

Mystic Realms

Core Rules Menagerie

This is a partial menagerie
A stat only edition without descriptive text or supporting material.

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A Volume of Beasts, Beings and Creations

By Anton Kukal

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Ant

Classification: beast (insect)

Size: S, M

Body: 6

Abilities: body combat enhancement (cut), heightened senses I, hide I-II, intelligence (instinct), move (fast), respiration I (atmosphere), spatial location, strength I-II

Feats: critical strike I, tough I, willpower I

Knowledge: blindfight, body combat I-III, climb I, fatal finish, navigation, swim, survival

Costume: ant mask, ant torso, ant torso, claws

Energy Ant

Classification: beast (insect); meta

Size: S, M, L

Body: 8

Mana: 12

Abilities: adhesion, heightened senses II, strength III-V, tunneling

Feats: critical strike II-II, dodge I-II, knockback I-II, negate I-II, parry I-II, willpower II-III

Knowledge: climb II, forestcraft

Powers: blast (<any>), repelling force, mass moving force

Costume: ant mask, ant torso, ant torso, claws

Soldier Ant

Classification: beast (insect); meta

Size: S, M, L

Body: 10

Abilities: adhesion, heightened senses II, hide III-IV, strength III-V, tunneling

Feats: critical melee attack II-IV, deflect I-II, dodge II-III, kill cut I, knockback I-III, limb cut I-II, negate I, parry I-II, stun I-III, tough II, willpower II

Knowledge: climb II, forestcraft

Costume: ant mask, ant torso, ant torso, claws

Basic Automaton

Classification: creation (mechanical); machine

Size: S, M, L

Body: 4, 6, 8

Abilities: intelligence (high), move (fast), respiration I (atmosphere), servitude (creator), strength I

Knowledge: climb I, coordination, fatal finish, shield I-II, swim, weapons (bows I-II, chop I-III, crush I-III, cut I-III, guns I-III, throw I-II), wear armor I-III

Costume: automaton mask, normal clothing

Combat Automaton

Classification: creation (mechanical); machine

Size: M

Body: 6

Mana: 4

Abilities: body combat enhancement (cut), intelligence (high), move (fast), pliant, respiration I (atmosphere), servitude (creator), strength I

Feats: augment I, knockback I, tough I, willpower I

Knowledge: blindfight, body combat I-III, climb, coordination, fatal finish, sense I-III, swim, weapons (chop I-III, crush I-III, cut I-III, throw I-II)

Prayers: blast (electric), control machine

Verbal: provided by caster

Costume: White face make-up and white flowing tabard

Stealth Automaton

Classification: creation (mechanical); machine

Size: M

Body: 6

Abilities: heightened senses I, intelligence (high), move (fast), respiration I (atmosphere), strength I

Feats: elude shadows I, surprise strike I-II, waylay I, willpower I

Knowledge: blindfight, climb I, body combat I-III, fatal finish, rumors, sense I-III, swim, tracking, weapons (chop I-II, crush I-II, cut I-II, throw I-II)

Costume: automaton mask, automaton tabard

Bat

Classification: beast (mammal)

Size: T, S, M

Body: 6

Abilities: body combat enhancements (cut), dangersense, flight (obvious method), heightened sense I-II, intelligence (instinct), move (fast), respiration I (atmosphere), spatial location, strength I

Feats: critical melee attack I, dodge I, willpower I

Knowledge: blindfight, body combat I-III, climb, coordination, fatal finish, forestcraft, navigation, swim, survival

Costume: bat mask, bat torso, bat wings, claws

Blood Bat

Classification: beast (mammal); meta

Size: M, L

Mana: 12

Abilities: invulnerable (vocals), strength II

Feats: critical melee attack II-III, dodge II-IV, negate I-II, parry I-IV, willpower II

Powers: blast (enervation), hemorrhage, mass moving sound (shriek)

Verbal: "peeping 1, peeping 2 . . . peeping 3."

Costume: bat mask (bloody red fangs), bat torso, bat wings, claws

Bear

Classification: beast (mammal)

Size: S, M

Body: 9

Abilities: body combat enhancements (crush), heightened sense I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I-II

Feats: critical melee attack I, knockback I, parry I, strength I, willpower I

Knowledge: blindfight, climb, coordination, fatal finish, swim

Costume: bear mask, bear torso, claws

Cave Bear

Classification: beast (mammal); meta

Size: M, L

Body: 12

Mana: 6

Abilities: heightened sense II, immovable, strength III-V

Feats: bashing I-III, critical melee attack II-III, dodge I-II, hero's stand I, hurl I-III, kill crush I, knockback II-III, limb crush I-II, parry II-IV, strength II-III, willpower II-III

Powers: blast (earthy blast), pulverize

Verbal: "growling 1, growling 2 . . . growling 3."

Costume: bear mask, bear torso (brown chest fur), claws

Bee

Classification: beast (insect)

Size: S, M

Body: 6

Abilities: body combat enhancements (cut), flight I-III, heightened senses I, intelligence (instinct), move (fast), respiration I (atmosphere)

Feats: critical melee attack I, dodge I, willpower I

Knowledge: body combat I-III, climb I-II, fatal finish, leaping, pratfalls, navigation

Costume: bee mask, bee torso, claws

Killer Bee

Classification: beast (insect); meta

Size: S, M

Body: 10

Abilities: body combat enhancements (reservoir), heightened sense I, hide I-II, respiration I (atmosphere), strength I-II

Feats: critical melee attack II-III, dodge II-III, hero's stand I, parry I-III, venom I-III, willpower II-III

Costume: bee mask, bee torso (with stinger), claws

Beetle

Classification: beast (insect)

Size: S, M

Body: 6

Abilities: body combat enhancements (cut), heightened sense I, hide I-II, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: critical melee attack I, tough I, willpower I

Knowledge: biology, blindfight, body combat I-III, climb, fatal finish, geology, survival, swim

Costume: beetle mask, beetle torso, claws

Grave Beetle

Classification: beast (insect); meta

Size: M, L

Body: 10

Mana: 6

Abilities: body combat enhancements (reservoir), heightened sense II, hide III, imbue (unholy), strength II-III, vulnerable (holy)

Compounds: infection (pestilence, rotting)

Feats: dodge I-III, double I-II, knockback I-III, negate I, parry I-III, tough II, venom I-III, willpower II

Powers: blast (profane), mass moving smell (tomb reek)

Verbal: "clicking 1, clicking 2 . . . clicking 3."

