

BESTIARUM VOCABULUM

The following is a conversion guide that details the revisions necessary to make the *Ancient World: Bestiarum Vocabulum* compatible with SWADE. Changes are highlighted in red.

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BESTIARUM VOCABULUM

[SIDEBAR]

~~Guts is listed throughout the bestiary entries when used as a skill in *Ancient World*. If choosing to not allow the use of the Guts skill, ignore this skill within each applicable entry.~~

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ANUBIS

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

Pace: 8; **Parry:** 7; **Toughness:** 7 (1)

Skills: Athletics d10, Fighting d10, Notice d8, Survival d8

Armor: Leather (torso, legs +1)

Weapon: Long sword (Str+d8)

Special Abilities

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Survival for hearing and smelling.
 - **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
 - **Fleet-Footed:** Rolls d10s when running instead of d6s.
 - **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
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ANUBIS ASSASSIN

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

Pace: 8; **Parry:** 8; **Toughness:** 7 (1)

Skills: Athletics d10, Fighting d12, Notice d8, Stealth d10, Survival d8

Armor: Leather (torso, legs +1)

Weapon: [2] Dagger (3/6/12, Str+d4)

Special Abilities

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Survival for hearing and smelling.
 - **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
 - **Fleet-Footed:** Rolls d10s when running instead of d6s.
 - **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
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ANUBIS NECROMANCER

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

Pace: 8; **Parry:** 7; **Toughness:** 8 (1)

Skills: Athletics d10, Chaos d10, Fighting d10, Notice d10, Survival d8

Armor: Leather (torso, legs +1)

Weapon: Scepter (Str+d4)

Special Abilities

- **Acute (Hearing, Smell):** Gains a +2 bonus to Notice and Survival for hearing and smelling.
 - **Canid:** Gains a +2 bonus to Agility to avoid area effect weapons.
 - **Fleet-Footed:** Rolls d10s when running instead of d6s.
 - **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
 - **Powers:** Using Chaos, has 25 Power Points and knows the following Powers: *animate, burst, farsight, fear, puppet, zombie*
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BANSHEE

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

Pace: 6; **Parry:** 4; **Toughness:** 7 (1)

Skills: Fighting d4, ~~Guts d8~~, Notice d8

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BARBARIAN

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

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Large war hammer (Str+d6; AP 1 vs. rigid armor), [3] darts (3/6/12, Str+d4)

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BARBARIAN, JARL

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

~~Charisma: +2;~~ **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d10, Persuasion d10

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Great axe (Str+d10; AP 1, Parry -1, 2 hands)

BARBARIAN, RUNE PRIEST

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Athletics d8, Fighting d8, Intimidation d12, Notice d12, Scribing d10, Taunt d10

Armor: Cloth robes (torso, arms, legs +1 vs. weapons of Str+d4 or less)

Weapon: Staff (Str+d4; Parry +1, Reach 1, 2 hands)

BARBARIAN, VIKING

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

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d10

Armor: Leather (torso, arms, legs +1), Viking helm (head +3, 50% chance that it protects vs. a called head shot)

Weapon: Great hammer (Str+d10; AP 2 vs. rigid armor, Parry -1, 2 hands), [6] darts (3/6/12, Str+d4)

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CHROTEN

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

Pace: 8; **Parry:** 6; **Toughness:** 6 (1)

Skills: Athletics d8, Fighting d8, Notice d6

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CREEPER

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

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Skills: Athletics d12, Fighting d8, Notice d6, Stealth d12

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DARKSPAWN

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

Pace: 8; **Parry:** 7; **Toughness:** 9 (1)

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d8, Stealth d10, Taunt d8

Weapons: [2] Long sword (Str+d8)

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DEEPSTALKER

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

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

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d8, Survival d10

Weapons: Spear (Str+d6; Reach 1, 2 hands)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Bite:** Str+d4
- **Darkvision:** Ignores penalties for Dim and Dark Lighting and Pitch Black, but incurs a -2 penalty to all actions when in direct sunlight or bright light.
- **Immunity (Poison):** Immune to poison.

- **Moist Skin:** Deepstalkers must remain within caves to keep their skin moist. Every hour spent outside of a damp cave causes them to gain one level of Fatigue. This Fatigue is reduced at one level per 30 minutes when surrounded by moisture (including if submersed in water).

