABILITIES

Stone-Crushing Might

Dread always ignores Block, and all Physical Skill Checks against them suffer Disadvantage.

Tenderize

On a Critical Hit, the terrorosaur grabs the target, flies in the air, and drops them **STUNNED** and **PRONE**.

Terrifying Screech

Every 2 rounds, may screech, causing extreme fear. All Close, Nearby and Faraway targets must make a Mettle Check:

1-2	Target is PARALYZED with fear.
3-5	Target drops their weapons and is FRIGHTENED .
6-8	Target suffers -1 to their next Check.
9-11	Target is unaffected.
12+	Target is emboldened, gaining +1 to their next Check.

Swoop Attack

Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

Terrorsaurs have poor eyesight, despite being aerial predators. Instead, they rely on a super-sensitive beak that can pick up on scents for miles. Should a scent be confused, they struggle to target their prey.

COMBAT

Terrorsaurs use their terrifying screech to frighten foes, as they attack from above. Against strong foes, they use their Swoop Attack as their final Action in a round to create distance. They are smart enough to try to neutralize ranged attackers, but beyond that, they either focus on targeting the weakest prey, or the combatant dealing the most harm.



THIEF

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+1	-1
Folk, Solo/Group		Block	Dread	Actions
		0	1d6	2

Rampant in any big city, thieves skulk in the shadows of darkened streets, creeping into windows, and pilfering pockets. Feared by nobles and peasants alike, most thieves take pride in their craft—picking locks, cracking safes, and purloining the pouches of anyone unawares.

Names: Slink, Jesser, Pynch, Kwill

ABILITIES

Pickpocket

On a 6+ Hit, may steal a 0 or 1 slot item from the target's inventory (Perception Check to resist outside of Conflict).

Backstab

May make a Backstab Attack against a target that doesn't see them:

1-2	Miss!
3-5	Hit!
6-8	Inflict Dread x2!
9-11	Inflict Dread x3!
12+	Inflict max Dread x3!

Vanish

Once every 2 rounds, may vanish from sight. All other characters are unable to see or attack the thief until the thief attacks or otherwise reveals themselves (Perception Check to spot them).

SOCIAL

By virtue of their profession, thieves are sneaky and guarded. They tend to be fast talkers, charlatans, and grifters; better to talk their way out of trouble and dash

away with whatever they've pilfered. Many thieves work alone but thieves' guilds are popular in big cities, where they roam in numbers and work together to outwit and outrun their marks. Thieves aren't so easy to trick, but their weakness is greed, and they can be pulled into dangerous propositions with the promise of treasure. But more often than not, a thief is just waiting for the opportune moment to double cross.

COMBAT

Thieves attack from the shadows if possible, backstabbing unaware targets. Their preferred order of Actions is to attack, Vanish, and then Backstab a target on the following round. They are canny combatants, but are sometimes enticed by shiny objects, targeting foes who look rich even if it's not the wisest choice.

DEFEAT

There is nothing quite as pathetic as a caught thief. They'll say anything to get out of trouble, but it's hard to know if the thief will actually make good on any promises.

VICTORY

Thieves are content to escape trouble with brand new loot in hand. They only kill when presented with no other choice (or if they're assassins). They might also use the upperhand to extort useful information.



THOAD

Level 3–8	Classes B, C	Parley	Attack	Defense
		2	+1	+2
Huge, Solo		Block	Dread	Actions
		2	1d10	2

Giant talking toads that live in the dense woodlands and mires of Eem, thoads hide their massive, warty bodies in the deepest swampwater. They have long, grotesque tongues, and eyes that never blink, which are said to be so sharp they can see spirits. Bugbears and mandra consider them magical creatures, capable of providing wisdom and guidance, but at a price. Thoads are indeed wise, many living up to two hundred years.

Names: Burplemoot, Woldwor, Moorbelly, Wogpolla

ABILITIES

Sticky Tongue

Once every round, may make a Sticky Tongue Attack against a Close or Nearby target:

1–5	Miss!
6–8	Target's weapon is swallowed.
9–11	Target becomes ENTANGLED . After 3 rounds, they are ENGULFED .
12+	Target is ENGULFED .

Belly Flop

Once every 2 rounds, may make a Belly Flop Attack against 1d4 Close targets. On a 9+ Hit, the targets become **ENTANGLED** under the thoad's girth and suffer 1d6 **ONGOING DREAD**.

SOCIAL

Thoads are often sought out for their wise counsel. This has given some thoads an arrogant self-importance. On the other hand, thoads get so bored with providing spiritual wisdom that they love nothing more than hearing the most mundane and petty gossip possible. Others still have tired completely of dealing with foolhardy adventurers and are grumpy and hostile towards travelers. All that said, most any self-respecting thoad only provides wisdom in exchange for ample tribute.

COMBAT

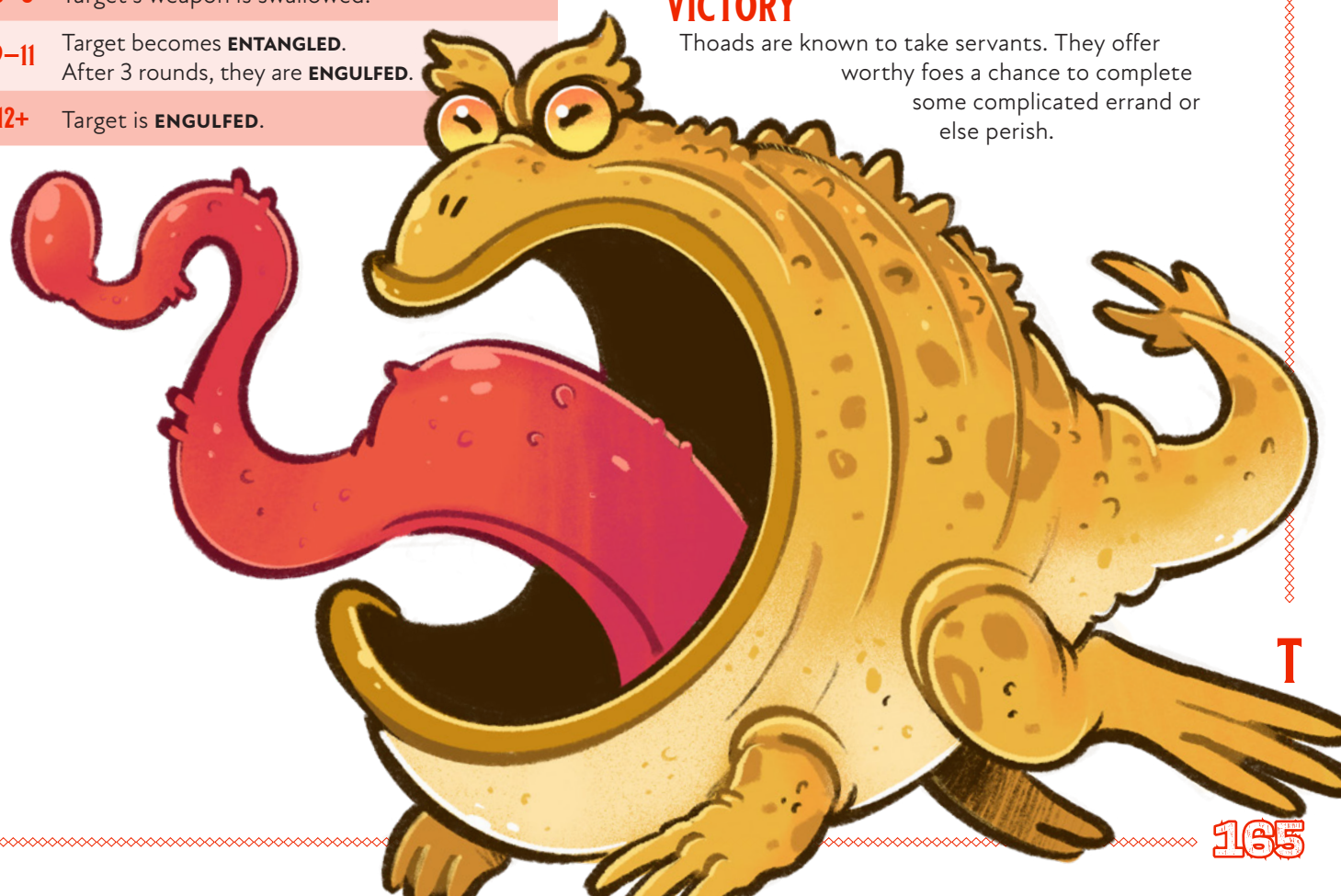
Thoads are slow and lumbering, relying on their great shows of might to defend themselves. They snap their huge sticky tongues, disarming their opponents or swallowing them whole. If that isn't enough to scare off the remaining foes, they flops their great weight like a boulder, crushing anyone in the way.

DEFEAT

If Defeated, thoads offer seemingly impossible truths about future events or possibilities, far beyond sharing simple adages or parables.

VICTORY

Thoads are known to take servants. They offer worthy foes a chance to complete some complicated errand or else perish.



THORNHAWK 🐾

Level 1-5	Classes B	Wrangle	Attack	Defense
		1	+1	-1
<i>Small, Solo, Flying</i>		Block	Dread	Actions
		0	1d8	2

Thornhawks have razor sharp talons covered in thorns. They are prized hunting companions for anyone brave enough to tame one as their prickly legs and feet shred the arms of inexperienced tamers. Felmog Knights often travel with a caged thornhawk as a symbol of the knight's strength and fearlessness.

Names: Lord Flail, Farwing, Queenclaw, Evicera

ABILITIES

Dive Bomb

May charge and attack a Faraway or Distant target, inflicting double Dread.

Thorny Talons

May make a Thorny Talons Attack. On a 9+ Hit, the target suffers **BLEEDING** and becomes **ENTANGLED**.

VULNERABILITIES

Due to the nature of a thornhawk's thorny feet, they can get tangled up in flowing cloth and nets. Felmog hunters whirl their cloaks over a thornhawk's feet if they become too aggressive.

COMBAT

Thornhawks dive bomb from the skies, sometimes retreating out of range to dive bomb again until they have weakened their target. They always attack *Small* characters and critters first, like boggles, shrym, mushrums, and pets.



THORNY BINGLES 🐛

<i>Tiny</i>	Attack	Dread
	+1	1d6

Like a living, hopping caltrop that dwells on forest floors, thorny bingles are shaped like a prickly pyramid. When stepped on, these strange insects secrete an ooze that slows and even petrifies unsuspecting travelers.

ABILITIES

Petrifying Ooze

On a 9+ Hit, the target must make a Vitality Check:

1-2 Target is **PARALYZED**.

3-5 Target is **SLOWED**.

6-8 Target trips and falls **PRONE**.

9+ Target is unaffected.

VULNERABILITIES

Thorny bingles can hop haphazardly but are not extremely mobile. They also hate rubber shoes and dig into the ground rather than impaling them.

CRAFTING

Thorny Bingle Caltrops (Crafting 🧰)

Components: Thorny bingles + **STUPEFYING POWDER** 🧪

Effect: When stepped on, Goons and Bruisers suffer 1d6 Dread and become **PARALYZED**.



THUNDERHORN

Level 1-7	Classes B	Wrangle	Attack	Defense
		1	+2	+0
Large, Group/Horde		Block	Dread	Actions
		1	1d10	1

Muscle bound critters with a single massive horn. Sometimes mistaken for unicorns by naïve travelers, thunderhorns live in proud herds across the Mucklands, roaming to new homes where the grazing is good. Thunderhorn stampedes are a sight to behold, consisting of a hundred strong beasts leaping into the air and landing with thundering booms. If one of these stampedes were to happen upon a farm or town, it would be catastrophic.

Names: Doomhoof, Great Rama, Stoneleaper, Thunderclap

ABILITIES

Thunderous Stampede

During Conflict, the din of a *Horde* is so loud that characters are **DEAFENED**.

Spearing Leap

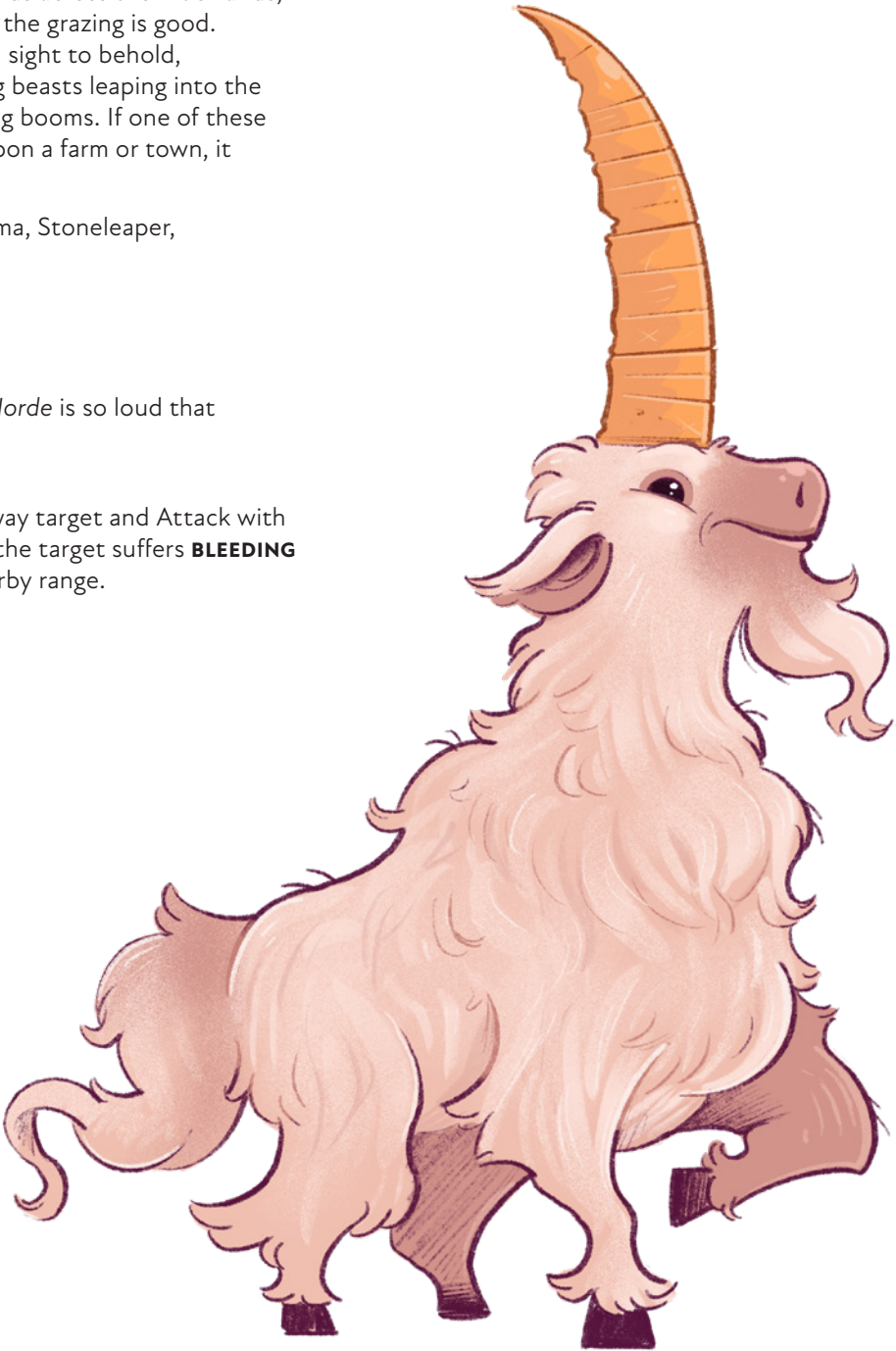
May leap at a Nearby or Faraway target and Attack with Advantage. On a Critical Hit, the target suffers **BLEEDING** and is knocked **PRONE** to Nearby range.