Costume: beetle mask (grey and black), beetle torso (black), claws

Ice Beetle

Classification: beast (insect); meta

Size: M, L

Body: 10

Mana: 6

Abilities: heightened sense II, hide III, imbue (cold), invulnerable (cold), mush mover I-III, vulnerable (fire)

Feats: dodge I-III, knockback I-III, negate I, parry I-III, tough II, willpower II

Powers: blast (freezing)

Verbal: "clicking 1, clicking 2 . . . clicking 3."

Costume: beetle mask (white and blue), beetle torso (blue), claws

Cactus, Killer

Classification: beast (plant); meta

Size: M

Body: 12

Mana: 12

Abilities: body combat enhancement (cut), heightened sense I-II, hide I-III, immovable, intelligence (instinct), move (slow), projectiles, respiration I (atmosphere)

Feats: burst I, critical melee attack I-II, critical ranged attack I-V disarm I-II, dodge I-II, double I, impact sp&p I-II, kill pierce I, negate I, limb cut I-II, limb pierce I-II, parry I-II, quickcast sp&p I-II, tough I, vocal pierce I,

willpower I-II
Knowledge: biology, body combat I-III, fatal finish, survival
SP&P: lacerate
Costume: cactus mask, torso, arm covers, claws

Catatonia Creeper

Classification: beast (plant); meta
Size: M
Body: 12
Abilities: body combat enhancement (cut), bound, dangersense, devour, feeding, intelligence (instinct), move (fast), mush mover, respiration I (atmosphere), speed, stealth, strength I
Feats: critical melee attack I-III, dodge I-II, knockback I-II, negate I, parry I-III, willpower I-III
Knowledge: blindfight, body combat, climb I-II, fatal finish, leaping, swim I-II
Powers: restrain arms, restrain <left or right> arm, restrain legs, restrain body,
Costume: catatonia creeper mask, catatonia creeper torso, claws

Cheetah

Classification: beast (mammal)
Size: S, M
Body: 6
Abilities: body combat enhancement (cut), heightened sense I-II, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), speed, strength I
Feats: critical melee attack I, dodge I, elude woodlands I, willpower I
Knowledge: balance, body combat I-III, climb, fatal finish, leaping, survival, swim
Costume: cheetah mask, cheetah torso, claws

Crocodile

Classification: beast (reptile)
Size: S, M
Body: 7
Abilities: aquatic, body combat enhancement (chop), heightened sense I, hide I-II, intelligence (instinct), move (fast), mush mover, respiration I (atmosphere), strength I-III
Feats: critical melee attack I, knockback I, tough I, willpower I
Knowledge: blindfight, body combat I-III, climb, fatal finish, leaping, survival, swim
Costume: crocodile mask, crocodile torso, claws

Predator Crocodile

Classification: beast (reptile); meta
Size: M, L
Body: 14
Abilities: body combat enhancements (crush, cut, serrations), heightened sense II, hide III, strength IV-VI
Feats: critical melee attack II-III, dodge I-III, kill (chop, crush, cut) I, knockback II-III, parry I-III, limb (chop, crush, cut) I-II, shred I, tough II-III, willpower II-III
Costume: crocodile mask, crocodile torso (dorsal fin), claws

Crow

Classification: beast (avian)
Size: T, S, M
Body: 5
Abilities: body combat enhancement (cut), flight I, heightened sense I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I
Feats: critical melee attack I, dodge I, willpower I
Knowledge: blindfight, body combat, climb, fatal finish, forestcraft, survival, swim, tracking
Costume: Crow mask, crow torso, crow wings, claws

Carrion Crow

Classification: beast (avian); meta
Size: S, M
Body: 12
Mana: 6
Abilities: heightened sense II, strength II
Feats: critical melee attack II-III, dodge II-IV, double I-II, eye cut I-II, parry I-III, quickcast I-II, willpower II
Powers: blast (profane)
Verbal: "cawing 1, cawing 2 . . . cawing 3."
Costume: crow mask (white on beak and forehead), crow torso, crow wings, claws

Storm Crow

Classification: beast (avian); undead; meta
Size: S, M
Body: 10
Mana: 9
Abilities: heightened sense II, invulnerable (electricity), strength II
Feats: critical melee attack II-III, dodge II-IV, double I-II, eye cut I-II, parry I-III, quickcast I-II, willpower II
Powers: blast (shocking)
Verbal: "cawing 1, cawing 2 . . . cawing 3."
Costume: crow mask (yellow electrical sparks around eyes), crow torso, crow wings, claws

Devout, Archon

Classification: creation (conjuration)
Size: M
Body: 5
Mana: 5
Abilities: intelligence (high), move (fast), respiration I (atmosphere), servitude (creator), strength I
Feat: negate I, willpower I
Knowledge: climb, fatal finish, history, military, shield I-II, sense I-III, swim, theology, occult, weapons (chop II, crush I-II, cut I-II, throw I-II)
Prayers: anchor spirit, blast (blessed or profane), damnation, repelling force, sever soul
Verbal: Provided by creator
Costume: yellow make-up around both eyes in sunburst pattern

Devout, Bane

Classification: creation (conjuration)
Size: M
Body: 5
Mana: 5
Abilities: body combat enhancement (cut), intelligence (high), move (fast), respiration I (atmosphere), servitude (creator), strength I
Feat: negate I, willpower I
Knowledge: body combat I-III, blindfight, climb I, coordination, fatal finish, occult, sense I-III, survival, swim, weapons (bows I-II, chop I-II, crush I-II, cut I-II, guns I-II, throw I-II)
Prayers: death, fatigue, incapacitate, lazy aim, lethargy, weakness
Verbal: Provided by creator
Costume: red make-up around both eyes in sunburst pattern

Eel

Classification: beast (fish)
Size: S, M
Body: 6
Abilities: aquatic, body combat enhancement (chop), heightened senses I, intelligence (instinct), move (none), pliant, respiration I-II (atmosphere, liquid), strength I
Feats: parry I, phase I, willpower I
Knowledge: blindfight, body combat I-III, fatal finish, swim
Costume: eel mask, eel torso, claws