- **Scaly Skin:** Armor +2

- **Tremorsense:** Can make a Notice roll to locate anything moving without having to see, hear, or smell it. This ability extends to 10x the creature's Pace.

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ENSLAVER

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+3, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Skills: Fighting d8, Intimidation d10, Notice d8, Survival d10, Taunt d10

Weapons: Large cleaver (Str+d10; AP 1); barbed whip (Str+1; Reach 3; successfully lashing a target with the barbed whip causes one level of Fatigue each round the lashing remains)

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FALJINKU

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8

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FOWDOBAHAL

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+4, Vigor d12

Pace: 9; **Parry:** 7; **Toughness:** 16 (2)

Skills: Athletics d8, Fighting d10, Notice d10

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GEERIBAHAL

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

Pace: 8; **Parry:** 6; **Toughness:** 9/11 (1/3)

Skills: Athletics d6, Fighting d8, Notice d8

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GHOUL

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

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

Skills: Fighting d8, Notice d8, Stealth d8, Survival d8

Special Abilities

- **Bite/Claws:** Str+d4
- **Blood Feast:** Ghouls feast off the blood of their victims, causing exsanguination. If a ghoul successfully

reduces a target's Health with a bit attack, the victim must make an immediate Vigor (-1) roll or gain one level of Fatigue.

- **Burrow:** Can disappear and reappear on the following action anywhere within 3".
- **Fear -1:** Forces Fear checks to be made.
- **Fearless:** Immune to Fear and Intimidation.
- **Scent of the Living:** Ghouls can sense the blood of the living. They gain a +1 bonus to Notice and Survival rolls made against living targets.
- **Supernatural Vision:** Ignores all penalties for lighting.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called Shots do no extra damage.

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GIANT

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 13 (3)

Skills: Athletics d6, Fighting d10, Notice d6, Survival d8

GIANT, DISEASED

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12+3, Vigor d12

Pace: 6; **Parry:** 8; **Toughness:** 15 (3)

Skills: Athletics d6, Fighting d12, Notice d6

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GIANT, PLAGUE

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 16 (3)

Skills: Athletics d6, Fighting d10, Notice d8, Survival d6

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HARLOCK

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

Pace: 5; **Parry:** 7; **Toughness:** 6

Skills: Athletics d8, Fighting d8, Notice d8, Survival d8, Taunt d6

Armor: Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)

Weapons: Javelin (3/6/12, Str+d6), crude obsidian dagger (3/6/12, Str+d4)

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HARLOCK CRAFTSMAN

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

Pace: 5; **Parry:** 7; **Toughness:** 6

Skills: Academics d8, Athletics d8, Fighting d8, Notice d8, Repair d8, Survival d6

Armor: Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)

Weapons: Javelin (3/6/12, Str+d6), crude obsidian dagger (3/6/12, Str+d4)

HARLOCK DRUID

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

Pace: 5; **Parry:** 7; **Toughness:** 6

Skills: Athletics d10, Common Knowledge d10, Fighting d8, Intimidation d10, Notice d8, Stealth d8, Survival d8, Taunt d6

Armor: Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)

Weapons: Javelin (3/6/12, Str+d6), obsidian short sword (Str+d6)

HARLOCK HANDLER

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

Pace: 5; **Parry:** 7; **Toughness:** 6

Skills: Athletics d8, Fighting d8, Notice d8, Riding d10, Survival d10

Armor: Wooden tribal mask (head +1, only covers the face), wooden buckler (Parry +1)

Weapons: Crude obsidian dagger (3/6/12, Str+d4)

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HAUNT

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Skills: Athletics d8, Fighting d8, Notice d6

Weapons: [2] Hand scythe (Str+d6, Parry -1)

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HAUSER

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

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

Skills: Fighting d8, Notice d10, Survival d10

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Bite:** Str+d6
- **Claw:** Str+d4
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Fear:** Forces Fear checks to be made.
- **Fleet-Footed:** Rolls d10s when running instead of d6s.