VULNERABILITIES

Thunderhorns are always hungry, working to support their intense metabolism, and like goats, are susceptible to bribes of food.

COMBAT

Trampling thunderhorns leap to close distances quickly, and bound around the battlefield from foe to foe. They are usually drawn to the physically largest foes to display their dominance, assuming that smaller enemies don't pose an obvious threat.



TOMMYKNACKER

Level 1-5	Classes C	Parley	Attack	Defense
		1	+0	-2
Small, Solo, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d6	1

Pale, wrinkled creatures with dirty, whiskery beards who cause mischief in underground locations. Tommyknackers are known to cause cave-ins or leave cursed idols in knapsacks, among other nasty business. Feared and reviled, these creatures are often considered evil spirits, but canny Underlanders know them to be faerie folk who despise invaders. Some even surmise that tommyknackers are the distant cousins of gnomes.

Names: Crooked Bill, Twisty Misty, Lying Jack, Wicked Vicky

ABILITIES

Knock

By touching an object or structure, may cause a small earthquake that cracks walls and architecture, collapses caverns and mines, or opens up sinkholes. Such occurrences cause variable amounts of Dread to anyone in the area, and require Nimbleness Checks to avoid them.

Knickknack

Once every Conflict, may secretly slip a random **CURSED** object into a target's inventory. A random **CURSE** triggers on touch (p190).

VULNERABILITIES

Tommyknackers are taken aback by extreme kindness and gratitude, which makes them question their lives for a moment.

SOCIAL

Tommyknackers are hermits and rarely speak beyond monosyllables. Folks assume that they are telepathic in some way and cannot converse with outsiders, but this isn't the case. They just desire nothing more than being left alone, and despise adventurers, dungeoneers and miners who disturb their homes.

COMBAT

Tommyknackers are tricksters, preferring their curses and chaos to do the fighting for them. Their enemies rarely see them coming, though should they find themselves in a scuffle, tommyknackers can be wiley and cruel, wielding crooked knives and picks. They sometimes command Muckland bats, stalag mites, slagmunchers and other cave critters and creepers to do their bidding.

DEFEAT

Tommyknackers are superstitious about those who best them, often believing that anyone capable of defying a cursed knickknack or surviving a cave-in is worthy of (begrudging) respect.

VICTORY

If satisfied that their enemies have been dealt with, tommyknackers retreat into their hidden places leaving their enemies to fend for themselves, either cursed or crushed by fallen debris.



TROGGLE

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+1	-1
Large, Group/Horde		Block	Dread	Actions
		0	1d6	1

Short for troglodytes, troggles are brutish apefolk that dwell in caves within forests, swamps and jungles. Living in small close-knit colonies, they often attack travelers who wander into their territories, just as they do to rival troggles colonies. While not unintelligent—as some colonies farm shartbeetles, rootersnoops, and other livestock—troggles have only mastered simple tools. It has been surmised that boggartkind and troggles share a common ancestor of the distant past.

Names: Thog, Mooga, Ralg, Zurga

ABILITIES

Dextrous Dodge

Once every round, an Attack against the troggles suffers Disadvantage, as they leap away Nearby.

Fling

On a 9+ Hit, may choose to either fling the target somewhere Nearby and knock them **PRONE**, or fling an item held by the target up to Faraway range (unless it is a shiny object, in which case the troggles steals it).

VULNERABILITIES

Troggles enjoy holding and playing with shiny, mechanical technology, even if they struggle to understand how it works. These items will almost always completely enrapture them.

SOCIAL

Troggles are simple folk, very territorial, and quick to anger. They get frustrated easily, especially when they can't successfully communicate or grasp an abstract concept. Usually, a troggles alpha takes the lead when Parleying with other creatures. They love gadgets and newfangled devices and have been known to hoard such items.

COMBAT

Troggles swarm, leaping to and fro. They use simple weapons like sharpened sticks and stone axes, and they often throw rocks. Up close, they fling their foes around and like to steal their enemies' weapons and items, tossing them into the surrounding foliage until the fight is over, then collecting them for their hoards. Troggles fight chaotically, but will aid each other in battle, providing reinforcements when needed.

DEFEAT

Troggles flee if the alpha is Defeated. When cornered, they cower and beg for mercy, promising to do whatever is necessary to survive.

VICTORY

Nothing delights a troggles more than victory. They beat their chests and hoot, bringing back their spoils and bound captives to their caves for a celebration feast.



TROLL

Level 1-10	Classes B, C	Parley	Attack	Defense
		2	+2	-1
Large/Huge, Solo/Group		Block	Dread	Actions
		1	1d10	2

Tall, bulky, furry creatures with horns of all shapes and sizes. A troll's fur color ranges from dark blacks and browns to vibrant greens and oranges. There are mountain trolls, moss trolls, swamp trolls, river trolls, and rock trolls that live in the Underlands. Trolls are known to take residence under bridges, demanding tolls from passing travelers. They take great care in choosing their bridges so that travelers find the prospect of trekking around a bridge inconvenient and instead fork over the payment. Consequently, troll bridges tend to be in good repair and meticulously maintained.

Names: Mumpworth, Dennis, Elga, Haroomph

ABILITIES

Thick Skin

Trolls suffer half Dread from bladed weapons. The first Attack against them each round suffers Disadvantage.

Heckle

Once every round, as a free Action, the troll may throw off a target's Action by heckling them (before it is rolled). The target makes a Mettle Check:

- 1-2** Target automatically fails the Action.
- 3-5** Target suffers Disadvantage on the Check.
- 6-8** Target suffers -1 to the Check.
- 9-11** Target is unaffected.
- 12+** Target gains +1 to all Checks against the troll for the rest of the Conflict.

Sweeping Blow (Huge)

Once every round, may attack 1d4 Close targets.

SOCIAL

Many trolls are sticklers for etiquette and tradition, especially bridge trolls and those living near towns and cities. Anyone trying to cross a troll's bridge is subject to their whims. While coinage is preferred, some accept food, items, or even stories. If a troll is offended by an offer they

are liable to dish out a beatdown, or make the offender do an errand for them. It's common knowledge in Eem that if you fail to complete a Troll's Errand, you'll be **CURSED** with Bad Luck (p190). But the farther away from civilization and bridges you go, the wilder trolls get. Wild trolls are especially cranky and smelly, more akin to ettins than their uptight counterparts.

COMBAT

Trolls like to heckle the most imposing opponents to throw them off their game. Otherwise, they rely on their brute strength, wading into the fray and swinging wildly. If desperate, they knock over trees or boulders to cause havoc.

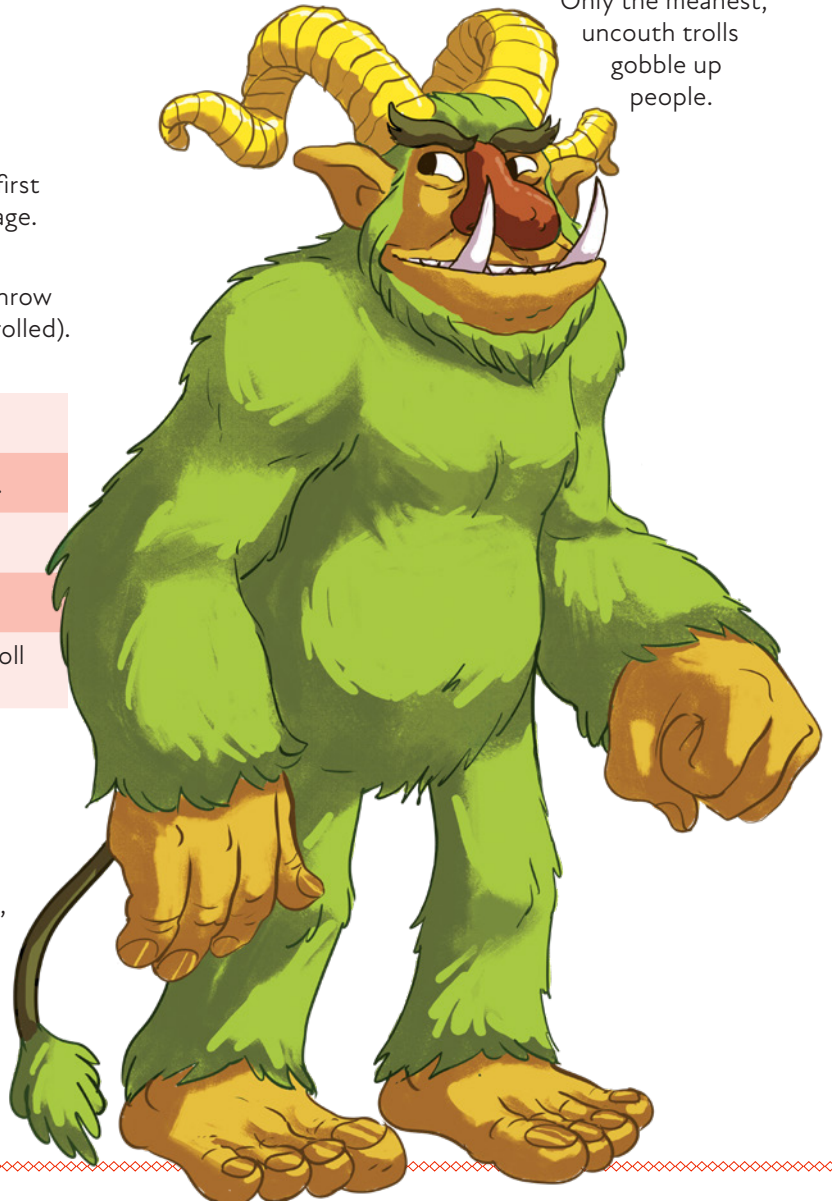
DEFEAT

Most trolls are wise enough to stop a fight that is going poorly. They reluctantly admit defeat and Parley.

VICTORY

Trolls like to gloat but are by no means sadistic. They might coerce the losers into running an errand or handing over payment in the form of money or items.

Only the meanest, uncouth trolls gobble up people.



UNICORN

Level 5-10	Classes C	Parley	Attack	Defense
		2	+3	-1
Large, Solo, Fast, Dwimmericrafty		Block	Dread	Actions
		0	1d10	3

They say all unicorns hail from the fabled Land of Thalatos, which young unicorns leave to embark on noble quests throughout the Land of Eem. Only elder unicorns who have proven themselves through heroic deeds anoint themselves as guardians of Eem. Proud, powerful and just, unicorns are staunch protectors of nature. Often given titles like Warden, Watcher, or Wayfinder, these majestic creatures inspire hope to those who love nature and cower all who would harm it.

Names: Xorgana, Paldar, Randorn, Valoria

ABILITIES

Courageous Heart

Unicorns gain +3 Courage per Level. Wherever they walk, they leave trails of flowers in their hoof prints. Resting near the flowers heals +2d6 Courage.

Gaze of Insight

Unicorns detect all lies and half-truths. Once every Conflict (or out of Conflict), may force a target to tell the unaltered truth.

Bucking Blow

May make a Bucking Blow Attack. On a 9+ Hit, the target is knocked **PRONE** and **STUNNED**.

Horn of Blazing Light

Once every 2 rounds, may make a ranged Attack against a Close, Nearby, Faraway or Distant target. This bolt of prismatic lightning inflicts 2d10 Dread.

SOCIAL

Unicorns roam the land as solitary guardians. They rarely show themselves or make contact with anyone but animals, plants, or the noblest of gnomes. While not unfriendly, they are known to be firm and stoic, having little patience for pettiness and deception. They despise industrialization, machines, and the undead. However, only the most overzealous of their kind refuse to Parley or warn off challengers.

COMBAT

Unicorns defend their territory with heroic zeal, blasting the most dastardly adversaries with their powerful horn. They also attack with their hooves, kicking and bucking with the force of a battering ram. While they try not to maim, unicorns have trouble pulling punches and dialing down their immense power.

DEFEAT

Unicorns do not take defeat lightly. Should the contest be fair and just, they yield to the victor with honor, but fight to the last against evil and malicious deceivers.

VICTORY

Unicorns drive their enemies from their lands, so that word may spread as a warning to other fiends.

CRAFTING

Potion of Vigilance (Alchemy)

Components: Unicorn Dander + **FLINDERKIN DUST**.

Effect: Grants immunity to the next instance of unnatural sleep or paralysis, and Advantage on Perception Checks for 1 day.



USED T'BE TIGER

Level 3-10	Classes B, C	Wrangle	Attack	Defense
		1	+2	-2
Large, Solo		Block	Dread	Actions
		0	1d12	2

Most believe these rare, predatory cats have gone extinct in the Land of Eem. In the time before the Dungeon Era, before the tycoons felled the forests of Brisbee Forest, Huxweald, and Thrushwood, these noble beasts were called Thrushwood Tigers and were the natural enemy of the vicious weorgs of the region. But now the tigers are few and far between, and the weorgs run rampant in the Used T'Be Forest. Over the course of many years, the the tigers adapted to the new barren landscape, roaming furtively on rocky crags and in old mines and caves beneath their ancestral home.

Names: Scratch, Wrathclaw, Umbra, Swiftstalker

ABILITIES

Unmatched Swiftness

Always attack first in a Combat round.

Pounce

May charge and attack a Nearby or Faraway target with Advantage. On a 9+ Hit, the target is knocked **PRONE**.

On a Critical Hit, the target is also **WOUNDED**.

Claw Swipe

Once every Combat, may attack 1d4 Close targets.

VULNERABILITIES

Used T'Be Tigers have forgotten their woodland roots and if their prey runs into a wooded area, the tiger departs. Used T'Be Tigers also greatly fear the machinery of dungeon industrialists with their automated drills and saws.

COMBAT

Used T'Be Tigers are ambush predators, vicious and cunning. They spring upon unaware prey and act faster than any other creature. They tend to target goblins, boggarts, boggles, wugs and shryms over others, due to their association with the Dungeon Era. Used T'Be Tigers flee if reduced to a third of their Courage, but they are known to silently stalk prey even after an initial failed encounter.