Electric Eel

Classification: beast (fish); meta
Size: S, M
Body: 8

Mana: 8
Abilities: invulnerable (electric), heightened senses II, retaliation (electric) I-II
Feats: break I, burst I, critical melee attack II-III, dodge I, double I-II, knockback I-III, negate I-II, parry I, phase II, quickcast I-III, recover I-III, retaliate I-III, willpower II
Powers: blast (shocking), mass moving wave
Verbal: "Zitting 1, zitting 2 . . . zitting 3."
Costume: eel mask (yellow striations), eel torso, claws

Air Elemental, Lesser

Classification: creation (conjuration)
Size: M
Body: 4, 6, 8
Abilities: hover I-III, intelligence (high), invulnerable (wind), move (fast), respiration I (atmosphere), strength I
Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim I, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-III
Costume: air elemental mask

Air Elemental

Classification: creation (conjuration)
Size: M
Body: 8
Mana: 3
Abilities: pliant
Feat: phase I, willpower II
Powers: blast (electric blast), blast (wind blast)
Verbal: provided by creator
Costume: air elemental mask, air elemental torso

Air Elemental, Greater

Classification: creation (conjuration)
Size: M
Body: 12
Mana: 6
Abilities: flight I-III
Feat: bursting sp&p I, double sp&p I, impacting sp&p I-II, quick cast sp&p I-II
Verbal: provided by creator
Costume: greater air elemental mask, air elemental torso

Earth Elemental, Lesser

Classification: creation (conjuration)
Size: M
Body: 4, 6, 8
Abilities: intelligence (high), invulnerable (earth), move (fast), respiration I (atmosphere), strength I
Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim I, weapons (bows I-V,

chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-III
Costume: earth elemental mask

Earth Elemental

Classification: creation (conjunction)

Size: M

Body: 8

Mana: 3

Abilities: mush mover I-III

Feat: tough I, willpower II

Powers: blast (earth blast), pulverize

Verbal: provided by creator

Costume: earth elemental mask, earth elemental torso

Earth Elemental, Greater

Classification: creation (conjunction)

Size: M

Body: 12

Mana: 6

Abilities: tunneling

Feat: bursting sp&p I, double sp&p I, impacting sp&p I-II, quick cast sp&p I-II

Verbal: provided by creator

Costume: greater earth elemental mask, air elemental torso

Fire Elemental, Lesser

Classification: creation (conjunction)

Size: M

Body: 4, 6, 8

Abilities: intelligence (high), invulnerable (heat), move (fast), respiration I (atmosphere), strength I, vulnerable (cold, water)

Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim I, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-III

Costume: air elemental mask

Fire Elemental

Classification: creation (conjunction)

Size: M

Body: 8

Mana: 3

Feat: phase I, willpower II

Abilities: pliant

Powers: blast (heat blast)

Verbal: provided by creator

Costume: fire elemental mask, fire elemental torso

Fire Elemental, Greater

Classification: creation (conjunction)

Size: M

Body: 12

Mana: 6

Abilities: unstoppable

Feat: bursting sp&p I, double sp&p I, impacting sp&p I-II, quick cast sp&p I-II

Verbal: provided by creator

Costume: greater fire elemental mask, air elemental torso

Water Elemental, Lesser

Classification: creation (conjunction)

Size: M

Body: 4, 6, 8

Abilities: intelligence (high), invulnerable (water), move (fast), respiration I (atmosphere), strength I, vulnerable (heat)

Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim I, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-III

Costume: air elemental mask

Water Elemental

Classification: creation (conjunction)

Size: M

Body: 8

Mana: 3

Abilities: aquatic, pliant

Feat: phase I, willpower II

Powers: blast (water blast)

Verbal: provided by creator

Costume: water elemental mask, water elemental torso

Water Elemental, Greater

Classification: creation (conjunction)

Size: M

Body: 12

Mana: 6

Abilities: transpose

Feat: bursting sp&p I, double sp&p I, impacting sp&p I-II, quick cast sp&p I-II

Powers: blast (water blast), mass moving wave, repelling wave

Verbal: provided by creator

Costume: greater water elemental mask, air elemental torso

Ergann

Classification: being (lesser)

Size: M

Body: 12

Mana: 12

Abilities: body combat enhancement (cut, crush, chop), hide I-III, intelligence (low), move (fast), respiration I (atmosphere), spatial location, strength I-II, tunneling

Feats: augment I-III, bashing I-II, break I-II, critical melee attack I-V, dodge I-II, double I-III, fend I, impact I-II, kill (chop, crush, cut) I knockback I-III, limb (chop, crush, cut) I-II, parry I-II, strength I-III, tough I-II

Knowledge: animal handling, astronomy, bandage, biology, body combat I-III, chemistry, coordination, geology, investigation, mathematics, mechanics, medicine, regain feat socially, sense I-III, shield I-II, survival, teach, theology, throw, torture, weapons (bow I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-V

Prayers: dispel, disintegrate, heal, purify food and water, repelling force, shell

Rituals: armor, bridge, conjure elemental (limitation-earth), dispel magic, divine baptism, dirge, dome (impermeable), dreamsending, earthworks, node (healing), repair item, restoration, transmutation, wall (impermeable)

Costume: Ergann mask, claw

Frog

Classification: beast (reptile)

Size: T, S, M

Body: 6

Abilities: body combat enhancement (cut), heightened senses I-II, hide I, intelligence (instinct), move (fast), mush mover, respiration I (atmosphere), stomach (expandable), strength I-II

Feats: dodge I, knockback I, willpower I

Knowledge: body combat I-III, fatal finish, leaping, pratfalls, swim I-II

Costume: frog mask, frog torso, claws

Bog Frog

Classification: beast (reptile); meta

Size: M, L

Body: 12

Abilities: aquatic, bound, hide III, immovable, strength III-V

Feats: critical melee attack I-III, dodge II-III, fling I-III, knockback I-III, parry I-III, negate I-II, seize I-III, stun I-III, swallow I-III, tough I-II, willpower I-III

Costume: frog mask, frog torso, claws

Goblin

Classification: being (lesser)