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HOMUNCULUS

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

Pace: 5; **Parry:** 5; **Toughness:** 3

Skills: Athletics d8, Fighting d6, Notice d4, Taunt d8

HOOSKIIBAHAL

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

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

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d10

HORNED DEVIL

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

Pace: 8; **Parry:** 5; **Toughness:** 8 (2)

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Taunt d8

Weapons: Great axe (Str+d10, AP 1, Parry -1, 2 hands) or great sword (Str+d10, Parry -1, 2 hands)

HORUS SPECIAL ABILITY

All hori have the following Special Ability unless otherwise noted.

- **Huntsman:** Hori are very good hunters. They have a special knack for detecting tracks and following the telltale signs of a target. They gain a +2 bonus to Survival when following a target.

HORUS

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

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Academics d8, Athletics d8, Fighting d10, Intimidation d6, Notice d8, Persuasion d6, Repair d6, Survival d8

Armor: Decorative leather (torso, legs +1), brass bracers (arms +2), brass headdress (head +2, 50% chance versus called head shot)

Weapons: Sickle sword (Str+d4, +2 bonus to disarm an opponent), studded mace (Str+d4, +1 damage versus unarmored target)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
 - **Claws:** Str+1
 - **Huntsman:** Gains a +2 bonus to Survival when following a target.
 - **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
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HORUS COMMANDER

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

Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d10, Riding d10, Survival d8

Armor: Decorative leather (torso, legs +1), silver bracers (arms +3), silver headdress (head +3, 50% chance versus called head shot)

Weapons: Long sword (Str+d8)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
- **Claws:** Str+1
- **Huntsman:** Gains a +2 bonus to Survival when following a target.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

HORUS FLIER

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

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Skills: Athletics d10, Fighting d10, Notice d10, Survival d12

Armor: Decorative leather (torso, legs +1), brass bracers (arms +2), brass headdress (head +2, 50% chance versus called head shot)

Weapons: Sickle sword (Str+d4, +2 bonus to disarm an opponent), flanged mace (Str+d4, AP 1)

Special Abilities

- **Acute (Sight):** Gains a +2 bonus to Notice for seeing.
 - **Claws:** Str+1
 - **Flight:** Flying Pace of 8" and a climb of 4".
 - **Huntsman:** Gains a +2 bonus to Survival when following a target.
 - **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
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ILAAHBAHAL

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 12/15 (1/4)

Skills: Arcana d8, Fighting d12, ~~Guts d12~~, Intimidation d10, Notice d10, Taunt d8

JANASAUR

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d10

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

Skills: Fighting d10, ~~Guts d10~~, Notice d6

OCLYT

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

Pace: 10; **Parry:** 6; **Toughness:** 5

Skills: Athletics d10, Fighting d8, Notice d10, Stealth d10, Survival d8

OCLYT, PLAGUE

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8
Pace: 10; **Parry:** 6; **Toughness:** 8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8, Survival d8

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PARUMBAHAL

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8
Pace: 5; **Parry:** 5; **Toughness:** 5
Skills: Athletics d10, Fighting d6, Notice d6, Stealth d4, Survival d6

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
 - **Claws:** Str+d6
 - **Climbing:** Parumbahals are incredible climbers. They gain a +2 bonus to Athletics when climbing due to their long hooked claws, long fingers, and small toe claws.
 - **Size -1:** Parumbahals are 4ft tall.
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RAGBAHAL

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8
Pace: 7; **Parry:** 7; **Toughness:** 9 (2)
Skills: Athletics d8, Fighting d8, Notice d6, Survival d8
Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

RAGBAHAL, DISEASED

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8
Pace: 7; **Parry:** 7; **Toughness:** 11 (2)
Skills: Athletics d8, Fighting d8, Notice d6
Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

RAGBAHAL, PLAGUE

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d8
Pace: 7; **Parry:** 7; **Toughness:** 12 (2)
Skills: Athletics d8, Fighting d8, Notice d8, Survival d8
Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

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RAGBAHAL, ELITE

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12, Vigor d8
Pace: 7; **Parry:** 8; **Toughness:** 9 (2)
Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Survival d8

Weapons: Double-bladed Scimitar (Str+d6; Parry +1, 2 hands)

RAGBAHAL DRUID

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Charisma: +2; **Pace:** 7; **Parry:** 6; **Toughness:** 9 (2)
Skills: Athletics d8, Common Knowledge d8, Fighting d6, Healing d8, Naturology d10, Notice d6, Persuasion d8
Weapons: Staff (Str+d4; Parry +1, Reach 1, 2 hands)

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RAIDER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Pace: 6; **Parry:** 6; **Toughness:** 7
Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Taunt d6
Weapons: Cleaver (Str+d6)

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RAIDER, PLAGUE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8
Pace: 6; **Parry:** 7; **Toughness:** 10
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8
Weapons: Cleaver (Str+d6)

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RAMA

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8
Pace: 8; **Parry:** 7; **Toughness:** 7 (1)
Skills: Fighting d10, Notice d8, Stealth d10, Survival d8

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RATMAN SPECIAL ABILITY

All ratmen have the following Special Ability unless otherwise noted.