VAMPIRE

Level 5-10	Classes B, C	Parley	Attack	Defense
		2	+2	-1
Medium, Solo, Minions		Block	Dread	Actions
		0	1d10	2

Notorious creatures of the night who have haunted the Land of Eem for ages untold. However, vampire culture has changed in the last several hundred years, as vampires attempt to assimilate into the modern age. These days, not all vampires drink blood. It's a little known fact that vampires don't exactly *need* to drink blood to live, it just makes them stupendously strong, swift and savage. Without it, they become a shadow of their potential. Should blood touch a "civilized" vampire's lips, it provokes a powerful lust to devour mortals that, for generations, has mostly been dormant.

Names: Orfeo, Rafella, Nemrik, Ofelia

ABILITIES

Immortal

Suffer no Dread from *Mundane* weapons, and suffer half Dread from *Magnificent* weapons.

Blood Drinker

Blood drinker vampires are faster, stronger and more deadly. They gain *Fast*, *Flying*, Advantage on all Attacks and Dread rolls. They have Defense: -2, Dread: 1d12, Actions: 3.

Lightning Reflexes

Once every round, an Attack against the vampire suffers Disadvantage.

Thrall

A target Defeated by a blood drinker vampire might become a vampire thrall. Mettle Check: On a 2-, the target becomes an NPC servant of the vampire, compelled to do their bidding until the vampire is Defeated.

VULNERABILITIES

Vampires suffer double Dread from sunlight and stakes carved of **WURLOWOOD**. [Cold steel] weapons inflict +2 Dread against them.

SOCIAL

Civilized vampires come from an aristocratic culture. They are fancy, proper, and often spend their time seeking entertainment, as they are frequently bored immortals. This can lead to some rather strange and

outlandish thrill-seeking. Vampires who choose to drink blood, on the other hand, are vicious creatures that retain all of their long-cultivated cunning without inhibitions against embracing violence and death. Some may hide this well, manipulating those around them and even living among vampire aristocrats, while others become solitary beasts of the night.

COMBAT

Vampires are intelligent, calculated combatants, easily perceiving who poses the greatest threat. They don't pull any punches or attack another target if one is close to defeat. Civilized vampires often carry swords and sabers, only using their natural claws if desperate. Blood drinkers are a force to be reckoned with, rivaling the battle prowess of werewolves.

DEFEAT

Vampires tend to be overly confident and rarely flee battle. But, if faced with prepared opponents, vampires retreat from death should they believe it is certain. A vampire, even the most primal, wishes to continue their long life.

VICTORY

Vampires can be rather ruthless, especially blood drinkers, who doubtlessly feed upon their victims. Vampires who don't imbibe tend to gloat and, adding insult to injury, sometimes take prisoners or servants.



VOLCANOID

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+1	-1
Large, Group		Block	Dread	Actions
		2	1d8	1

Mysterious and primordial creatures composed of volcanic rock and magma who dwell in volcanos and the core of the world. Some say that volcanoids were created by a calamitous magical accident at the hands of a wizard, thousands of years ago. The wizard, attempting to quiet a raging volcano, instead awakened its spirit, which erupted into a million volcanoids.

Names: Krag, Voltag, Shosh, Zava

ABILITIES

Magma Veins

When a volcanoid suffers 4+ Dread in a single Hit, magma sprays out, inflicting 1d4 Dread to all in Close range.

Blast Area

Once every Combat, may blast and topple the surrounding environment to harm their enemies. All Close and Nearby targets to the blast area suffer Dread (Nimbleness Check to resist).

Erupt

Once every Combat, may erupt in a blast of rock and liquid-hot magma, destroying itself in the process. The blast inflicts Dread to all Close and Nearby targets (Nimbleness Check to resist).

VULNERABILITIES

If doused with cold water, ice, or any substance that could squelch fire, they roll Dread with Disadvantage.

SOCIAL

Volcanoids speak in slow, crackling gurgles. While their culture is quite alien, they value creative labor and hard work. Often, they can be found rebuilding volcanoes or mountains that they believe need tending, like fiery gardens. Volcanoids are not so aggressive if left to their own devices, but if disturbed, or if their homes are trespassed or harmed, they retaliate with fiery rage.

COMBAT

Volcanoids can attack at range, shooting magma from their hands. They use their environment to their advantage: toppling boulders, throwing stones, sparking fires, all to destroy or disorient anyone that would threaten them. When reduced to low Courage, some choose to Erupt, sacrificing themselves for the good of their colony.

DEFEAT

Once disturbed, volcanoids are difficult to talk down from their fiery rage. Often the best that can be gained is to persuade volcanoids to stand down or leave an area. In rare cases they can be persuaded to help build something.

VICTORY

Volcanoids who have Defeated their enemies sometimes encase them in a prison of rock, wherein they can no longer threaten anyone, akin to being petrified in stone.



VULTOR

Level 3-8	Classes B	Wrangle	Attack	Defense
		1	+2	+0
Large, Solo/Group, Flying		Block	Dread	Actions
		0	1d8	2

Huge two-headed vulture predators that circle badlands like death from above. They are known for their potent projectile acid, which they vomit onto prey to start the digestion process early. The rubbery necks of vultors are so flexible and their eyes so sharp that they can spot prey from miles away and never be caught unawares.

Names: Duagar, Splintra, Hork and Harro, The Plague Twins

ABILITIES

Four Sharp Eyes

Characters cannot sneak around or hide from vultors.

Double Trouble

Vultors may use one Action to make two Attacks.

Vile Bile

Once every round, may make a ranged or melee Vile Bile Attack. On a 9+ Hit, one of the target's *Mundane* or *Magnificent* items is destroyed.

VULNERABILITIES

Baking soda leaves vultors **STUNNED**. The two heads of a vultor can be tricked into moving in different directions if one is lured by something enticing, like tasty meat.

COMBAT

Vultors spot their prey from extreme ranges and hurl streams of vomit acid. They prefer to remain in the air if they can, as on two feet they are lumbering and clumsy. As natural scavengers, they attack injured or *Small* characters first.

CRAFTING

Ultra Acid (Alchemy)

Components: Vultor Gallbladder + **ROT VINE**. Effect: Destroy any item or object (except a *Relic*) within 1d6 rounds.

WARBLING TRAPNOODLES

Small	Attack	Dread
	+2	1d6

A cross between a worm and a snake, with a toothy sucker mouth and scaly skin. Hordes of them lie silently together in grass and muck, waiting to spring at anything that passes. Warbling trapnoodles get their names from the peculiar noise they make when they latch onto prey and begin sucking blood, like an offkey slide whistle.

ABILITIES

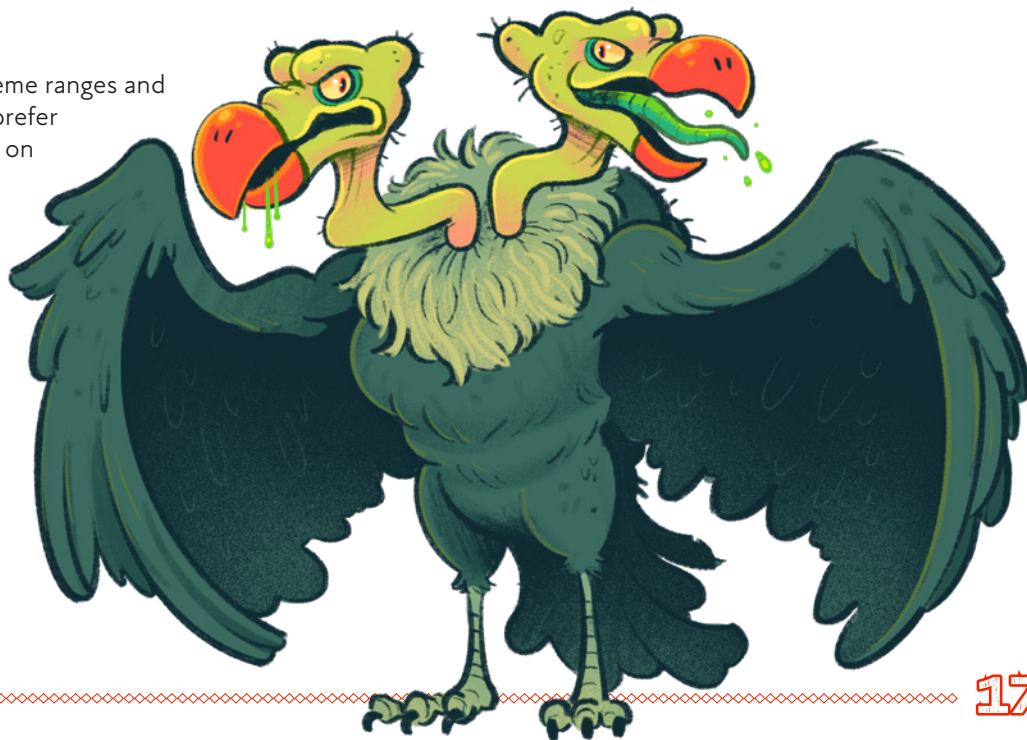
Death Latch

On a 6+ Hit, 1d6 warbling trapnoodles latch onto the target, each inflicting 1

ONGOING DREAD until dispatched. As an Action, the target may make a Might Check to remove 1d6 warbling trapnoodles.

VULNERABILITIES

Warbling trapnoodles are allergic to sugar and sugary drinks. A can of Fizzy Wiz™, for instance, shrivels them like a raisin.



WARRIOR

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		2	+2	-1
Folk, Solo/Group/Horde		Block	Dread	Actions
		2	1d10	1

Knights, paladins, soldiers, folk heroes—they go by many names. Some follow a code of honor and law, while others are vigilantes, roving the land. What they all share in common is a knack for martial combat. These days, there isn't much need for soldiers and knights as outright war hasn't occurred in a hundred years. But some say that a growing conflict is creeping upon the Land of Eem, and folk will soon need all the warriors they can muster.

Names: Tolwar, Zonja, Hesh, Lolar

ABILITIES

Sweeping Strike

Once every Combat, may attack 1d4+1 Close targets.

Duel (C)

Once every Combat, may initiate a duel with a target. For 1d4 rounds, the warrior and their target may only use Actions to attack each other, and other combatants can't interfere. On a 3-8, both the warrior and target Hit with a Counterattack.

SOCIAL

Warriors can be wanderers, brooders, bullies, or professional fighters just looking for a place to use their skills and serve. They often respect displays of strength and dislike cowardice. Warriors meet force with force when challenged, and hate to lose face in public (even if they can't back up their blustering). The most vain of their ilk can be persuaded with promises of glory, while those of purer heart won't pass up a chance to help someone in need.

COMBAT

Warriors are proficient with all common weapons. They generally carry a ranged weapon, either a one-handed weapon and a shield or a two-handed weapon. They size up their enemies quickly and focus their efforts on neutralizing the greatest threats. Warriors also use their surroundings, terrain, and weather to their advantage, always looking for ways to put their enemies off balance and confused.

DEFEAT

Warriors respect strength. If Defeated, in many cases a warrior with a sense of honor yields and congratulates their opponent on a fight well fought. A more sinister warrior may flee to fight another day, but rarely are they outright cowards.

VICTORY

Warriors eliminate dangerous threats, but are not necessarily killers. A good wallop is often enough to satisfy the position of a warrior, to teach the offenders a lesson and spread word of the warrior's prowess.



WARSP

Level 1–10	Classes G, B, C	Parley	Attack	Defense
		1 (D)	+1	-1
Medium, Group/Horde, Flying		Block	Dread	Actions
		0	1d6	1

Highly aggressive wasp folk that live in arid flatlands and mountain ranges. They dwell within large fortress nests where they serve a queen as guards, scouts and raiders, harrying nearby settlements to steal food and other resources. Rarely, exiled warsps integrate into the fringes of Muckland society, working as bandits or freelance mercenaries.

Names: Ryza, Guza, Urzur, Zish

ABILITIES

Poison Stinger

On a 6+ Hit, the next wasp to Hit the target inflicts +1 Dread, which keeps stacking (then resets on a new round). On a Critical Hit, the target also becomes **POISONED**.

Queen's Command (C)

Only one queen to a nest. Once every Conflict, **ENSORCELL** a target (Mettle Check to resist).

VULNERABILITIES

Warsps have sensitive noses and are absolutely repelled by **DOOHAGENBERRY** and **MELDING ROOT**.

SOCIAL

Warsps live in a strict feudal society where the queen is an absolute tyrant, but the warsps revere her command. They often view other species as foolish, frivolously wasting away their lives with no purpose. Because of this, warsps are difficult to reason with and adventurers would be wise to seek audience with the queen wasp herself to have any hope of diplomacy. Wanderer warsps, on the other hand, are by nature a bit more open minded, but highly value strength and purpose within those around them.

COMBAT

Warsps attack in coordinated groups, targeting leaders first. They rely upon unique pheromones to pinpoint attacks by tracing the scent of their stinger venom. Warsps are relentless in battle once they taste blood and pursue their prey great distances to make sure intruders leave their territory.

DEFEAT

Warsps are far from cowards, but will strategically retreat to fight another day. They are above revenge—defending the queen is their primary role.

VICTORY

Warsps are raiders by trade and take captives, steal goods, and bring them back to their fortress nest. Rather than money, they value food and items of power.

CRAFTING

Wasp Spear (Crafting)

Components: Wasp Stinger + **HUXWOOD**.

Effect: Once per Combat, on a Critical Hit, the target becomes **POISONED**.



WEELOK

Level 1-4	Classes G, B	Wrangle	Attack	Defense
		1	+0	+0
Small, Group		Block	Dread	Actions
		0	1d4	1

Nicknamed root wardens by gnomes, weeloks are small, bulbish critters with twiggy limbs and snouts like turnip roots. Living most of their lives playing in the rich soil of ancient trees, they act like a living fertilizer. A gaggle of weeloks can double the size of a tree in a single year. Even more amazing, when their woods are threatened, a weelok can wink and suddenly grow enormous.