Size: M

Body: 5

Abilities: intelligence (low), move (fast), respiration I (atmosphere), stealth, strength I

Feats: assassinate, critical ranged attack I-IV, dodge I-II, elude shadows I, eye (pierce, shot, throw), kill (pierce, shot, throw), limb (pierce, shot, throw) I-II, parry I, surprise strike I-IV, waylay I-III

Compounds: disablers, poisons

Knowledge: animal handling, balance, bandage, biology, chemistry, coordination, climb, escape, fatal finish, leaping, regain feat socially, shields I, sense I-III, splint, swim, survival, teach, tracking, weapons (bow I-V, crush I-II, chop I-II, cut I-II, guns I-V, throw I-III)

Rituals and Procedures: dispel magic, electroshock, purify blood, shadowskin, smuggle, talisman

Traps: general, wire

Costume: goblin mask

Gremlin

Classification: being (lesser)

Size: M

Body: 6

Mana: 12

Abilities: intelligence (low), move (fast), respiration I (atmosphere), stealth, strength I

Feats: critical ranged attack I-III, dodge I-II, elude shadows I-II, elude woodlands I-II, eye (pierce, shot), kill (pierce, shot), limb (pierce, shot) I-II, parry I

Knowledge: bandage, climb I-II, computers, coordination, disarm traps, electronics, fatal finish, forestcraft, mechanics, pockets, regain feat socially, shields I, sense I-III, swim, teach, weapons (bow I-V, chop I-II, crush I-II, cut I-II, guns I-V, throw I-III)

Powers: avert all machines, control machine, disable item, disrupt machine, destroy item, destroy machine, master machine, mend, open lock, rebuke machine, speaking machine

Rituals: afflict, call vermin, dispel magics, earthworks, repair item

Traps: box, door, general, obstacle, pressure plate, wire

Costume: gremlin mask

Hound

Classification: beast (mammal)

Size: S, M

Body: 6

Abilities: dangersense, body combat enhancement (chop), heightened sense I-II, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: deflect I, fend I, parry I, pursue I, willpower I

Knowledge: blindfight, body combat I-III, fatal finish, leaping, swim, tracking

Costume: hound mask, hound torso, claws

Flame Hound

Classification: beast (mammal); meta
Size: M
Body: 10
Mana: 6
Abilities: hide II, invulnerable (heat), vulnerable (cold)
Feats: critical melee attack I-III, deflect II, dodge I-II, fend II, parry II-III, willpower II
Powers: blast (burning)
Verbal: "barking 1, barking 2 . . . barking 3."
Costume: hound mask (dark coloring with red), torso (dark coloring with red), claws

Frost Hound

Classification: beast (mammal); meta
Size: M
Body: 10
Mana: 6
Abilities: hide II, invulnerable (cold), vulnerable (heat)
Feats: critical melee attack I-III, deflect II, dodge I-II, fend II, parry II-III, willpower II
Powers: blast (freezing)
Verbal: "barking 1, barking 2 . . . barking 3."
Costume: hound mask (light coloring with white), hound torso (light coloring with white), claws

Hyena

Classification: beast (mammal)
Size: S, M
Body: 6
Abilities: body combat enhancement (chop), devour, heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I
Feats: dodge I, elude woodlands I, pursue I, willpower I
Knowledge: blindfight, climb, coordination, fatal finish, survival, swim, tracking
Costume: hyena mask, hyena torso, claws

Cackling Hyena

Classification: beast (mammal); meta
Size: M
Body: 12
Abilities: devour, heightened senses I, hide II, feeding, need (creation of fear in prey), strength II
Feats: critical melee attack I-III, dodge II-III, elude I-III, parry I-III, surprise strike I-III, willpower I
Costume: hyena mask (red eyes), hyena torso, claws

Kravynn

Classification: being (lesser)
Size: M
Body: 10
Mana: 12

Abilities: intelligence (low), move (fast), respiration I (atmosphere), strength I-II
Feats: critical melee attack I-III, deflect I, dodge I-II, double I-II, fend I, parry I-II, limb (chop, crush, cut) I-II, quickcast I-II, strength I-III
Knowledge: animal handling, astronomy, biology, body combat I-II, coordination, forensics, forestcraft, military, regain feat socially, sense I-III, shield I-II, mechanics, navigation, occult, theology, torture, weapons (bow I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-V
Prayers: avert all undead, beckon corpses, blast (blessed or profane), control undead, dispel, dead shuffle, destroy undead, heal, master undead, raise undead I-III, rebuke undead, repelling force, speaking corpse, sunder undead
Rituals: afflict, armor, ascertain, conjure haunt, raise corpse, creation circle, curse, dispel magics, divine baptism, divine body, divine mana, dome (permeable-blessed or profane), node (healing), node (raising), obliteration, protection, restoration, return, seance, voices, wand, weapon <blessed or profane>, wall (permeable-blessed or profane)
Costume: kravynn mask

Leopard

Classification: beast (mammal)
Size: S, M
Body: 7
Abilities: body combat enhancement (chop), bound, heightened senses I-II, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I
Feats: critical melee attack I, elude woodlands I, parry I, willpower I
Knowledge: balance, biology, blindfight, climb, coordination, fatal finish, leaping, pratfalls, swim, tracking
Costume: leopard mask, leopard torso, claws

Lion

Classification: Mundane Mammal
Size: S, M
Body: 8
Abilities: body combat enhancement (chop), heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I
Feats: critical melee attack I, parry I, pursue I, willpower I
Knowledge: balance, blindfight, body combat I-III, climb, coordination, fatal finish, leaping, swim, tracking
Costume: lion mask, torso, claws

Noble Lion

Classification: Mammal

Size: S, M
Body: 12
Mana: 12
Abilities: heightened senses II, hide III, intelligence (high), respiration I (atmosphere), strength II-IV, strong will
Feats: augment I-III, critical melee attack II-IV, dodge I-III, double I-III, knockback I-III, negate I, parry II-III, pursue I, recover I-III, stun I-III, willpower I-III
Powers: bewilder, command amphibian fish and reptile, command arachnid, insect and worm, command avian, command fungi, mold and plant, command mammal, confuse being, dazzle, dominate being, fugue, mass moving sound (roar), pacify being
Costume: lion mask (golden mane), lion torso, claws