- **Rodent:** Ratmen retain many of the physical abilities of their heritage. They gain a +2 to Athletics when climbing on any rough vertical surface, jump their full Pace horizontally, jump 3/4 of their Pace vertically, and drop 50ft without incurring any damage (anything above 50ft is 1/4 damage, rounded down).

RATMAN

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d6, Vigor d10
Pace: 6; **Parry:** 6; **Toughness:** 7 (1)
Skills: Athletics d10, Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d10, Thievery d8
Armor: Leather (torso, arms, legs +1)
Weapons: Spear (Str+d6, Reach 1), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Immunity (Disease):** Immune to the effects of disease.
- **Rodent:** +2 to Athletics when climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.

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RATMAN, DISEASED

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

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

Skills: Athletics d10, Fighting d8, Notice d6, Shooting d8

Armor: Leather (torso, arms, legs +1)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Bite:** Str+d8
- **Claws:** Str+d4
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Rodent:** +2 to Athletics when climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.
- **Size -1:** Ratmen are 4ft tall and weigh 80lbs.

RATMAN, PLAGUE

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

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Skills: Athletics d10, Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d6, Thievery d8

Armor: Leather (torso, arms, legs +1)

Special Abilities

- **Acute (Hearing, Sight):** Gains a +2 bonus to Notice for hearing and seeing.
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Rodent:** +2 to Athletics when climbing on rough vertical surfaces; jump full Pace horizontally; jump 3/4 Pace vertically; drop 50ft without incurring damage; dropping above 50ft 1/4 damage.

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REAPER

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

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

Skills: Fighting d8, Intimidation d10, Notice d8, Taunt d8, Survival d10

Weapons: Supernatural scythe (Str+d6; Reach 1, 2 hands)

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RIPPER

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

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

Skills: Fighting d10, Notice d8, Survival d8

RIPPER, PLAGUE

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

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

Skills: Fighting d10, Notice d8, Survival d8

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SEADOG SPECIAL ABILITY

All seadogs have the following Special Ability unless otherwise noted.

- **Small Claws:** Seadogs have small, hard claws on their hands and feet that aid in climbing, gaining them a +2 bonus to Athletics when climbing (this bonus is lost if the surface is metal or glass).

SEADOG

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

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

Skills: Athletics d8, Boating d8, Fighting d8, Notice d6, Repair d8, Survival d6, Taunt d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.

SEADOG, DISEASED

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

Pace: 5; **Parry:** 6; **Toughness:** 8 (1)

Skills: Athletics d8, Fighting d8, Notice d6, Survival d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Diseased:** +2 Toughness; does not suffer from disease or poison; immune to Fear and Intimidation.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.
- **Supernatural Vision:** Ignores all penalties for lighting.

SEADOG, PLAGUE

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

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

Skills: Athletics d8, Fighting d8, Notice d6, Survival d6, Taunt d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.

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SEADOG CAPTAIN

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

Charisma: +4; **Pace:** 5; **Parry:** 7; **Toughness:** 6 (1)

Skills: Athletics d10, Boating d10, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Survival d6, Taunt d8

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.

SEADOG FIRST MATE

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

Charisma: +2; **Pace:** 5; **Parry:** 6; **Toughness:** 6 (1)

Skills: Athletics d8, Boating d8, Fighting d8, Notice d6, Persuasion d8, Shooting d8, Survival d6, Taunt d6

Armor: Leather (torso, arms +1)

Weapons: [2] Dagger (Str+d4; 3/6/12), crossbow (15/30/60, 2d6, AP 2, 1 action to reload)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Connections (Merchants, Traders):** Seadog first mates spend much time dealing with civilized merchants and traders.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.