Names: Sprigg, Spruce, Twiggy, Fingroo

ABILITIES

Weelok Wink

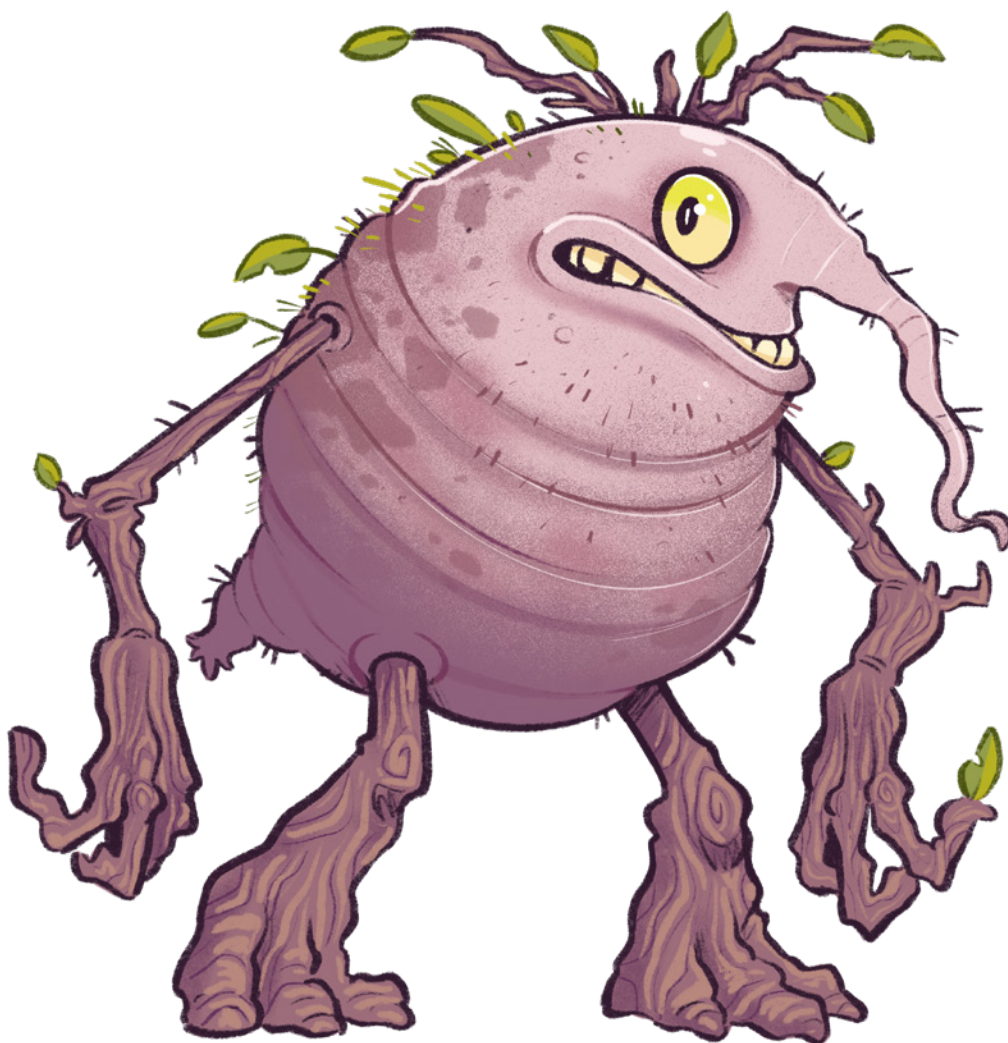
Once every Combat, may grow to *Huge* size, doubling their current Courage and increasing their Dread to 1d10 for 1d4+1 rounds.

VULNERABILITIES

Weeloks detest the undead and any curse or unnatural decay. Should a weelok catch a whiff of necromancy, they'll burrow so deep they may never emerge again.

COMBAT

Weeloks are practically harmless when in their normal form, skittering about and stumbling over each other. But once transformed they are foes to be reckoned with. They are not intelligent fighters, however, relying instead on their transformed strength.



WEORG

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+2	-1
Large, Solo/Group		Block	Dread	Actions
		1	1d10	2

Sentient wolven beasts that rove the hills and prairies throughout Eem, hunting prey in packs led by monstrous matrieorgs. Weorgs are notoriously cruel, vengeful creatures, known to terrorize villages for sport and steal away unlucky folk back to their dens for a meal.

Names: Sniv, Garku, Yorg, Snrg

ABILITIES

Pack Mentality

When weorgs outnumber their opponents, they roll Dread with Advantage. In addition, running from weorgs suffers Disadvantage.

Pounce

May charge and attack a Nearby or Faraway target with Advantage. On a 9+ Hit, the target is knocked **PRONE** and **ENTANGLED** by the weight of the weorg.

Bite and Retreat

On a 7-8 Hit, a weorg can't be Counterattacked and moves to Nearby range.

SOCIAL

Weorgs are vicious predators not easily scared off or corralled. Some view themselves as persecuted by the folk of Eem and the expansion of industry that has displaced their numbers. What they want above all is food and expansion of their pack's power and influence of the land.



COMBAT

Solo weorgs stalk their prey from afar, charge and then pounce. Groups of weorgs circle their prey and swarm, attacking and retreating like trained prizefighters sizing up and weakening their opponents. They are notorious for relentlessly chasing prey.

DEFEAT

If weorgs are clearly at a disadvantage they retreat and look for easier prey. Weorgs hold grudges against any who defeat them, sometimes hunting them across entire regions for revenge.

VICTORY

Weorgs press the advantage and go for the kill. They aren't satisfied with scoring a small meal and will chase down enemies that run away.

CRAFTING

Weorg Pelt Cloak (Crafting )

Components: Weorg Pelt + **WOLF PELT**.

Effect: Grants +1 Block against critters.

WEREWOLF

Level 5–10	Classes B, C	Parley	Attack	Defense
		1 (D)	+3	-2
Large, Solo, Fast, Minions		Block	Dread	Actions
		0	1d12	3

Fiends of rage and fury who dwell in ruins and remote areas. It is unclear if werewolves were originally afflicted with a curse or are, in fact, their own species. Many make their homes in old ruins because they believe the former glory of forgotten places imbues them with ancient power. Above all things, werewolves desire such power and legacy—well, that and blood. They are gripped by an insatiable hunger that leaves them in a constant state of wild starvation.

Names: Lassadar, Ulfrag, Lothbrog, Vasrika

ABILITIES

Rend

On a 9+ Hit, the target suffers **BLEEDING**.

Great Leap

Once every round, an Attack against the werewolf suffers Disadvantage. The werewolf may move Nearby.

Blood Curdling Roar

Once every 3 rounds, the werewolf can roar, causing extreme fear. All Close, Nearby and Faraway targets must make a Mettle Check:

1–2	Target becomes PARALYZED and suffers 1d6 Dread.
3–5	Target becomes FRIGHTENED and suffers 1d6 Dread.
6–8	Target suffers 1d6 Dread.
9–11	Target is unaffected.
12+	Target is emboldened, gaining +1 to their next Check.

Werewolf Curse

If a character is Defeated by a werewolf, they must make a Mettle Check. On a 2-, they are afflicted with a **CURSE** and turn into a werewolf during full moons. If this happens during 3 moon cycles, they become a werewolf NPC. If a character is killed by a werewolf, they must make a Mettle Check. On a 5-, they awake one day later as a werewolf NPC.

VULNERABILITIES

[Cold steel] weapons inflict +2 Dread to werewolves. Rarely, their great fury and rage comes at the expense of tactical reasoning.

SOCIAL

Werewolves are intelligent, cunning creatures willing to negotiate under the right circumstances, but prone to anger and rage, imposing Disadvantage to Parley. They desire power and infamy and have an insatiable hunger above all else. Because werewolves are feared the world over, this limits their ability to easily enter society and acquire things they want; thus, they might be willing to use PCs as pawns to achieve their goals.

COMBAT

Werewolves use their Blood Curdling Roar right off the bat, and as much as possible. They dash around the battlefield with incredible speed, and are generally smart about who they attack, never holding back. They love to flex their might and prowess, and can be extra cruel toward Knight-Errants and Gnomes who dare challenge them. Especially powerful and influential werewolves have weorg minions who they use to swarm and surround their prey.

DEFEAT

Werewolves are unlikely to fight to the death if they can help it, retreating if they are close to defeat. They are incredibly difficult to follow and track, and attempts to do so have Disadvantage. If they can't retreat, they acquiesce—but the PCs can rest assured they have gained a mortal enemy.

VICTORY

Unless a werewolf has use for Defeated PCs in its clutches, which is entirely possible, it likely devours them. But werewolves will often use regular folk as pawns to achieve their desires and go places in society where the werewolf cannot.



W



WISP

Level 1–8	Classes G, B, C	Parley	Attack	Defense
		1	+1	-2
Small, Solo/Group, Dwimmercrafty		Block	Dread	Actions
		0	1d6	2

Feared as spooky horrors and revered as nature deities by the bog folk of Eem, these rare glowing creatures of light haunt marshes and waterways. Some say they are the restless specters of drowned folk, while others insist they are spirits of nature itself. Either way, wisps have a reputation for strange tidings: leading travelers astray, hypnotizing them with lights, and at worst, causing them to drown.

Names: Oona, Obar, Wys, Voon

ABILITIES

Lost

Characters automatically become Lost when encountering a Wisp (see Travel rules in Core Rulebook).

Ghostlight

Wisps inflict non-physical Dread that can't be Blocked by armor. They suffer half Dread from non-Magic weapons.

Hypnotize

Once every round, on a 9+ Hit, the target is **ENSORCELLED**. The wisp almost always ensorcells the target to enter the water and drown (**ENGULFED**).

SOCIAL

Wisps wish to cause chaos and inspire fear within those entering their territory. They are known to vocalize eerie whispers in their own language. In rare cases, a wisp actually speaks with travelers in Folk tongue, but their words are cryptic and their mentalities alien to that of folk. Some believe that wisps desire revenge either for their unfortunate fates as drowned folk or against people who have ruined the natural world.

COMBAT

A wisp doesn't attack physically, but instead causes Dread by withering the hope of its victims. They tend to remain in one place, drawing their foes into compromising positions, such as into the middle of a lake or mud pool.

DEFEAT

If mortally threatened, wisps try to flee but they are extremely difficult to catch. In very rare cases, wisps might feel guilt and remorse for harrying travelers, offering to lead them back to the road.

VICTORY

Wisps gloat in the chaos that they have created, often lingering to await anyone who might come looking for the lost victims, then haunt the would-be rescuer with glee.



WITCH

Level 1-10	Classes B, C	Parley	Attack	Defense
		2	+1	+0
Folk, Solo, Minions, Dwimmercrafty		Block	Dread	Actions
		0	1d8	3

Wielders of magic, curses, hexes, rituals and brews. Their magic may pale in comparison to the great wizards of the past, but their power is real and frightful. They tend to be recluses, preferring the company of their books and familiars to that of ordinary folk. Some modern witches have migrated to cities to make a tidy sum from peddling their magic.

Names: Balva, Magga, Gweldivere, Felleth

ABILITIES

Familiar

Witches keep familiars, often a cattypillar, rack owl, imp or homunculus. The witch can see and hear through the familiar who is also *Dwimmercrafty* in addition to its inherent Abilities.

Hex

Once every 2 rounds, may hex all Close, Nearby, and Faraway characters who must make a Mettle Check:

- 1-2** Target suffers Disadvantage and -1 Attack for the Conflict.
- 3-5** Target suffers -1 Attack for the Conflict.
- 6-8** Target suffers 1d8 Dread.
- 9-11** Target is unaffected.
- 12+** Target is unaffected and can't be affected by Hex for the rest of the Conflict.

Curse

Once every 2 rounds, may inflict a random **CURSE** (p190) on a Close, Nearby, or Faraway target (Mettle Check to resist).

Witchcraft (C)

Roll 2 random spells from the Spells table (p192). The witch may cast these spells once every round.

Critter Form (C)

May transform into a critter (example: a blynx, terrorsaur, or clunch dragon) while retaining the essence of the witch's appearance. The witch can't cast spells in this form, however.

SOCIAL

Witches are pragmatic and prefer not to fight if it can be avoided. Of course, some witches are downright evil and some are goodly. But most all witches want something in return, trading favors for favors. They often desire rare, difficult to acquire spell components. Especially wily witches love tricking the gullible into doing their bidding with bad deals, or dupe them into doing dirty work for some nefarious purpose.

COMBAT

Witches let their familiars engage in melee while they cast spells away from the fray. They hex and curse as much as possible, and they only tend to transform when things look dire or to show dominance.

DEFEAT

When a powerful witch gets into trouble, they transform to escape or make their last stand. Most acquiesce when all their resources are spent or if putting up a fight doesn't seem worth it anymore.

VICTORY

Witches like to gloat and make a mockery of Defeated foes by cursing them or forcing them into servitude.



WRIGGLING SNARP

Level 1-3	Classes G	Wrangle	Attack	Defense
		2	+1	+0
Small, Horde		Block	Dread	Actions
		0	1d4	1

These noodly dog-faced invertebrates live primarily in mountainous regions, using their unique physiology to weather the windy, freezing peaks by wriggling into cracks and crevices. Wriggling snarps bark like dogs, referred to as snarping, and live in large packs. Their snarps can carry for miles and with such power that they cause avalanches or deafness.

Names: Wurgle, Brabblebee, Wimbleteef, Wriggle

ABILITIES

Snarp Snarp!

May bark as a ranged Attack. On a 9+ Hit, roll 1d4 to determine the effect:

- 1 Target suffers +1 Defense for the Combat.
- 2 Target suffers -1 Perception for the session.
- 3 Target is **DEAFENED**.
- 4 Target is forced into a disadvantageous position.

Rock Howl

Once every Combat, a *Horde* of wriggling snarps may cause an avalanche or rockslide to occur (if possible). All Close and Nearby must make a Nimbleness Check or suffer 4d4 Dread and become **DEAFENED**, and **ENTANGLED** by the rocks.

VULNERABILITIES

Wriggling snarps are defensive critters, but respond favorably to tasty food just as domesticated dogs would.

COMBAT

Wriggling snarps attack in coordinated groups, herding their prey into corners or near potential rockslides. All the while they incessantly snarp. When they bite, wriggling snarps attack smaller targets first. They tend to avoid *Big* foes altogether, hoping instead that they are crushed by rockslides.

CRAFTING

Wriggling Tube Steaks (Cooking)

Components: Wriggling Snarp Chuck.

Effect: Gourmet Rations.



WUNGALOPE

Level 1-6	Classes B	Wrangle	Attack	Defense
		1	+1	+1
Large, Horde		Block	Dread	Actions
		2	1d8	1

Huge, woolly beasts of burden who used to wander the countryside in great herds. As the Dungeon Era boomed, they were hunted for their meat and hides until far fewer remained. The trolls of Dunk often employ them as pack animals and companions in exchange for care, food, and protection from weorgs.

Names: Betsy, Moo, Shagfoot, Red Beard

ABILITIES

Trample

May charge and attack 1d4 Nearby or Faraway targets.

VULNERABILITIES

Despite their large size, wungalopes get spooked rather easily by things like rats, faeries, and other diminutive critters and creepers that wungalopes have a difficult time perceiving. If spooked, wungalopes stampede away, stopping at nothing for hours unless wrangled.

COMBAT

Wungalopes are peaceful creatures at heart, but attack if threatened or spooked and cornered. They trample their foes, and ram with their broad, sturdy skulls. A group of wungalopes circles around their opponents to prevent them from endangering their young.

PET

A PC may attempt to tame a non-hostile wungalope by making a 12+ Wilderness Check for three days in a row. If unsuccessful, the wungalope either wanders off or puts up a fight, but can't be tamed again.



WYVERN

Level 1-10	Classes G, B, C	Wrangle	Attack	Defense
		1	+1	-1
Small, Solo/Group, Fast		Block	Dread	Actions
		0	1d6	2

Small chicken-sized lizards that almost look like tiny dragons. They have wings which allow them to flutter for short distances, but attempts at soaring in the air like a bird are almost silly. While they might look harmless, or even cute, wyverns are dangerous due to their barbed, poisonous tails. Their venom can kill with one sting, and when in groups, wyverns can even bring down the heartiest of beasts, like hippogruffs, toads, and crag lizards.