Lizard

Classification: beast (reptile)
Size: S, M
Body: 8
Abilities: body combat enhancement (chop), flight I-III, heightened senses I, hide I-II, intelligence (instinct), move (fast), respiration I (atmosphere), strength I
Feats: critical melee attack I, parry I, willpower I
Knowledge: blindfight, body combat I-III, climb, fatal finish, sense I, survival, swim
Costume: lizard mask, lizard torso, lizard wings, claws

Fire Lizard

Classification: beast (reptile); meta
Size: M
Body: 12
Mana: 6
Abilities: heightened senses II, hide III, invulnerable (heat), retaliation (heat) I-II, vulnerable (cold)
Feats: burst I, critical melee attack II-III, dodge I-III, double I, impact I-II, knockback I-III, limb cut I-II, parry II-III, retaliate I-II, willpower II
Powers: blast (burning)
Verbal: "hissing 1, hissing 2 . . . hissing 3."
Costume: Lizard mask (red with yellow accents), lizard torso (red with yellow accents), lizard wings (red with yellow accents), claws

Ice Lizard

Classification: beast (reptile); meta
Size: M
Body: 12
Mana: 6
Abilities: heightened senses II, hide III, invulnerable (cold), retaliation (cold) I-II, terrain II (viscous), vulnerable (heat)

Feats: burst I, critical cut II-III, dodge I-III, double I, impact I-II, knockback I-III, limb cut I-II, parry II-III, retaliate I-II, willpower II
Powers: blast (freezing)
Verbal: "hissing 1, hissing 2 . . . hissing 3."
Costume: Lizard mask (blue with white accents), lizard torso (blue with white accents), lizard wings (blue with white accents), claws

Mannavore

Classification: beast (mammal)
Size: M
Body: 15
Mana: 6
Abilities: body combat enhancement (chop), bound, heightened senses I-II, hide I-III, intelligence (instinct), move (fast), nullification, respiration I (atmosphere), strength I
Feats: burst I, critical melee attack I-III, double I-II, impact I-II, knockback I-III, parry I-III, negate I-II, recover I-III, willpower I-II
Knowledge: climb I-II, body combat, fatal finish, leaping, pratfalls, swim
Powers: blast (enervation), dispel, fatigue,
Verbal: "nulling 1, nulling 2 . . . nulling 3."
Costume: mannavore mask, mannavore torso, claws

Marynn

Classification: being (lesser)
Size: M
Body: 9
Mana: 12
Abilities: aquatic, body combat enhancement (cut), hide I-III, intelligence (low), move (fast), respiration I-II (atmosphere, liquid), spatial location, strength I-III
Feats: critical melee attack I-III, fend I, parry I-III, strength I-III
Knowledge: animal handling, astronomy, bandage, biology, body combat I-III, coordination, leaping, medicine, military, navigation, occult, regain feat socially, sense I-III, splint, survival, theology, torture, weapons (bow I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III)
Powers: blast (sonic), command (amphibian, fish and reptile), dispel, heal, mass moving wave, repelling force
Rituals: afflict, armor, ascertain, astray, conjure elemental (restriction- water), conjure spiritual attendant, creation circle, dispel magics, dome (impermeable), morph amphibian, fish and reptile, node (healing), obliteration, open portal, repair item, restoration, return, seance, voices, wand, weapon <specific damage>, wall (impermeable)

Costume: marynn mask

Monkey

Classification: beast (mammal)

Size: S, M

Body: 6

Abilities: body combat enhancement (cut), bound, heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I-II

Feats: dodge I, hurl I, willpower I

Knowledge: balance, blindfight, body combat I-III, catch, climb I-II, fatal finish, leaping, survival, throw I-II, tracking

Costume: monkey mask, monkey torso, claws

Savage Monkey

Classification: beast (mammal); meta

Size: M

Body: 12

Abilities: adhesion, heightened senses II, hide II-III, strength III-V

Feats: dodge II-IV, fling I-III, hurl II-III, knockback I-III, parry I-IV, leg cut I-II, seize I-III, willpower II

Costume: monkey mask (pointed fangs), monkey torso, claws

Mushroom

Classification: beast (fungi), meta

Size: S, M, L

Body: 6

Abilities: intelligence (instinct), move (none), respiration I (atmosphere), sessile

Compounds: hazards, narcotics, poisons

Feats: negate I-II

Knowledge: compound combat (restriction-thrown spores), compound handling (restriction- spores); weapon (throw I-II (restriction- spores))

Costume: mushroom costume

Octopus

Classification: beast (reptile)

Size: S, M, L

Body: 8

Abilities: aquatic, body combat enhancements (reach, crush), heightened senses I, intelligence (instinct), move (slow), respiration I-II (atmosphere, liquid), strength I-II

Feats: critical melee attack I, knockback I, parry I, seize I, willpower I

Knowledge: blindfight, body combat I-III, climb I-II, fatal finish, navigation, swim I-II

Costume: octopus headpiece, torso and claws

Predator Octopus

Classification: beast (reptile); meta

Size: M, L, G

Body: 12

Abilities: adhesion, body combat enhancements (reservoir), heightened senses II, hide I-III, strength III-VIII, strongwill

Compounds: poisons

Feats: critical melee attack II-V, dodge I-III, fling I-III, hurl I-III, immovable, knockback II-V, parry II-IV, seize I-III, unstoppable, venom I-III, willpower I-III

Costume: octopus headpiece, torso with stinger, claws

Ogre

Classification: being (lesser)

Size: M

Body: 12

Abilities: hide I-II, intelligence (low), move (fast), respiration I (atmosphere), strength I-III

Feats: bashing I-III, critical melee attack I-III, disarm I-II, hurl I-III, knockback I-III, parry I-III, stun I-III, strength I-III, willpower I

Knowledge: bandage, bindings, fatal finish, military, mutilation, regain feat socially, sense I-III, splint, swim, teach, weapons (bow I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-II)

Rituals: military induction, polishing rag

Costume: Ogre mask, rough tabard

Owl

Classification: beast (avian)

Size: M

Body: 5

Abilities: body combat enhancements (cut), heightened senses I, flight I-III, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: dodge I, negate I, willpower I

Knowledge: blindfight, body combat I-III, climb I-II, fatal finish, forestcraft, navigation, swim I, tracking

Costume: owl mask, owl torso, owl wings, claws

Sage Owl

Classification: beast (avian); meta

Size: M

Body: 10

Mana: 12

Abilities: heightened senses II, intelligence (high), stealth, strength II-III, strongwill

Feats: augment I-II, conceal I-III, critical melee attack I-III, dodge II-III, negate II, parry I-III, quickcast I-II, recover I-II, willpower I-III

Knowledge: astronomy, bandage, biology, chemistry,

clairvoyance, crime, enigmas, history, medicine, military, occult, politics, precognition, regain feat socially, survival, theology

Powers: amnesia, anger, blast (psion), control conjuration, dispel, dominate being, destroy conjuration, emotion, fugue, heal, ignorance, master conjuration, rebuke conjuration, screaming, sleep, terror

Verbal: “whooping 1, whooping 2 . . . whooping 3.”

