

Monster in 7th Sea

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Asprey

Henchman	TN 25 (15 on ground)		
Brawn	●	Attack: 5k3 Bite	Damage 1k1 Bite
Finesse	●●●●	Skills: Footwork (flying) 4 (ground) 2	
Resolve	●		
Wits	●●●●●		
Panache	●●●●		

Special Ability:

Flight. Once per round, an asprey may attack the face of another creature in order to distract them. This is a contested Wits roll. If the asprey wins the contest, than its target adds 1 to the lowest Action Dice plus 1 for every Raise. If this raises the action Dice above 10 then it is lost.

Automaton, Clockwork

Villain	TN 40		
Brawn	●●●●●●●●	Attack: 9k4 Synchronic Lash	Damage 9k2 Synchronic Lash
Finesse	●●●●●	8k4 Synchronic Strike	Damage 6k4 Synchronic Strike
Resolve	●●●●●●	Skills: no magic, as victim or Synchronic Lore 6, Ambush 5, Disguise 5	
Wits	●●●●●	Attack Lash 5, Artifact Evaluation 6, Trap Lore 5	
Panache	●		

Special Ability: Invulnerable. Cannot be Harmed. Only stuck weapons make 1 DW as long as they stuck in the automaton.

Lash. Acts like Journeyman Zappeda Ability. Attack Lash can substituted for Break Fall, Swing Grapple. Exploit Weakness Zappeda can be used against the automaton
Wear Skin. Can wear the skin of victims.

Automaton, Scout

Villain	TN 30 or as victim		
Brawn	●●●●	Attack: 7k4 Sword	Damage 5k2 Sword
Finesse	●●●●●	6k4 Punch	Damage 3k1 Punch
Resolve	●●●●	5k3 Kick	Damage 3k2
Wits	●●●●●	Skills: no magic, as victim or Synchronic Lore 6, Ambush 5, Disguise 5	
Panache	●●●●	Attack Fencing 3, Parry Fencing 3, Artifact Evaluation 6, Trap Lore 5	

Special Ability: Fly. Reduce damage by 2k2.

Automaton, Spider

Villain	TN 30 or as victim		
Brawn	●●●●	Attack: 8k4 Claw	Damage 4k2 Claw
Finesse	●●●●●		
Resolve	●●		
Wits	●●●●	Skills: no magic, as victim or Synchronic Lore 6, Ambush 5, Disguise 5	
Panache	●●●●●●	Attack claw 4, Parry claw 4, Artifact Evaluation 6, Trap Lore 5, Climbing 6,	

Special Ability: Reduce damage by 2k2.

Avians

Brute, Henchman	TN 25 (10 on ground)	
Brawn	●	Attack: 3k1 Claw Damage 1k1 Claw
Finesse	●	Skills: Footwork (flying) 4 (ground) 1
Resolve	●	
Wits	●	
Panache	●	

Avian birds

ranging from sparrows to huge eagle P. Here are some common types of avians for your use.

Songbird	- 1Brawn No claw attack
Falcon	as above
Hawk	+1 Brawn, Claw Damage 2k2
Osprey	+1 Finesse, Attack Roll 6k2
Eagle	+1 Brawn, +1 Finesse, Claw Damage 2k2, Claw Attack 6k2

Special Ability:

Flight. Once per round, an asprey may attack the face of another creature in order to distract them. This is a contested Wits roll. If the asprey wins the contest, than its target adds 1 to the lowest Action Dice plus 1 for every Raise. If this raises the action Dice above 10 then it is lost.

Baneshide

Villain	TN 25	
Brawn	●●	Attack: -
Finesse	●●●●	Damage: -
Resolve	●●	Skills: Ambush 2, Cold Read 4, Stealth 4
Wits	●●	
Panache	●●	

Special Ability: Frightful Presence. Anyone who sees the Baneshide must make a Resolve roll TN 15 or suffer -1k0 to any actoin while in her presence.

Immunities. The baneshide is immune agains all poison and desease.

Scream. If the baneshide decides to sream, all who can hear her must make a resolve ckeck TN 25 or run in fear from her. The effect last for one hour for every 5 points, or part of, the check failed. If the check should fail TN5 additional effects occure eg white hair ...

Bear

Villain	TN 15	
Brawn	●●●●●	Attack: 4k2 Claw 4k2 Bite
Finesse	●●	Damage: 5k3 Claw 4k2 Bite
Resolve	●●●	Skills: Grapple 2, Bear Hug 4
Wits	●	
Panache	●●	

Bear, L'll du Bete

Villain	TN 15	
Brawn	●●●●●●	Attack: 4k3 Claw 4k3 Bite
Finesse	●●●	Damage: 6k3 Claw 5k2 Bite
Resolve	●●●●	Skills: Grapple 4, Bear Hug 5, Stealth 2, Ambush 4, Swim 2
Wits	●●	
Panache	●●	

Special Ability: Can make two attacks upon one target for every action dice.

Beast-Man

Brutes TN 10
Threat Rating 2
Damage clubs, rough spears, small 3 FW
Skills: At +1

Beast-Man Chieftain

Henchman TN 20
Brawn  Attack: 3k3 club 3k3 cutlass
Finesse  Damage: 3k3 club 3k3 cutlass
Resolve  Skills: climbing 3, footwork 3, leaping 4, sprinting 3, swimming 2
Wits 
Panache 

Special Ability: GM may assign 1 or 2 Boons (like Pyeryem Sorcery)

Beast of the Dechain River

Villain TN 15 (!?)
Battering Damage 7k5
Bite Damage 10k10+20
Cannot be Injured by normal weapons. Only cannon and like do.