Names: The Dart, Tainrunner, Greenfang, Man Feller

ABILITIES

Poison Stinger

A wyvern's poison differs based on its Adversary Class.

- ★ **Goon:** Once every Combat, may make a Poison Stinger Attack. On a 9+ Hit, the target becomes **POISONED** (Vitality Check to resist).
- ★ **Bruiser:** Twice every Combat, may make a Poison Stinger Attack. On a 6+ Hit, the target becomes **POISONED** (Vitality Check to resist). Each day the poison isn't cured, the target must Defy Death.
- ★ **Champion:** Once every 2 rounds, may make a Poison Stinger Attack. On a 6+ Hit, the target must Defy Death. If successful, they are still **POISONED** (Vitality Check to resist). Each day the poison isn't cured, the target must Defy Death.

VULNERABILITIES

Wyverns fear manticores, who are their main predator and naturally immune to poison. They often flee at the sound of a manticore's roar, or anything that sounds like it, such as used t'be tigers and other great cats.

COMBAT

Wyvern Goons and Bruisers tend to hunt in groups, while wyvern Champions hunt alone. In all cases, wyverns focus on the largest foes, hoping to bring it down with their poison. When not stinging, they dart around the battlefield, biting like fierce hounds. If a battle does not seem to be going their way, wyverns scatter in random directions to confuse pursuers.



YOWLJACK

Level 1-10	Classes G, B, C	Parley	Attack	Defense
		1	+2	+0
Folk, Group/Horde, Minions		Block	Dread	Actions
		0	1d8	1

Shaggy hyena folk with spotted fur, known for their hellacious laughter and roaming hordes called cackles. Belonging to a nomadic raid-and-trade society, yowljacks are some of the greatest bandits in the world. They swear their “bones and teeth” to the banners of powerful tribe leaders, those who promise the most riches, food, and glory. Yowljacks often rise in the ranks among mixed groups of brigands due to an almost religious dedication to the art of marauding.

Names: Rackjaw, Valka, Rowla, Kodar

ABILITIES

Raider

Initiative Checks suffer -1 against yowljacks. They always act first during the first round of Combat.

Looter

On a 9+ Hit, a yowljack may steal a random item from a target’s inventory.

SOCIAL

Dealing with yowljacks is a mixed and confusing bag. Some are reasonable, some are unreasonable, some are downright mad. However, one rule unites them: they revile traitors and snitches. Despite their ruthless and wily tactics, they are very loyal and stick to a code of honor. Yowljacks also respond positively to loot and bribes, and they love learning about new places to raid and plunder.

COMBAT

Because they tend to roam in large numbers, yowljacks are difficult to deal with in battle. They steal important items from their foes and even use them in battle. Yowljack Champions bark orders

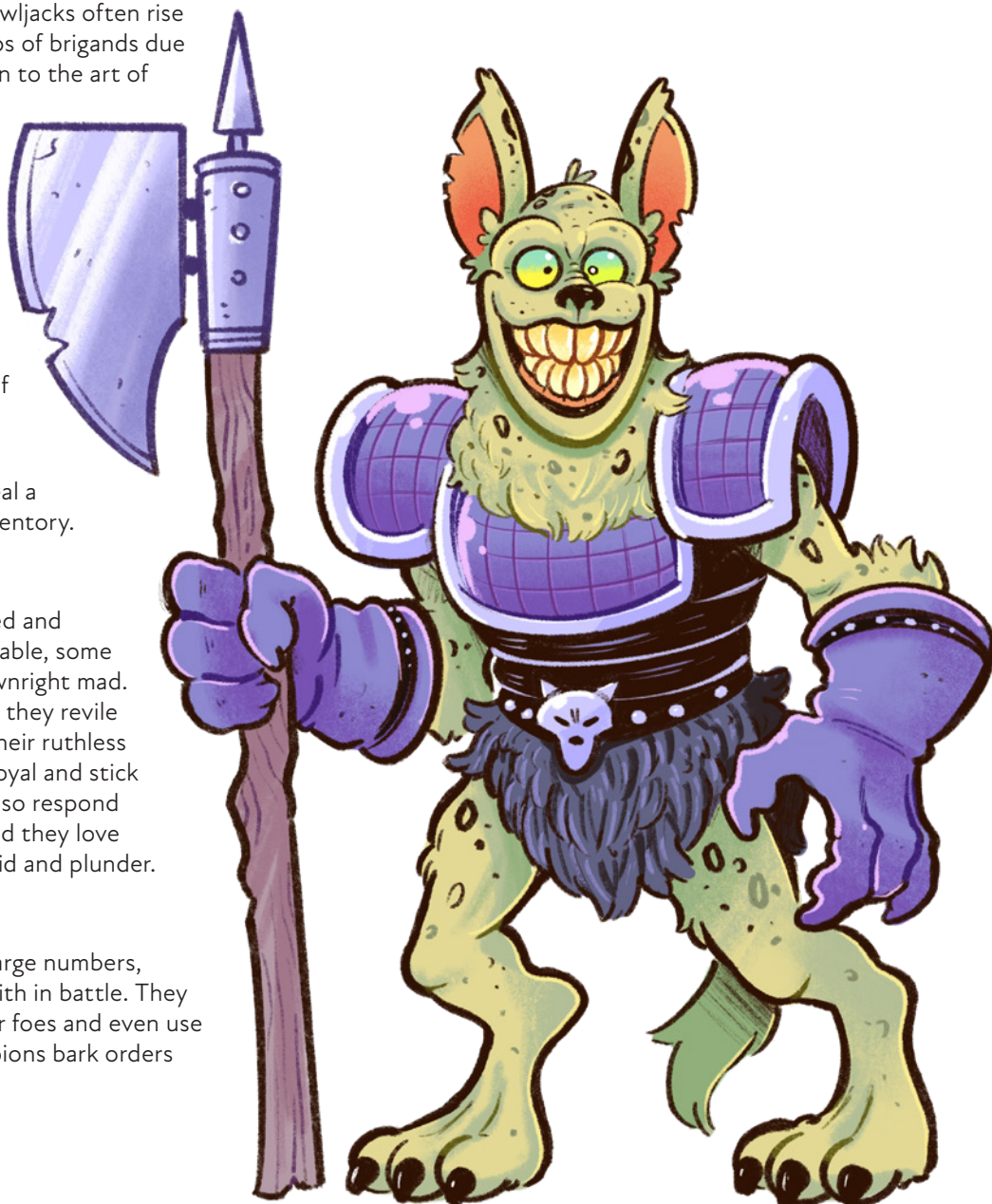
to ensure that the group is choosing targets efficiently, and swarming the weak. If the raid leader is Defeated, yowljacks become a bit more haphazard in their battlefield strategy. Yowljacks often keep crag lizards, guardvarks, used t’be tigers, and wyverns as minions.

DEFEAT

Yowljacks surrender or scatter if their raid leader is Defeated and their numbers have dwindled to less than half. However, because of their unique code of honor, it’s hard to get information out of them. Even in the face of death, few yowljacks crack under intimidation tactics.

VICTORY

Yowljacks love the spoils of war, and take any items they can, leaving their fallen enemies to die, or feed them to their minions.



ZOMBIE BARNACLES

<i>Small, Aquatic</i>	Attack	Dread
	+1	1d4

Chunky barnacles that attach to a host's head and completely hijack their minds. Creatures and critters affected by zombie barnacles become highly aggressive, so much that they attack anything on sight to feed the barnacle. Liger sharks are common targets because they are naturally relentless feeding machines.

ABILITIES

Zombify

On a 9+ Hit, a zombie barnacle attaches to the target's head. The target must make a Mettle Check or become **ENSORCELLED** until the barnacle is removed. Zombie barnacles always compel their hosts to seek out and devour food; and when there is no edible food, the host must attack nearby people.

VULNERABILITIES

Zombie barnacles are strangely susceptible to gold metal, which causes them to explode if they attach to it. For this reason, some experienced deep sea divers wear gilded diving suits.

CRAFTING

Zombie Powder (Alchemy)

Components: Zombie Barnacle Ooze + **WHISPERLEAF**. Effect: The target will follow a simple suggestion (but never to harm themselves).



ZOZO BIRD

Level 1-5	Classes G, B	Wrangle	Attack	Defense
		2	+0	-1
Large, Group/Horde, Fast		Block	Dread	Actions
		0	1d4	1

A large, feathered bipedal desert bird, and the preferred riding animal of the shryms of Shyrm. The zozo has impressive land speed, but more amazingly, it can leap and bound great distances, making it ideal for crossing uneven terrain.

Names: Kiki, Swift Talon, Pinky, Dunehopper

ABILITIES

Leaping Peck

May charge and attack a Nearby or Faraway target.

VULNERABILITIES

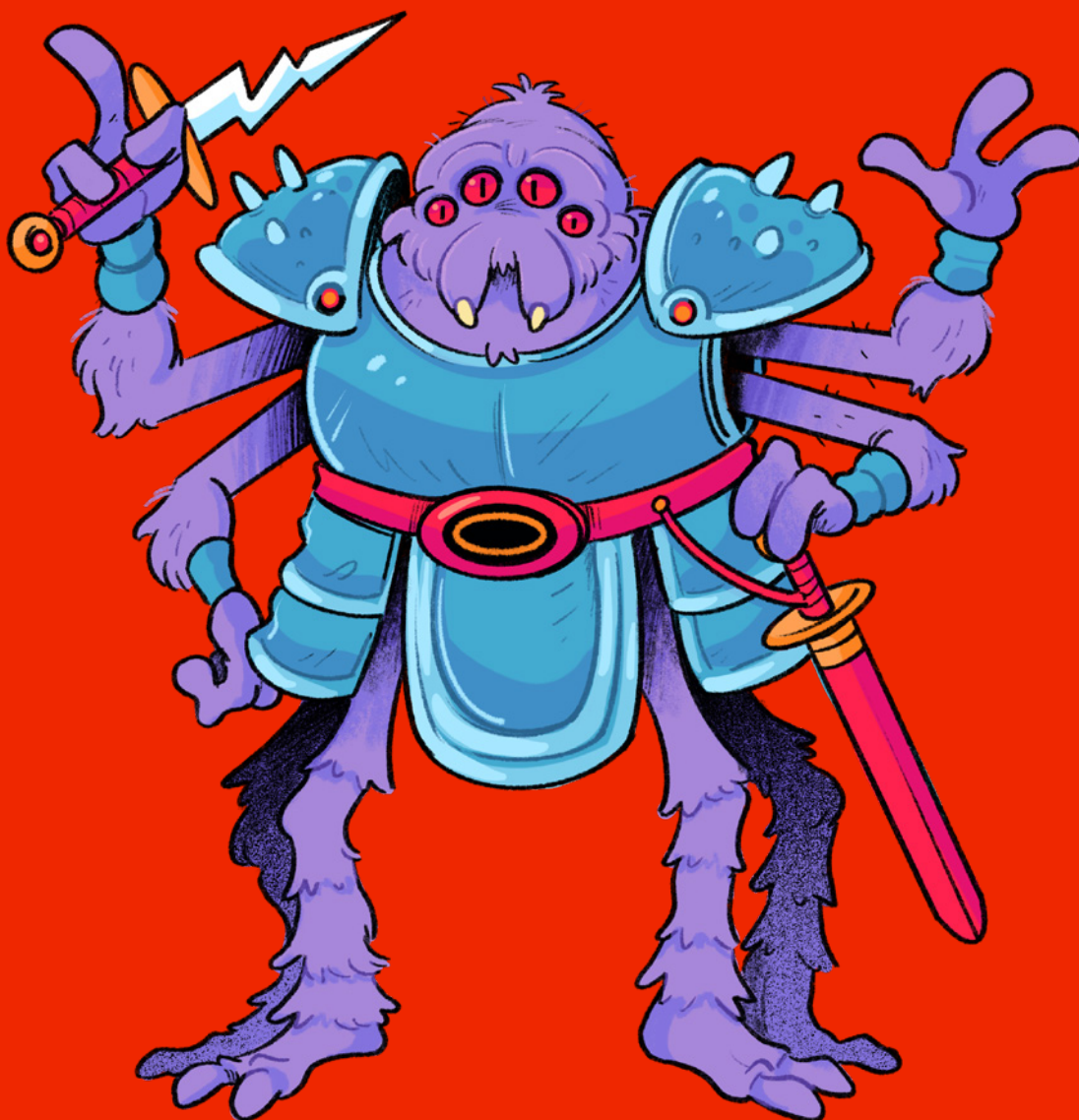
Zozo birds fear weorgs and other apex predators. Mimicking the snarl of such beasts sends a flock of zozos fleeing in the opposite direction.

COMBAT

Zozo birds live in large flocks, defending themselves with their sharp beaks by pecking and biting. They only attack if they outnumber their opponents, however. Otherwise, they flee.



RANDOM TABLES



Curses

ID100	NAME	EFFECT
1-2	Bones of Glass	Your bones break so easily a single blow causes a WOUND .
3-4	Iron Feet	You cannot run or jump.
5-6	Bray of the Beast	You have a goat head and speak only goat.
7-8	Fibber's Collar	You cannot tell a lie.
9-10	Honest Folk's Folly	You cannot tell the truth.
11-12	Gold to Dust	Money that you don't spend turns to dust at the end of the day.
13-14	Hunchback	Suffer -1 Charm and Inspire.
15-16	Acid Blood	When BLEEDING your blood harms yourself and others inflicting 1d6 Dread.
17-18	Rat	You turn into a talking rat.
19-20	Mushrum	You are slowly turning into a fungal creature. In 3 sessions, you will be a mushrum.
21-22	Lycanthropy	You become a werewolf.
23-24	Boiling Spittle	Your saliva is boiling hot (-1 to Parleying).
25-26	Cowardice	You fear the dark and suffer -3 Courage.
27-28	Burning Dawn	Your skin burns in the sunlight (1d6 Dread every minute).
29-30	Wretched Stink	You smell awful and all social Checks suffer Disadvantage.
31-32	Translucence	Your skin is translucent, revealing muscle, nerves, and tissue (-1 Charm and Inspire).
33-34	Polymorph	You turn into a random folk species.
35-36	Deathless	You are a ghost. You cannot interact with physical objects.
37-38	Vegetable	You turn into a talking turnip.
39-40	Bad Luck	You can't use Quest Points to increase a Check.
41-42	Butter Fingers	You drop things at the worst moments and can't catch anything thrown to you.
43-44	Warrior's Curse	You may only use CURSED weapons.
45-46	Petrified	You are slowly turning to stone. In 3 sessions, you will become a mindless stone golem.
47-48	Witch's Thrall	You must complete a quest for the nearest witch before all other concerns.
49-50	Fool of the Court	You are laughably clumsy. All Checks have a Twist.
51-52	Coal Heart	You are now humorless and uninspiring (-1 Vim).
53-54	Bottomless Gut	You require 2 Rations per day to get the same effect.
55-56	Dark Heart	You have a strong desire to lie, cheat, and steal.
57-58	Worm Host	A plynian pile worm will burst from your body (must Defy Death) in 3 sessions causing local havoc.
59-60	Misery of Muck	Your skin drips with mud. In 3 sessions you will transform into a mindless muckman.
61-62	Moldy Toes	You cannot be healed except with rest. Everyone you meet must make a 6+ Vitality Check or suffer the same infection.
63-64	Lead Fingers	Your hands are frozen in place and your fingers cannot move or grasp objects.
65-66	Scent of Prey	You smell delicious to predatory beasts.
67-68	Dreadful	You cannot harm evil creatures.
69-70	Brain Warp	Your Vigor and Knowhow (and all associated Skills) swap.
71-72	Woe of the Woods	You are transforming into a tree and in 3 sessions you will set roots forever where you stand.