Costume: owl mask (extremely large eyes), owl torso, owl wings, claws

Panther

Classification: beast (mammal)

Size: S, M

Body: 7

Abilities: body combat enhancements (cut), heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), stealth

Feats: dodge I, elude shadows I, pursue I, surprise strike I, willpower I

Knowledge: balance, blindfight, body combat I-III, climb I-II, fatal finish, leaping, pratfalls, swim, survival, tracking

Costume: panther mask, panther torso, claws

Shadow Panther

Classification: beast (mammal); meta

Size: S, M

Body: 12

Abilities: danger sense, heightened senses II, hide II-III, pliant, speed, strength, transpose

Feats: assassinate I, dodge II-III, elude shadows I-II, limb cut I-II, parry I-II, phase I-II, pursue I-II, strength II-III, surprise strike II-IV, waylay I-II, willpower I-II

Costume: panther mask, panther torso (black sheen attached), claws

Rat

Classification: beast (mammal)

Size: T, S, M

Body: 6

Abilities: body combat enhancements (cut), heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), stealth, strength I

Feats: dodge I, elude shadows I, elude woodlands I, willpower I

Knowledge: Balance, biology, blindfight, body combat I-III, climb, enigmas, escape, fatal finish, forestcraft, navigation, leaping, swim, tracking, survival

Costume: Rat mask, torso, claws

Cadaver Rat

Classification: beast (mammal); meta

Size: S, M

Body: 10

Mana: 12

Abilities: bound, heightened senses II, hide II, intelligence (low), invulnerable (unholy), strength II-III, tunneling

Feats: critical melee attack I-II, dodge II-III, negate I-II, parry I-III, willpower II

Powers: beckon corpse, blast (profane)

Verbal: “squeaking 1, squeaking 2 . . . squeaking 3.”

Costume: Rat mask (red rimmed pupils), torso, claws

Plague Rat

Classification: beast (mammal); meta

Size: S, M

Body: 10

Abilities: body combat enhancements (reservoir) bound, heightened senses II, hide II, tunneling

Compounds: infections

Feats: critical melee attack I-III, dodge II-IV, knockback I-III, limb cut I, negate I, parry I-III, stun I-III, venom I-III, willpower II-III

Costume: Rat mask (yellow rimmed eyes), rat torso, claws

Raven

Classification: beast (avian)

Size: T, S, M

Body: 5

Abilities: body combat enhancements (cut), flight I-III, heightened senses I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: critical melee attack I, dodge I, negate I, willpower I

Knowledge: blindfight, body combat, fatal finish, navigation, survival, swim

Costume: raven mask, torso, wings, claws

Death Raven

Classification: beast (avian); meta

Size: T, S, M

Body: 10

Mana: 12

Abilities: heightened senses II, strength II

Feats: augment I-III, critical melee attack II-III, deflect I-II, dodge III, negate II, parry II-II, willpower II

Powers: beckon corpses, fatigue, hobble <left or right> leg, incapacitate, maim <left or right> arm, kill,

Verbal: “cawing 1, cawing 2 . . . cawing 3.”

Costume: raven mask (red rimmed pupils), raven torso, raven wings, claws

Reanimant

Classification: creation (infection); undead
Size: M
Body: 6
Abilities: body combat enhancements (cut), devour, feeding, intelligence (instinct), move (medium), need (cranial neurons), respiration I (atmosphere), strength I
Feats: dodge I, parry I, willpower I
Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, swim I, weapons (chop I-III, crush I-III, cut I-III)
Costume: Fresh reanimants require no costume, but as they age they require make-up to give exposed skin a rotting, corpse-like appearance.

Robot, Battle Bot

Classification: machine
Size: S, M, L
Body: 12
Mana: 12
Abilities: body combat enhancement (chop, crush, cut), intelligence (high), move (fast), respiration I-II (atmosphere, vacuum), strength I-III
Feats: critical melee attack I-V, dodge I-V, knockback I-V, limb (chop, crush, cut) I-II, negate I-II, parry I-V, tough I-III, willpower I-II
Knowledge: blindfight, climb, body combat I-III, coordination, fatal finish, sense I-III, swim, weapons (chop I-III, crush I-III, cut I-III, guns I-V, throw I-III)
Powers: blast (<any>)
Verbal: “charging 1, charging 2 . . . charging 3.”
Costume: robotic mask, robot torso

Scarecrow

Classification: being (lesser), formation
Size: M
Body: 13
Abilities: body combat enhancement (chop, cut), intelligence (high), move (fast), respiration I (atmosphere), strength I-III, vulnerable (heat)
Feats: critical melee attack I-V, disarm I, dodge I-II, fend I-II, knockback I-III, parry I-III, strength I-III, stun I-V
Knowledge: blindfight, climb, coordination, fatal finish, sense I-III, swim, weapons (chop I-III, crush I-III, cut I-III, throw I-II),
Costume: old denim pants, torn flannel shirt and scarecrow head-mask (burlap); yellow felt strips sticking out of clothing to simulate straw

Scyphozoa

Classification: beast (plant); meta
Size: M, L
Body: 12

Mana: 24
Abilities: body combat enhancement (cut), devour, flight I, intelligence (instinct), move (none), respiration I (atmosphere), retaliation (natural) I-II, spatial location, strength I, unstoppable
Feats: dodge I-II, negate I, parry I-II, retaliate I-III, venom I-III, willpower I-II
Knowledge: body combat I-III
SP&P: blind, hemorrhage, hobble <left or right> leg, kill, main <left or right> arm, mute
Costume: scyphozoa costume and tentacles