SEADOG DECKHAND

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

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

Skills: Athletics d6, Boating d4, Fighting d6, Notice d4, Repair d6

Armor: Leather (torso, arms +1)

Weapons: Dagger (Str+d4)

Special Abilities

- **Acute (Smell):** Gains a +2 bonus to Notice and Survival for smelling.
- **Size -1:** Seadogs are 4ft tall and weigh 50lbs.
- **Small Claws:** Gains a +2 bonus to Athletics when climbing.

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SHAYDAANBAHAL

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d8

Armor: Leather (torso, arms, legs +1)

Weapons: Short sword (Str+d6), flaming whip (Str+1; Reach 3)

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SIL, HUMANOID FORM

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

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Skills: Entropy d10, Fighting d6, Notice d8, Persuasion d10

Weapons: Can use all humanoid weapons.

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SKELETON, RAGE

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

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

Skills: Athletics d8, Fighting d8, Notice d10

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SNAKE, FOG

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12+4 Vigor d12+2

Pace: 10; **Parry:** 7; **Toughness:** 16 (3)

Skills: Athletics d8, Fighting d10, Notice d8

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SNAKE, JUNGLE

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 12 (2)

Skills: Athletics d8, Fighting d10, Notice d8

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STALKER

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

Pace: 5; **Parry:** 5; **Toughness:** 6 (2)

Skills: Athletics d8, Fighting d6, Notice d6, Survival d6

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TETBAHAL

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+3, Vigor d12+2

Pace: 8; **Parry:** 6; **Toughness:** 15 (2)

Skills: Athletics d10, Fighting d10, Notice d4, Survival d4

Weapons: Giant tree branch (Str+d6, Parry -1), unarmed (Str+d4, Parry -1, is not susceptible to regular rules for being unarmed)

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PHYSIOLOGY

Tormentors have few common features from one creature to another. They are chaotic mutations of former mortal beings, ranging from halflings to giants. However, due to population size and being frequent targets of demon enslavers, tormentors that were formerly humans are the most commonly encountered.

Size/Weight: Formerly human tormentors are typically 6-7ft tall but only weigh around 175lbs.

Digestion: Tormentors eat people, although they don't require the blood of others to survive.

Mobility: Most often bipedal.

Senses: Supernatural, although they do have the ability to see and hear like a human does.

//sidebar//

Due to their varied appearances, tormentors are often mistaken for other denizens of the deep, such as ghouls. This is a dangerous assumption to make as tormentors are typically much more dangerous than other denizens they may resemble. They are considerably stronger, very resilient, tough to kill, terrifying to behold, and have a poisonous bite. It's quite plausible for a GM to present a lone tormentor as a wandering undead or other creature, only to lure the PCs into a dangerous encounter. **Common Knowledge can be used to determine the tormentor is definitely not an undead**

being with Academics allowing them to determine it's actually a tormentor.//

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TORMENTOR

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

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Taunt d10

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TREOR

Attributes: Agility d10, Smarts d8 (A), Spirit d4, Strength d12, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Skills: Athletics d8, Fighting d8, Notice d8, Survival d8

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
- **Bite:** Str+d6
- **Scaly Skin:** Armor +2
- **Size +1:** Treors are 6ft long and weigh around 500lbs.
- **Small Claws:** Treors have small, non-retractable claws that confer a +1 bonus to Athletics when climbing. However, they're not long enough to be used as a weapon.

TREOR, PLAGUE

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+1, Vigor d12+1

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Skills: Athletics d8, Fighting d8, Notice d8, Survival d8

Special Abilities

- **Acute (Hearing):** Gains a +2 bonus to Notice for hearing.
 - **Bite:** Str+d6
 - **Plagued:** +2 Toughness; +2 to recover from being Shaken; does not suffer from disease or poison; does not suffer a Wound from being Shaken twice.
 - **Scaly Skin:** Armor +2
 - **Size +2:** Plague treors are 7ft long and weigh around 700lbs.
 - **Small Claws:** Treors have small, non-retractable claws that confer a +1 bonus to Athletics when climbing. However, they're not long enough to be used as a weapon.
-

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ZOJINKU

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

Pace: 8; **Parry:** 5; **Toughness:** 8 (1)

Skills: Athletics d10, Fighting d6, Stealth d10