ID100	NAME	EFFECT
73–74	Priceless	You are believed to be worth a fortune to bounty hunters, bandits, gangsters and thieves.
75–76	Golden Head	Your head is made of pure gold, attracting thieves and bandits.
77–78	Scales and Fangs	You transform into a talking snake.
79–80	Mutation	You mutate into a creature based on the last animal you touched.
81–82	Sleepless	You cannot sleep. After 9 sleepless days, you fall asleep and never wake again.
83–84	Fish Gills	If you don't breathe water for an hour each day, you lose all your Quest Points.
85–86	Frail	Reduce your Inventory Slots by half.
87–88	Decrepify	You age 3d10 years.
89–90	Magnetism	You are magnetic. Metals are drawn to you and you are drawn to them.
91–92	Young Again	You turn into an eleven year old child (-1 Vigor).
93–94	Deathly Grip	You cannot let go of the last thing you touched.
95–96	Jingle	Every move you make there's a jingling sound. It's impossible to Sneak.
97–98	Decomposing	You are rotting to pieces. In 3 sessions you will be a mindless skeleton.
99–100	Gaze of the Gloom King	At the stroke of midnight you will become a lich—a thrall of the Gloom King and a primary villain of the campaign.

Mutations

ID20	MUTATION (PARENTHESES DENOTE PC EFFECTS)
1	Glow green and lose all hair (-1 Charm).
2	Right foot mutates into another left foot (-1 Nimbleness).
3	Eyes bulge and eyesight becomes extremely blurry (-1 Perception).
4	Lose some long-term memory. (-1 Lore).
5	Third eye sprouts on forehead (+1 Search).
6	Lose sense of smell and taste.
7	Hair instantly grows down to ankles.
8	Sprout a rainbow of feathers on arms and legs.
9	Sprout enormous buck teeth like a rabbit.
10	Grow foot-long fingers.
11	Grow webbed hands and feet.
12	Violently sneeze during next Initiative and a random Nearby target is afflicted with a mutation from this table.
13	Tongue splits like a snake's.
14	Grow scales like a gator.
15	Nose changes into a pig's snout that hums like a harmonica when breathing (-1 Sneak).
16	Grow a cat's tail that improves balance (+1 Nimbleness).
17	Muscles grow and ripple with veins (+1 Might).
18	Grow an identical second head that often disagrees.
19	Grow troll horns and tusks.
20	A random creeper grows on shoulder.



Spells

Spells can be found in scrolls, which are one-time use items. Unless specified otherwise, the effects of spells last indefinitely, and the caster must have line of sight to the target and be within Faraway range. All references to [Level] refer to the caster's Level. Some spells are more freeform and open-ended than others. If there is ever a need for more detail (size, area, duration, power) the caster makes a Mettle Check to guide the results; however, a poor result doesn't mean the spell fails.

ID100	NAME	EFFECT
1	Abner's Amnesia	Make a target forget the last [Level] minutes.
2	Animate	Animate an inanimate object. It cannot speak but obeys commands.
3	Ashrandir's Living Construct	Summon a golem servant (Attack:+1, Defense:-1, Courage:15, Dread:1d10, Block:+2) for [Level] days.
4	Blinding Light	All Close and Nearby Adversaries are BLINDED . Subterranean and undead Adversaries suffer 1d12 Dread.
5	Blink	Teleport at will to a Nearby or Faraway spot within line of sight for [Level] minutes. Gain -2 Defense in Combat.
6	Bloom	Make an area bloom and grow thick with plant life.
7	Bone Armor	Grant +2 Block to a target for a session.
8	Bookworm	Summon a little worm that can read a book in 10 seconds and relay all important information therein. The bookworm disappears in 1 day.
9	Boon	Gain 3 random BOONS (see Boons table in Core Rulebook).
10	Cantrip	Cast a simple cantrip (snuff out a torch, pants someone, tidy up a room, emit a spray of colors.)
11	Chronowalk	The caster and [Level] others at the current location can go back in time up to 1d100 years at the same location. Lasts [Level] hours.
12	Curse	Cast a random CURSE (p190).
13	Cyclone	Conjure a small cyclone. In Combat, it envelops 1d4 Adversaries for 1d4+1 rounds. They can't escape, attack, or be attacked while inside.
14	Dazzle	All Goons and Bruisers become distracted for [Level] minutes, or STUNNED for 1d4 rounds in Combat.
15	Dimwittification	Make a target shockingly dumb for 1 hour, and suffer Disadvantage on Knowhow Skill Checks.
16	Dooxygenberry's Ballad	Sing an enchanting ballad that inspires a crowd, or endears one target to the caster.
17	Dorgon Nose	Pick up the scent of anything in an area for a session.
18	Dragon's Greed	A target becomes greedy for a specific thing and will stop at nothing to acquire it for [Level] hours.
19	Dream Walk	The caster and [Level] others can enter the dreams of a sleeping target for [Level] minutes.
20	Dwimmerwild	Cast a random spell from the Spells table.
21	Ember Light	Cast a magical hovering flame as dim or as bright as desired. Lasts the session unless made to cast blinding light (Vitality Check to resist being BLINDED).
22	Embiggen	Make a target creature or item grow up to 10 times its size for [Level] hours.



ID100	NAME	EFFECT
23	Enchanted Arms	Make a weapon <i>Magic</i> for the session. It grants +1 Attack, +2 Dread, and glows with blue energy.
24	Ensorcell	ENSORCELL a target. They will not harm themselves or someone they love. Lasts [Level] rounds OR out of Combat, [Level] minutes.
25	Entangling Vines	ENTANGLE a target. They suffer Disadvantage to escape.
26	Evendra's Evening	All combatants have their current Courage added up and divided equally among them. No one may exceed their maximum Courage.
27	Exhaust	The target becomes TIRED and is easily winded from physical activity. Lasts until they take 2 Long Sleeps.
28	Faerie Glamor	Cast a simple auditory or visual illusion to make those in the area see or hear something that's not really there. Lasts for [Level] x 10 minutes.
29	Familiar	Bind a <i>Small</i> critter or creeper to the caster as their magical servant.
30	Featherweight	A target or item becomes as light as a feather for up to [Level] x 10 minutes.
31	Fifer's Faerie Scout	Summon a tiny faerie that flies around at the caster's command and report its findings. Stays until it meets other faeries.
32	Fish Walk	The caster and [Level] others can breathe and swim underwater like fish for [Level] hours.
33	Flabisham's Armored Squire	Summon an animated suit of armor that will do the caster's bidding for a session. It has +1 in all Stats and 20 Courage.
34	Flight	Give a target the power to fly for a session.
35	Fornby's Giant Insect	Summon a <i>Large</i> insect that can act as a mount for the session. May attack once every round in Combat. (Attack:+1, Dread:1d8, Defense:-1, Courage:10, Mettle:+2).
36	Fright	Make 1d6 Goons or a Bruiser FRIGHTENED .
37	Futuresight	Focus on a subject in mind and see an imprecise vision of the future related to that subject (as described by the GM).
38	Garrobaldy's Instant Understanding	Receive the answer to a riddle or puzzle. Alternatively, become permanently fluent in a language.
39	Ghost Walk	The caster and [Level] others can pass through walls like a ghost for [Level] minutes.
40	Giant Strength	The target automatically succeeds on Might Checks for feats of strength and inflicts +3 Dread in melee for [Level] hours.
41	Gloom Thrall	Summon a mindless, undead SKELETON servant. If no dead skeleton is present, the skeleton arrives in 1d6 days. Roll 1d100 with Disadvantage: On a 100, the skeleton retains its intelligence, personality, and agency from life.
42	Gloomtongue	Speak with the dead and undead for [Level] hours.
43	Gnomenculture	Speak fluently with all critters and animals for the session.
44	Grasping Hand	A big magical arm and hand extends from the caster up to 10' x [Level].
45	Gust	Cast a powerful gust of wind, strong enough to topple trees and knock people over.
46	Ice Wall	Conjure a wall of ice that can block passageways, barricade doors, or hinder pursuers in open space.
47	Ilfendorf's Escape	The caster and [Level] others automatically escape Combat and can't be pursued by those Adversaries for [Level] hours.
48	Invisible Cloak	Turn invisible for [Level] minutes.



ID100	NAME	EFFECT
49	Ix's Incredible Locator	Name a person or thing and know the straight line direction to locate it.
50	Jasper's Dispellification	Counter a spell or undo a magical effect.
51	Klutz	Cause a target to be obscenely clumsy, unable to cleanly catch, move or run without fumbling about for [Level] minutes. Any Checks of 1–5 count as Complete Failures.
52	Larbie's Exploding Orb	Throw a magic orb that bursts with toxic gas, causing those in an area to cough and gag. In Combat, the target and anyone Close and Nearby to them suffer 1d8 Dread and are SLOWED and WEAKENED .
53	Lionheart	Grant a target an extra Action per round for [Level] rounds.
54	Linell's Magic Eye	See through walls and barriers for [Level] minutes.
55	Locusts	Call forth a swarm of locusts that devour and lay waste to a specific location or Hex.
56	Melt	Melt metal or another inorganic substance susceptible to heat. Creatures in metal armor suffer 1d12 Dread.
57	Mileus's Muting	Make a target unable to speak for [Level] hours.
58	Mule	The target gains +20 Inventory Slots for the session.
59	Mung	Turn into a mung for up to [Level] hours. Able to slide under doors and through cracks, and disintegrate a <i>Mundane</i> item within the mung's body every hour.
60	Nap	All Nearby Goons immediately fall asleep for [Level] minutes. Mettle Check: On a 6+, Bruisers fall asleep as well, and on a 12+, Champions too.
61	Noodle Arms	The target's arms become thin and noodly for [Level] minutes, and they can hardly lift a dagger, let alone perform tasks that require any strength.
62	Old Fog	Summon GLOOM over an area.
63	Orlin's Gambit	Cheat at a game or competition without anyone noticing. If Checks are involved, the caster gains Advantage.
64	Peace	All Nearby Goons and Bruisers become non-hostile for the encounter.
65	Poison Daggers	Magical daggers fly from the caster's hands automatically POISONING a target.
66	Portal Hop	Create two linked portals within Distant range that remain for up to [Level] hours.
67	Rune Tongue	Detect and understand any magic, and read any writing for a session.
68	Schlemrick's Slippery Swap	Swap an item in the caster's hand with another item within sight.
69	Seamus the Red's Everlasting Ration	Conjure a special Gourmet Ration. Roll 1d20 after each use. On a 1, the ration is consumed.
70	Secret Door	Open a secret door to an alternate passageway or hiding place within the current location.
71	Shadow Walk	The caster and [Level] others can sneak through shadows and darkness unimpeded and undetected for [Level] minutes.
72	Shapeshift	Transform into a <i>Large</i> or smaller critter for up to [Level] hours.
73	Shrinkage	Shrink a target to <i>Tiny</i> size for up to [Level] hours.
74	Slime	Cover a surface or target in slippery slime.
75	Sluggish	Target is SLOWED . In combat, they lose one action per round for [Level] rounds.



ID100	NAME	EFFECT
76	Sparrow-Sprite	Summon a sparrow-sprite to send a message to anyone in Eem. The bird returns with a reply in 1d6 days.
77	Spider Walk	The caster and [Level] others can walk on surfaces like a spider for [Level] minutes.
78	Summon	Summon a random Wandering Intruder with a random Reaction roll.
79	Swiftness	Make [Level] targets as swift as a horse (2 Speed) for [Level] minutes.
80	Talking Item	Permanently imbue an item with intelligence and personality. Roll on the Random NPC table for details. Weapon: grants +1 Attack. Armor: grants +1 Block. Tool, Clothing, Trinket: grants +1 to relevant Skill Checks.
81	Taunt	Make a target attack the caster or an ally for [Level] rounds.
82	Technobabble	Confuse a target with technical jargon and roundabout logic, obfuscating the truth on a subject, and rendering them unable to make a decision or think clearly regarding the subject.
83	Teeloa's Truesight	See through tricks, illusions and disguises for a session.
84	Telepathy	Caster may speak telepathically for a session.
85	Terror	Make a target deathly afraid of a specific thing or concept. Lasts for [Level] hours on Champions, and permanently on Goons and Bruisers.
86	The Sorcerer's Smoke	Turn into smoky vapor. Caster is able to pass through walls and is immune to physical Dread for [Level] rounds.
87	Thelonius's Amazing Regeneration Spell	Heal all WOUNDS , BLEEDING , and POISON and Lasting Injuries on a target.
88	Thought Seed	Plant a thought or idea into the mind of a target.
89	Thought Steal	Learn the general surface thoughts of a target or their deep thoughts on a specific subject.
90	Throngweed	A thicket of prickly, brambly THRONGWEED sprouts from the earth in an area.
91	Tidal Wave	Conjure a <i>Huge</i> , powerful wave of water that inflicts 1d12 Dread, knocks over trees and damages structures. The main target of the wave and anyone Close, Nearby and Faraway are washed away to Distant range in random directions.
92	Tigby's Teleportation	The caster and [Level] others can teleport to another location in the same realm.
93	Transmogrify	Turn a willing target into a different creature or critter for [Level] days. Or, turn an unwilling target into a random creature or critter for [Level] days.
94	Twifflemoot's Trick	Summon a double of the caster (with the same gear except for <i>Magic</i> items and <i>Relics</i>), who is able to act autonomously at the caster's command for [Level] minutes.
95	Ventriloquism	The caster can make it appear as if their own voice, or one they mimic, is coming from another source, such as a person or object.
96	Ward	Name a person or type of creature, critter, or creeper. The named being(s) cannot enter or harm anything within an area of the caster's designation for [Level] hours.
97	Warp	Warp an object or surface into a new shape of roughly equivalent mass.
98	Weatherwise	Change the weather in a Hex Cluster to a desired type for [Level] days.
99	Webbing	Conjure sticky spider webs in an area. All within are SLOWED and must make an Athletics Check or become ENTANGLED .
100	Winds of Deflection	No ranged Attacks can hit the chosen target for an encounter.