Shade

Classification: creation (necromantic); undead
Size: M
Body: 6
Abilities: debility (sunlight), intelligence (high), invulnerable (unholy), move (fast), respiration I (atmosphere), strength I, transpose, vulnerability (holy)
Feats: elude shadows I, phase I, surprise strike I-II, waylay I, willpower I
Knowledge: blindfight, climb I, body combat I-III, fatal finish, rumors, sense I-III, swim, tracking, weapons (chop I-II, crush I-II, cut I-II, throw I-II)
Costume: white face make-up, black flowing tabard

Shambler

Classification: beast (plant); meta
Size: M
Body: 12
Mana: 12
Abilities: devour, body combat enhancement (crush), feeding, heightened sense I-II, immovable, intelligence (instinct), invulnerable (earth), move (slow), mush mover, strength I, respiration I-II (atmosphere, liquid), spatial location, unstoppable
Feats: augment I-II, critical melee attack I-III, dodge I, double I-II, kill bashing I, knockback I-III, limb crush I-II, negate I, parry I-III, stun I-III, willpower I-II
Knowledge: biology, climb, body combat I-III, geology, fatal finish, survival, swim I, tracking
Powers: tangle arms, tangle body, tangle legs, tangle hand <right or left>
Verbal: “popping 1, popping 2 . . . popping 3.”
Costume: shambler mask, shambler torso, claws

Shark

Classification: beast (fish)
Size: S, M
Body: 8
Abilities: aquatic, body combat enhancement (chop)

heightened sense I, hide I-II, intelligence (instinct), move (none), respiration I (liquid), strength I
Feats: critical melee attack I, limb cut I, negate I, tough I, willpower I
Knowledge: blindfight, body combat I-III, fatal finish, navigation, swim I-II
Costume: shark mask, shark torso, claws

Killer Shark

Classification: beast (fish); meta
Size: M, L
Body: 15
Abilities: body combat enhancement (crush, cut), heightened senses II, hide II-III, strength II-VI, strongwill, serrations
Feats: bashing I-III, critical melee attack I-IV, dodge I-IV, kill (chop, crush, cut) I, knockback I-IV, limb (chop, crush, cut) I-II, negate II, parry I-IV, shred I, stun I-III, tough II-III, willpower II-III
Costume: shark mask (mouth filled with bloody teeth), shark torso, claws

Skeleton

Classification: creation (necromantic); undead
Size: T, S, M, L, G
Body: 8
Abilities: body combat enhancement (cut), debility (sunlight), respiration I (atmosphere), servitude (creator), strength I
Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim I, weapons (bow I-V, chop I-III, crush I-III, cut I-III, guns I-V throw I-II), wear armor I-III
Costume: skeleton face mask, normal clothing or skeleton suit if clothing has rotted away

Spider

Classification: beast (arachnid)
Size: M
Body: 6
Abilities: adhesion, body combat enhancement (cut), heightened sense I, hide I-II, intelligence (instinct), move (fast), respiration I (atmosphere), strength I, webwalker
Feats: critical melee attack I, parry I, willpower I
Knowledge: blindfight, climb I-II, body combat I-III, fatal finish, leaping, pratfalls, swim
Costume: spider mask, spider torso, spider legs, claws

Web Spider

Classification: beast (arachnid); meta
Size: M
Body: 10

Mana: 12
Abilities: body combat enhancement (reservoir), bound, heightened senses II, hide III, strength II-III
Compounds: poisons (limitation - death (day, hour, minute))
Feats: critical melee attack II-III, dodge I-III, knockback I-III, negate I, parry II-III, venom I-III, willpower II
Powers: tangle arms, tangle body, tangle hand <right or left>, tangle legs
Traps: obstacle (limitation- web)
Verbal: "clicking 1, clicking 2 . . . clicking 3."
Costume: spider mask, spider torso, spider legs, claws

Tibbyrr

Classification: being (lesser)
Size: M
Body: 9
Mana: 12
Abilities: aquatic, intelligence (low), move (fast), mush mover, respiration I (atmosphere, liquid), strength I-II,
Feats: critical melee attack I-III, dodge I-II, double I, deflect I-II, fend I, limb (chop, crush cut) I, parry I-II, stun I-III, willpower I
Knowledge: animal handling, bandage, bindings, catch, climb, coordination, fatal finish, forestcraft, leaping, navigation, occult, regain feat socially, shield I, sense I-III, splint, survival, swim I-II, teach, tracking, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III)
Powers: avert all beasts, becalm beast, blast (nature), command amphibian, fish and reptile, command fungus, mold and plant, declaw beast, heal, rebuke beast, speaking beast
Rituals: dispel magics, domain (natural), domain (swarm), dome (permeable- nature), node (healing), morph reptile, amphibian and fish, wall (permeable- nature)
Costume: tibbyrr mask

Tiger

Classification: beast (mammal)
Size: S, M
Body: 8
Abilities: body combat enhancement (cut), dangersense, heightened sense I, hide I-II, intelligence (instinct), move (fast), respiration I (atmosphere), strength I-II
Feats: critical melee attack I, parry I, willpower I
Knowledge: balance, body combat I-III, blindfight, climb, fatal finish, leaping, survival, swim
Costume: tiger mask, tiger torso, claws

Sabertooth Tiger

Classification: beast (mammal); meta

Size: S, M, L

Body: 14

Abilities: body combat enhancement (crush), bound, heightened senses II, hide III, strength III-IV

Feats: critical melee attack II-III, dodge I-IV, kill (crush, cut) I, knockback I-III, limb (crush, cut) I-II, parry II-IV, stun I-III, vocals (crush, cut) I-II, willpower I-II

Costume: tiger mask (fold-down saber teeth), tiger torso, claws

Troll

Classification: being (lesser)

Size: M

Body: 12

Abilities: body combat enhancement (chop, crush, cut), hide I-III, immovable, intelligence (instinct), move (fast), respiration I (atmosphere), servitude (care giver), strength I-V, strongwill