Terrain Tables

CITIES & TOWNS

ID100	ADVERSARIES
1-2	Bandit
3-4	Bounty Hunter
5-6	Cattypillar
7-8	Cultist
9-10	Darkling
11-12	Doggart
13-14	Dood
15-16	Dratch
17-18	Dweorg
19-20	Dwerfs

ID100	ADVERSARIES
21-22	Felmog Knight
23-24	Finfolk
25-26	Fwittles
27-32	Gangster
33-34	Ghost
35-36	Golem
37-38	Gremlin
39-50	Guard
51-52	Guttersnails
53-54	Homunculus

ID100	ADVERSARIES
55-56	Imp
57-58	Kilorats
59-60	Mercenary
61-62	Moonrats
63-64	Muckland Bats
65-66	Nabber Rat
67-68	Night-Night Fleas
69-70	Nublines
71-72	Pirate
73-74	Punkin

ID100	ADVERSARIES
75-76	Rival Dungeoneer
77-78	Scare Crow
79-80	Spithra
81-82	Sputter-beast
83-84	Sputter-guard
85-92	Thief
93-94	Troll
95-96	Warrior
97-98	Wungalope
99-100	Yowljack

COASTS & OCEANS

ID100	ADVERSARIES
1-2	Bandy Clam
3-4	Barbecudas
5-6	Bubblegoose
7-8	Chimera
9-10	Conqueror Crabs
11-12	Crag Lizard
13-14	Crawlbad
15-16	Deep Nyad
17-18	Drake
19-20	Exajelly
21-22	Felmog Knight
23-24	Finfolk
25-26	Frost Jellies

ID100	ADVERSARIES
27-28	Ghost
29-30	Hydreel
31-32	Krabrak
33-34	Kraken
35-36	Leviathan
37-38	Liger shark
39-40	Lightning Eel
41-42	Mercenary
43-44	Narwhalrus
45-46	Owligator
47-48	Pirate
49-50	Reef Nyad
51-52	Rival Dungeoneer

ID100	ADVERSARIES
53-54	Roodo Bird
55-56	Sarpathi Hierophant
57-58	Sarpathi Reaver
59-60	Sea Chimera
61-62	Sea Gulliath
63-64	Sea Serpent
65-66	Selkie
67-68	Sharkuni
69-70	Singe Viper
71-72	Sinkworms
73-74	Skeleton
75-76	Skrokswings

ID100	ADVERSARIES
77-78	Sparrow-Sprite
79-80	Squidgeons
81-82	Terrorpin
83-84	Terrorsaur
85-86	Thief
87-88	Thornhawk
89-90	Thorny Bingles
91-92	Troll
93-94	Volcanoid
95-96	Vultor
97-98	Yowljack
99-100	Zombie Barnacles



DESERTS & PLAINS

ID100	ADVERSARIES
1–2	Bandit
3	Bandy Clam
4	Blemmy
5	Blynx
6	Bogrillian Tortoise
7	Bounty Hunter
8–9	Bramblebee
10–11	Cankerboar
12	Centaur
13	Chimera
14	Crag Lizard
15	Cultist
16	Dood
17	Drake
18–19	Dratch
20	Dwerfs
21	Ettin
22	Felmog Knight
23	Funghouls

ID100	ADVERSARIES
24	Gangster
25	Gelk
26	Ghost
27	Golem
28	Grail Ticks
29	Gremlin
30	Guard
31–32	Guardvark
33	Inkpot Spider
34–35	Jackalrabbit
36	Kaleidoscorpions
37	Keestersnaps
38–39	Kilorat
40	Kobold
41–42	Koogra
43–44	Krowl
45	Manticore
46	Mercenary
47	Moonrats

ID100	ADVERSARIES
48	Morb
49–50	Muckland Bats
51–52	Nabber Rat
53	Pocket Fiddler
54–55	Punkin
56	Quillrats
57–58	Ramgore
59	Rival Dungeoneer
60	Sargog
61	Sarpathi Hierophant
62	Sarpathi Reaver
63	Sarvang
64–65	Scare Crow
66–67	Singe Viper
68	Sinkworms
69	Skeleton
70	Skrokwing
71	Slurpworm
72–73	Snagbunny

ID100	ADVERSARIES
74	Sparrow-Sprite
75–76	Spithra
77	Thief
78	Thornhawk
79	Thorny Bingles
80–81	Thunderhorn
82	Troll
83–84	Used T'Be Tiger
85–86	Vultor
87	Warbling Trapnoodle
88	Warrior
89	Warsp
90–91	Weorg
92	Werewolf
93	Witch
94	Wungalope
95–96	Wyvern
97–98	Yowljack
99–100	Zozo Bird

DUNGEONS & UNDERLANDS

ID100	ADVERSARIES
1–2	Bandit
3–4	Beevil
5–6	Blinking Cave-Inchers
7–8	Blorp
9	Cackletrice
11–12	Chromadyte
13–14	Cultist
15–16	Curdle Snail
17–18	Darkling
19	Dragon
20	Dwelf
21–22	Dweorg
23	Felmog Knight
24–25	Funghouls
26–27	Ghost

ID100	ADVERSARIES
28	Giant Inkpot Spider
29	Gloom
30	Golem
31–32	Gremlin
33	Gwarglebeast
34–35	Homunculus
36–37	Imp
38–39	Inkpot Spider
40–41	Ishwicks
42–43	Kaleidoscorpions
44–45	Kilorats
46–47	Kobold
48	Lich
49–50	Mercenary
51–52	Merga Toad

ID100	ADVERSARIES
53–54	Moonrats
55–56	Muckland Bats
57–58	Muckman
58–59	Mucillusks
60–61	Mung
62–63	Mushrum
64–65	Nabber Rat
66–67	Nublines
68–69	Orch
70	Phantasm
71–72	Quob
73–74	Rival Dungeoneer
75	Sargog
76	Sarpathi Hierophant

ID100	ADVERSARIES
77	Sarpathi Reaver
78	Sarvang
79–80	Scumseer
81–82	Skeleton
83–84	Slagmuncher
85–86	Slurpworm
87–88	Spongosaur
89–90	Stalag Mites
91–92	Thief
93	Tommyknacker
94	Vampire
95	Warrior
96	Witch
97–98	Wyverns
99–100	Yowljack



FORESTS & MEADOWS

ID100	ADVERSARIES
1–2	Bandit
3	Bandy Clam
4–5	Beamkin
6	Blorp
7	Blynx
8	Bounty Hunter
9	Bramblebee
10	Cankerboar
11–12	Cattypillar
12	Centaur
13	Chimera
14–15	Chirrup
16	Cultist
17	Darkling
18	Dorgon
19	Dracopillar
20	Dragon
21	Drake
22	Dratch
23	Dryad
24	Dwerfs
25–26	Faerie

ID100	ADVERSARIES
27	Felmog Knight
28–29	Flinderkin
30–31	Funghouls
32–33	Fwittles
34	Gelk
35	Ghost
36	Gloom
37	Golem
38	Grail Ticks
39	Guardvark
40	Harpy
41	Hippopotamoose
42	Imp
43	Inkpot Spider
44	Ishwicks
45	Jackalrabbit
46	Kaleidoscorpions
47	Keestersnaps
48–49	Kobold
50	Koogra
51	Krowl
52	Manticore

ID100	ADVERSARIES
53	Mercenary
54	Mooshwimble
55–56	Morb
56–57	Muckland Bats
58	Mushrum
59	Night-Night Fleas
60	Owligator
61	Phantasm
62–63	Pindersnaps
64–65	Pixie
66	Pocket Fiddler
67	Punkin
68–69	Rack Owl
70	Ramgore
71	Rival Dungeoneer
72	Sargog
73–74	Scare Crow
75–76	Shrubling
77	Singe Vipers
78	Skeleton
79	Snagbunny
80	Sparrow-Sprite

ID100	ADVERSARIES
81	Spindlestrider
82	Spithra
83	Sprite
84	Thief
85	Thornhawk
86	Thorny Bingles
87	Troggle
88	Troll
89	Unicorn
90	Used T'Be Tiger
91	Warbling Trapnoodles
92	Warrior
93	Weelok
94	Weorg
95	Werewolf
96	Witch
97	Wungalope
98	Wyvern
99	Yowljack
100	Zozo Bird

MOUNTAINS & HILLS

ID100	ADVERSARIES
1–2	Bandit
3–4	Blemmy
5–6	Blynx
7–8	Centaur
9–10	Chimera
11–12	Chromadyte
13–14	Crag Lizard
15–16	Dorgon
17	Dragon
18–19	Drake
20–21	Dratch
22–23	Dweorg
24–25	Dwerfs
26–27	Ettin

ID100	ADVERSARIES
28–29	Giant
30–31	Giant Inkpot Spider
32–33	Grail Ticks
34–35	Guardvark
36–37	Harpy
38–39	Hippopotamoose
40–41	Humongoose
42–43	Inkpot Spider
44–45	Koogra
46–47	Manticore
48–49	Mercenary
50	Ogre
51–52	Orch
53–54	Quillrats

ID100	ADVERSARIES
55–56	Ramgore
57–58	Rival Dungeoneer
59–60	Sarvang
61–62	Scare Crow
63–64	Scraggle
65	Skeleton
66	Skrokwing
67–68	Slagmuncher
69–70	Sparrow-Sprite
71–72	Spithra
73	Terrorsaur
74–75	Thornhawk
76–77	Thunderhorn
78–79	Troggle

ID100	ADVERSARIES
80–81	Troll
82	Vampire
83	Volcanoid
84–85	Vultor
86–87	Warbling Trapnoodles
88–89	Warrior
90–91	Warsp
92–93	Weorg
94	Werewolf
95	Witch
96–97	Wriggling Snarps
98–99	Wyvern
100	Yowljack



RIVERS & LAKES

ID100	ADVERSARIES
1–2	Bandit
3–4	Bandy Clam
5–6	Barbecudas
7–8	Bogrillian Tortoise
9–10	Bogsnap
11–12	Bounty Hunter
13–14	Braying Saberfish
15–16	Bubblegoose
17	Clunch Dragon
18–19	Crawlbad
21–22	Doggart
23	Dorgon
24–25	Drake
26–27	Faerie

ID100	ADVERSARIES
28–29	Felmog Knight
30–31	Finfolk
32–33	Gator
34–35	Gelpie
36–37	Ghost
38	Giant
39–40	Guard
41–42	Hippogruff
43–44	Krowl
45–46	Leechling
47–48	Liger shark
49–50	Mandra
51	Mercenary
52–53	Merga Toad

ID100	ADVERSARIES
54–55	Pindersnaps
56–57	Pirate
58–59	Plappadoots
60–61	Plyxian Pile Worms
62–63	Quag Bleaker
64–65	Rindle Ram
66–67	Rival Dungeoneer
68–69	River Goblin
70–71	Riversaur
72–73	Roodo Bird
74–75	Ryzophant
76	Sarpathi Hierophant
77	Sarpathi Reaver
78–79	Scumseer

ID100	ADVERSARIES
80–81	Selkie
82	Sharkuni
83–84	Shrubling
85–86	Singe Viper
87–88	Sinkworms
89–90	Slurpworm
91–92	Sprite
93	Terrorpin
94–95	Thief
96–97	Troll
98	Warrior
99–100	Wisp

SWAMPS & MARSHES

ID100	ADVERSARIES
1	Bandit
2	Beamkin
3	Blinking Cave-Inchers
4	Blorp
5	Bogrillian Tortoise
6	Bogsnap
7	Bounty Hunter
8	Bramblebee
9	Braying Saberfish
10	Cackletrice
11	Cankerboar
12	Clunch Dragon
13	Crawlbad
14	Cultist
15	Curdle Snail
16	Darklings
17	Doggart
18	Dracopillar
19	Dragon
20	Drake
21	Dweorg
22	Dwerfs
23	Faerie
24	Felmog Knight
25	Finfolk

ID100	ADVERSARIES
26	Flinderkin
27	Funghouls
28	Fwittles
29	Gator
30	Gelpie
31	Ghost
32	Giant Inkpot Spider
33	Gloog
34	Gloom
35	Golem
36	Grail Ticks
37	Gremlin
38	Guard
39	Guttersnails
40	Harpy
41	Hippogruff
42	Imp
43	Inkpot Spider
44	Kaleidoscorpions
45	Keestersnaps
46	Kobold
47	Leechling
48	Mandra
49	Mercenary
50	Merga Toad

ID100	ADVERSARIES
51	Mooshwimble
52	Morb
53	Muckland Bats
54	Muckman
55	Mucillusks
56	Mushrum
57	Orch
58	Owligator
59	Pindersnaps
60	Pixie
61	Plappadoots
62	Plyxian Pile Worms
63	Pocket Fiddlers
64	Quag Bleaker
65	Quob
66	Rack Owl
67	Rindle Ram
68	Rival Dungeoneer
69	River Goblin
70	Riversaur
71	Ryzophant
72	Sargog
73	Sarpathi Hierophant
74	Sarpathi Reaver
75	Sarvang

ID100	ADVERSARIES
76	Scumseer
77	Sharkuni
78	Shrubling
79	Singe Vipers
80	Sinkworms
81	Skeeter
82	Skeleton
83	Slurpworm
84	Snagbunny
85	Spindlestrider
86	Spithra
87	Spongosaur
88	Terrorpin
89	Thief
90	Thoad
91	Thornhawk
92	Thorny Bingles
93	Troggle
94	Troll
95	Unicorn
96	Warrior
97	Weelok
98	Wisp
99	Witch
100	Yowljack

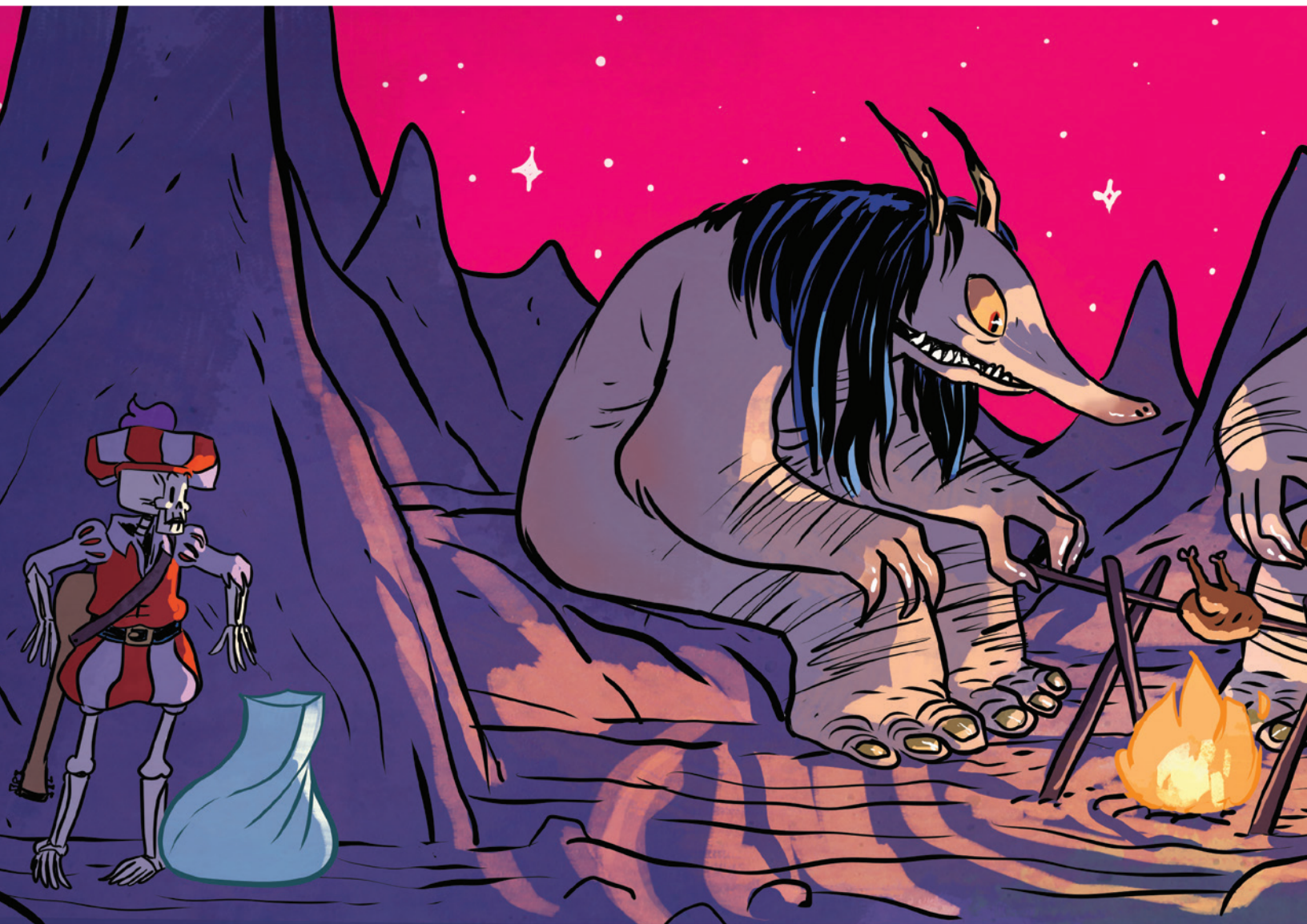


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Wandering Intruders

ID100	INTRUDER	ID100	INTRUDER	ID100	INTRUDER	ID100	INTRUDER
1	Random NPC	26	Faerie	51	Mooshwimble	76	Scumseer
2	Bandit	27	Felmog Knight	52	Morb	77	Selkie
3	Beamkin	28	Finfolk	53	Muckland Bats	78	Sharkuni
4	Beevil	29	Flinderkin	54	Muckman	79	Shrubling
5	Blemmy	30	Gangster	55	Mung	80	Skeleton
6	Blynx	31	Gator	56	Mushrum	81	Snagbunny
7	Bogrillian Tortoise	32	Gelpie	57	Mutant	82	Sorcerer
8	Bounty Hunter	33	Ghost	58	Nabber Rat	83	Sparrow-Sprite
9	Bramblebee	34	Giant	59	Nublines	84	Spindlestrider
10	Cackletrice	35	Gloom	60	Nyad (Reef)	85	Spithra
11	Cattypillar	36	Golem	61	Orch	86	Sprite
12	Centaur	37	Gremlin	62	Pindersnaps	87	Thief
13	Chimera	38	Guard	63	Pirate	88	Thoad
14	Cultist	39	Harpy	64	Pixie	89	Troggle
15	Curdle Snail	40	Imp Familiar	65	Pocket Fiddlers	90	Troll
16	Darklings	41	Inkpot Spider	66	Punkin	91	Unicorn
17	Doggart	42	Kilorat	67	Quob	92	Used T'Be Tiger
18	Dood	43	Kobold	68	Rival Dungeoneer	93	Vampire
19	Dorgon	44	Koogra	69	River Goblin	94	Warrior
20	Dracopillar	45	Krabrak	70	Sargog	95	Warsp
21	Drake	46	Mandra	71	Sarpathi Hierophant	96	Weorg
22	Dratch	47	Manticore	72	Sarpathi Reaver	97	Werewolf
23	Dweorg	48	Mercenary	73	Sarvang	98	Witch
24	Dwerfs	49	Merga Toad	74	Scare Crow	99	Wungalope
25	Ettin	50	Moonrats	75	Scraggle	100	Yowljack

REACTION TABLE

Roll 1d20 (or 1d10 for more danger) to determine the Wandering Intruders' reaction and disposition toward the PCs.

ID20	REACTION
1	Violent
2	Hostile
3	Angry
4	Hungry
5	Defensive
6	Unfriendly
7	Steals
8	Wants treasure
9	Suspicious
10	Annoying

ID20	REACTION
11	Cautious
12	Unaware
13	Lost
14	Needs help
15	Inquisitive
16	Wants to trade
17	Friendly
18	Wants to join the party
19	Helpful
20	Generous

All Adversaries

ID200	ADVERSARY	ID200	ADVERSARY	ID200	ADVERSARY	ID200	ADVERSARY	ID200	ADVERSARY
1-10	Random NPC	48	Dryad	86	Jackalrabbit	125	Pixie	163	Sparrow-Sprite
11	Bandit	49	Dwelf	87	Kaleidoscorpions	126	Plappadoots	164	Spindlestrider
12	Bandy Clam	50	Dweorg	88	Keestersnaps	127	Plyxian Pile Worms	165	Spithra
13	Barbecudas	51	Dwerfs	89	Kilorat	128	Pocket Fiddlers	166	Spongosaur
14	Beamkin	52	Ettin	90	Kobold	129	Punkin	167	Sprite
15	Beevil	53	Exajelly	91	Koogra	130	Quag Bleaker	168	Sputter-beast
16	Blemmy	54	Faerie	92	Krabrak	131	Quillrats	169	Sputter-guard
17	Blinking Cave-Inchers	55	Felmog Knight	93	Kraken	132	Quob	170	Squidgeons
18	Blorp	56	Finfolk	94	Krowl	133	Rack Owl	171	Stalag Mite
19	Blynx	57	Flinderkin	95	Leechling	134	Ramgore	172	Terrorpin
20	Bogrillian Tortoise	58	Frost Jellies	96	Leviathan	135	Rindle Ram	173	Terrorsaur
21	Bogsnap	59	Funghouls	97	Lich	136	Rival Dungeoneer	174	Thief
22	Bounty Hunter	60	Fwittles	98	Liger Shark	137	River Goblin	175	Thoad
23	Bramblebee	61	Gangster	99	Lightning Eel	138	Riversaur	176	Thornhawk
24	Braying Saberfish	62	Gator	100	Mandra	139	Roodo Bird	177	Thorny Bingles
25	Bubblegoose	63	Gelk	101	Manticore	140	Ryzophant	178	Thunderhorn
26	Cackletrice	64	Gelpie	102	Mercenary	141	Sargog	179	Tommyknacker
27	Cairn Stingers	65	Ghost	103	Merga Toad	142	Sarpathi Hierophant	180	Troggle
28	Cankerboar	66	Giant	104	Moonrats	143	Sarpathi Reaver	181	Troll
29	Cattypillar	67	Giant Inkpot Spider	105	Mooshwimble	144	Sarvang	182	Unicorn
30	Centaur	68	Gloog	106	Morb	145	Scare Crow	183	Used T'Be Tiger
31	Chimera	69	Gloom	107	Muckland Bats	146	Scraggle	184	Vampire
32	Chirrup	70	Golem	108	Muckman	147	Scumseer	185	Volcanoid
33	Chromadyte	71	Grail Ticks	109	Mucillusks	148	Sea Chimera	186	Vultor
34	Clunch Dragon	72	Gremlin	110	Mung	149	Sea Gulliath	187	Warbling Trapnoodle
35	Conqueror Crabs	73	Guard	111	Mushrum	150	Sea Serpent	188	Warrior
36	Crag Lizard	74	Guardvark	112	Mutant	151	Selkie	189	Warsp
37	Crawlbad	75	Guttersnails	113	Nabber Rat	152	Sharkuni	190	Weelok
38	Cultist	76	Gwarglebeast	114	Narwhalrus	153	Shrubling	191	Weorg
39	Curdle Snail	77	Harpy	115	Night-Night Fleas	154	Singe Vipers	192	Werewolf
40	Darklings	78	Hippogruff	116	Nublines	155	Sinkworms	193	Wisp
41	Doggart	79	Hippopotamoose	117	Nyad (Deep)	156	Skeeter	194	Witch
42	Dood	80	Homunculus	118	Nyad (Reef)	157	Skeleton	195	Wriggling Snarp
43	Dorgon	81	Humongoose	119	Ogre	158	Skrokwing	196	Wungalope
44	Dracopillar	82	Hydreel	120	Orch	159	Slagmuncher	197	Wyvern
45	Dragon	83	Imp	121	Owligator	160	Slurpworm	198	Yowljack
46	Drake	84	Inkpot Spider	122	Phantasm	161	Snagbunny	199	Zombie Barnacles
47	Dratch	85	Ishwicks	123	Pindersnaps	162	Sorcerer	200	Zozo Bird
				124	Pirate				

Creatures

ID100	CREATURE	ID100	CREATURE	ID100	CREATURE	ID100	CREATURE
1	Random NPC	26	Faerie	51	Mooshwimble	76	Scumseer
2	Bandit	27	Felmog Knight	52	Morb	77	Selkie
3	Beamkin	28	Finfolk	53	Muckland Bats	78	Sharkuni
4	Beevil	29	Flinderkin	54	Muckman	79	Shrubling
5	Blemmy	30	Gangster	55	Mung	80	Skeleton
6	Blynx	31	Gator	56	Mushrum	81	Snagbunny
7	Bogrillian Tortoise	32	Gelpie	57	Mutant	82	Sorcerer
8	Bounty Hunter	33	Ghost	58	Nabber Rat	83	Sparrow-Sprite
9	Bramblebee	34	Giant	59	Nublins	84	Spindlestrider
10	Cackletrice	35	Gloom	60	Nyad (Reef)	85	Spithra
11	Cattypillar	36	Golem	61	Orch	86	Sprite
12	Centaur	37	Gremlin	62	Pindersnaps	87	Thief
13	Chimera	38	Guard	63	Pirate	88	Thoad
14	Cultist	39	Harpy	64	Pixie	89	Troggle
15	Curdle Snail	40	Imp Familiar	65	Pocket Fiddlers	90	Troll
16	Darklings	41	Inkpot Spider	66	Punkin	91	Unicorn
17	Doggart	42	Kilorat	67	Quob	92	Used T'Be Tiger
18	Dood	43	Kobold	68	Rival Dungeoneer	93	Vampire
19	Dorgon	44	Koogra	69	River Goblin	94	Warrior
20	Dracopillar	45	Krabrak	70	Sargog	95	Warsp
21	Drake	46	Mandra	71	Sarpathi Hierophant	96	Weorg
22	Dratch	47	Manticore	72	Sarpathi Reaver	97	Werewolf
23	Dweorg	48	Mercenary	73	Sarvang	98	Witch
24	Dwerfs	49	Merga Toad	74	Scare Crow	99	Wungalope
25	Ettin	50	Moonrats	75	Scraggle	100	Yowljack

Critters

ID100	CRITTER	ID100	CRITTER	ID100	CRITTER	ID100	CRITTER
1	Bandy Clam	26	Gelk	49-50	Mooshwimble	74	Skrokwing
2	Blorp	27	Gloog	51-52	Morb	75	Slagmuncher
3	Blynx	28-29	Guardvark	53	Narwhalrus	76-77	Slurpworm
4	Bogrillian Tortoise	30	Gwarglebeast	54-55	Owligator	78-79	Snagbunny
5	Bogsnap	31	Hippogruff	56	Quag Bleaker	80	Spongosaur
6	Braying Saberfish	32	Hippopotamoose	57	Quob	81	Sputter-beast
7	Bubblegoose	33	Homunculus	58-59	Rack Owl	82	Stalag Mite
8-9	Cankerboar	34	Humongoose	60-61	Ramgore	83	Terrorpin
10-11	Cattypillar	35	Hydreel	62	Rindle Ram	84	Terrorsaur
12	Chirrup	36-37	Jackalrabbit	63	Riversaur	85-86	Thornhawk
13	Clunch Dragon	38-39	Kilorat	64	Roodo Bird	87-88	Thunderhorn
14-15	Crag Lizard	40	Koogra	65	Ryzophant	89	Used T'Be Tiger
16	Crawlbad	41-42	Krowl	66	Sarvang	90-91	Vultor
17-18	Doggart	43	Leechling	67-68	Scraggle	92-93	Weelok
19-20	Dood	44	Leviathan	69	Sea Chimera	94	Wriggling Snarp
21	Dorgon	45	Liger Shark	70	Sea Gulliath	95-96	Wungalope
22-23	Dracopillar	46	Lightning Eel	71	Sea Serpent	97-98	Wyvern
24	Exajelly	47-48	Merga Toad	72-73	Skeeter	99-100	Zozo Bird
25	Gator						

Creepers

ID100	CREEPER	ID100	CREEPER	ID100	CREEPER	ID100	CREEPER
1-2	Barbecudas	27-30	Fwittles	55-58	Muckland Bats	77-80	Quillrats
3-6	Blinking Cave-Inchers	31-32	Gloom	59-60	Mucillusks	81-84	Singe Vipers
7-10	Cairn Stingers	33-36	Grail Ticks	61-62	Night-Night Fleas	85-88	Sinkworms
11-14	Conqueror Crabs	37-40	Guttersnails	63-66	Nublines	89-90	Squidgeons
15-16	Darklings	41-42	Ishwicks	67-68	Pindersnaps	91-94	Thorny Bingles
17-20	Dwerfs	43-46	Kaleidoscorpions	69-70	Plappadoots	95-98	Warbling Trapnoodles
21-22	Frost Jellies	47-50	Keestersnaps	71-74	Plyxian Pile Worms	99-100	Zombie Barnacles
23-26	Funghouls	51-54	Moonrats	75-76	Pocket Fiddlers		

Land of Eem

The Land of Eem is full of color and wonder: a world with many storied regions and realms teeming with diverse critters and creatures. Eem is also a land in decay, for the great civilizations of the past crumbled long ago at the hands of the mysterious Gloom King. Ever since, the world has declined into an untamed, unchecked land filled with all manner of monsters and fiends!



The *Land of Eem Bestiary Vol. 1* is packed with both the perilous and the hilarious. Detailed within the pages of this tome is a menagerie of original and classic fantasy adversaries. Creatures, critters and creepers galore, all illustrated in beautiful full color.

Set in the expansive fantasy world of the book series *Rickety Stitch and the Gelatinous Goo* and *Dungeoneer Adventures*, *Bestiary Vol. 1* is an essential supplement for the tabletop roleplaying game *Land of Eem*.

THE BESTIARY CONTAINS:



- ★ 190 Creatures, Critters, and Creepers
- ★ Simple stat blocks
- ★ Unique, succinct abilities to make GMing painless
- ★ Advice on how to roleplay each Adversary and run them during combat
- ★ Random Adversary Tables

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