Fashioning: ranks I-V

Feats: bashing I-III, critical melee attack I-V, critical ranged attack I-III, deflect I-II, disarm I-II, dodge I-III, fend I-II, kill (chop, crush, cut) I, knockback I-III, parry I-III, limb (chop, crush, cut) I-III, stun I-III, tough I-II, willpower I-III

Knowledge: bandage, body combat I-III, climb I-II, coordination, fatal finish, mathematics, military, regain feat socially, sense I-III, shields I-II, splint, swim, teach, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-V

Rituals: marching cadence, military induction, military uniform, perimeter, polishing rag

Costume: troll mask

Vulture

Classification: beast (avian)

Size: M

Body: 6

Abilities: body combat enhancement (cut), feeding, flight I-III, heightened senses I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: critical melee attack I, dodge I, willpower I

Knowledge: blindfight, body combat I-III, fatal finish, forestcraft, navigation, survival, swim, tracking

Costume: vulture mask, vulture torso, vulture wings, claws

Carrion Vulture

Classification: beast (avian); meta

Size: M, L

Body: 12

Mana: 6

Abilities: body combat enhancement (chop), devour, heightened senses II, strength II-V

Feats: critical melee attack II-IV, dodge II-III, limb chop I, eye cut I, parry I-III, willpower II

Knowledge: military

Powers: blast (enervation)

Costume: vulture mask (white on beak and forehead), vulture torso, vulture wings, claws

Plague Vulture

Classification: beast (avian); meta

Size: M

Body: 10

Mana: 12

Abilities: body combat enhancement (chop, reservoir), devour, heightened senses II, strength II-III

Compound: infections (pestilence, rotting)

Feats: critical melee attack II-III, dodge II-III, double I-II, eye cut I, limb (chop) I-II, negate I-II, parry I-III, quickcast I-II, venom I-III, willpower II

Powers: blast (toxic), mass moving smell (rotting stench)

Verbal: "cracking 1, cracking 2, . . . cracking 3."

Costume: vulture mask (yellow rimmed eyes), vulture torso, vulture wings, claws

Whip Vine

Classification: beast (plant); meta

Size: M

Body: 15

Abilities: body combat enhancement (crush), heightened sense I-II, hide I-III, immovable, intelligence (instinct), move (slow), mush mover, respiration I (atmosphere), spatial location, strength I-V

Feats: critical melee attack I-V, disarm I-II, dodge I-III, kill crush I, knockback I-V, negate I, limb crush I-II, parry I-III, stun I-III, tough I-III, willpower I-II

Knowledge: biology, body combat I-III, fatal finish, survival, tracking, swim I

Costume: whip vine head, torso, tentacles

Wolf

Classification: beast (mammal)

Size: S, M

Body: 6

Abilities: body combat enhancement (cut), dangersense, heightened senses I, hide I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I

Feats: elude woodlands I, parry I, pursue I, waylay I, willpower I

Knowledge: blindfight, body combat I-III, fatal finish, leaping, navigation, survival, swim, tracking

Costume: wolf mask, wolf torso, claws

Dire Wolf

Classification: beast (mammal); meta
Size: M, L
Body: 12
Mana: 6
Abilities: body combat enhancement (chop), bound, dangersense, heightened sense II, hide II-III, stealth, strength II-III, terrain I (solid)
Feats: dodge I-III, elude woodlands II-III, kill (chop, cut) I, limb (chop, cut) I-II, negate I-II, parry II-III, pursue II, waylay II-III, willpower II-III
Powers: mass moving sound (howl)
Costume: wolf mask (black shaded eyes, forehead and ears), wolf torso, claws

Winter Wolf

Classification: beast (mammal); meta
Size: M, L
Body: 12
Mana: 6
Abilities: bound, dangersense, heightened senses II, hide II-III, invulnerable (cold), imbue (cold), mush mover, stealth, strength II, vulnerable (heat)
Feats: burst I, dodge I-III, double I-II, elude woodlands II-III, kill cut I, limb cut I, negate I-II, parry II-III, pursue II, waylay II, willpower II-III
Powers: blast (freezing), mass moving sound (howl)
Costume: wolf mask (white shaded eyes, forehead and ears), wolf torso, claws

Worm

Classification: beast (worm)
Size: S, M
Body: 6
Abilities: body combat enhancement (crush), heightened senses I, intelligence (instinct), move (fast), respiration I (atmosphere), strength I, tunneling
Feats: dodge I, parry I, willpower I
Knowledge: blindfight, body combat I-III, climb, fatal finish, survival, swim
Costume: worm costume

Wraith

Classification: creation (necromantic); undead
Size: M

Body: 6
Mana: 4
Abilities: body combat enhancement (cut), debility (sunlight), intelligence (high), invulnerable (unholy), move (fast), pliant, respiration I (atmosphere), servitude (creator), strength I, vulnerability (holy)
Feats: augment I, knockback I, phase I, willpower I
Knowledge: blindfight, body combat I-III, climb, coordination, fatal finish, sense I-III, swim, weapons (chop I-III, crush I-III, cut I-III, throw I-II)
Prayers: blast (profane blast), control undead, repelling force
Verbal: provided by caster
Costume: White face make-up and white flowing tabard

Rotting Worm

Classification: beast (worm)
Size: S, M
Body: 10
Mana: 6
Abilities: body combat enhancement (reach), devour, heightened senses II, respiration I (atmosphere), strength II-V, tunneling
Feats: break I-II, critical melee attack I-III, dodge II, double I-III, critical melee attack II, fling I-III, limb crush I, negate I, parry II, recover I-II, seize I-III, willpower I-II
Knowledge: blindfight, body combat I-III, climb, fatal finish, survival, swim
Powers: blast (toxic)
Verbal: "rutting 1, rutting 2 . . . rutting 3."
Costume: rotting worm costume

Zombie

Classification: creation (necromantic); undead
Size: T, S, M, L, I
Body: 8
Abilities: body combat enhancement (cut), debility (sunlight), respiration I (atmosphere), servitude (creator), strength I
Knowledge: climb I, body combat I-III, coordination, fatal finish, sense I-III, shield I-II, swim, weapons (bows I-V, chop I-III, crush I-III, cut I-III, guns I-V, throw I-III), wear armor I-III
Costume: white face make-up, normal clothing