Special Ability:

Bete, The Gande

Villain TN 20
Brawn  Attack: 7k2 Bite 8k4 Claw 8k3 Horn
Finesse  Damage: 8k3 Bite 7k2 Claw 7k4 Horn
Resolve  Skills: Tracking 3, Footwork 3, Ambush 3, Climbing 2, Swimming 3
Wits  Leaping 3, Stealth 2
Panache 

Special Ability: Tough. Ignores first 10 points of damage from each attack. The beast can only use its horn attack as it charges the foe.

Black Wolfes

Villain TN 20
Brawn  Attack: 5k3 Bite Damage 4k2 Bite
Finesse 
Resolve  Skills: Ambush 5, Footwork 4, Tracking 4
Wits 
Panache 

Special Ability: Porte. Each time they use their ambush ability they gain 2 free raises. They may spend one action dice, at any time, to automatically receive a successful active defense that was 20 times their defense knack (80 vs footworks). The black wolf attacks always if possible from the rear.

Boca

Brutes TN 15 20 Leaping
 Threat Rating 0 See below
 Damage Bite small 3 FW
 Skill: Leaping 3

Special Ability: Boca Brute Squads consist of 10 Boca each. For every 2 Boca that participate in an Action, the Boca get to roll 1 Dice, as per Brute Squad rule P. While normally only one Brute Squad can attack a Hero at the same time, up to 10 Boca Brute Squads can attack at once, adding 1 to their Threat Rating for every 2 Boca Brute Squads attacking the same target up to a maximum of 5. Thus if ten Squads of 10 Boca attack a single Target he suffers five 5k5 attack P. Boca cannot use active defense.

Bog Beast

Villain TN 20
 Brawn  Attack: 4k3 Damage 3k3
 Finesse 
 Resolve  Skills: Footwork 3, Grapple 3, Bear Hug 3
 Wits 

Brownies**Bull**

Villain TN 15
 Brawn  Attack: 3k2 Gore Damage 8k2 Gore
 Finesse  3k2 Charge Damage 8k4 Charge
 Resolve 
 Wits 
 Panache 

Special Ability: A bull can spend one Action to perform a Gore for 8k2 Damage, or it can spend two Actoin (only one need s to be of the current phase) to charge. A hero hit by a charge who fails his wound check suffers one Dramatic Wound plus one for every 5 points he failed his roll.

Caged Beast

Villain TN 20
 Brawn  Attack: 5k3 Claws Damage 3k3 Claws
 Finesse  5k2 Grapple Damage 3k3 Grapple
 Resolve 
 Wits  Skills: Footwork 3, Claws 4, Grapple 3
 Panache 

Camel

Henchman TN 10
 Brawn  Attack: 4k2 Bite Damage 0k1 Bite
 Finesse  2k2 Kick Damage 3k2 Kick
 Resolve  3k2 Trample Damage 3k3 Trample
 Wits  4k2 Spit Damage spez Spit
 Panache  Skills: Footwork 1, Long distance run 3

Special Ability: Encumberance. Can carry twice the normal encumberance for their brawn. Spit. When hit the victim is temporarily blinded. Fighting like in total darkness. Advantage. Warm climate conditioning.

Canins

Henchman	TN 15		
Brawn	●●	Attack: 4k1 Bite	Damage 2k2 Bite
Finesse	●	Skills: Footwork 2	
Resolve	●		
Wits	●		
Panache	●		

Example Canin

Lap Dog	-1 Brawn, Bite Damage 1k1, +1 to Owners Ambush Knack when accompanying him
Hunting Dog	Tracking 4
Guard Dog	+1 Brawn, Bite Damage 3k2
Wolf	+1 Brawn, Bite Damage 3k2, Tracking 3, travels in Packs of 5-15. If multiple Wolves attack the same target up to 6 in the same round reduce the victims TN to be hit by 5 for each additional attack. Thus if the TN for the first wolf was 25, it will be 20 for the second, 15 for the third and so on.
Fox	-1 Brawn, Bite Damage 1k1, -2 to trackers Tracking Check

Cane Spider

Brutes	TN 20
40 per Squad.	
Threat Rating 2	
Damage bite small 3 FW + Poison	
Skills: Stealth 5, Grapple 3	

Special Ability: Posion. 3k2 Damage upon being administered.

Cell Creature

Villain	TN 20		
Brawn	●●●●●	Attack: 4k3 Claws	Damage 5k2 Claws
Finesse	●●●	Skills: Sprinting 4, Leaping 3, Lifting 5, Grapple 4, Bear Hug 3	
Resolve	●●●●	Break 3	
Wits	●●		
Panache	●●		

Special Ability: Advantages. Toughness, Sidhe Blood (Slow Aging, Iron Vulnerability)

Chiang Shih

Villain	TN 25 (5 if blinded)		
Brawn	●●●●	Attack: 9k4 Grapple	
Finesse	●●●●	Skills: Bear Hug 4, Grapple 5	
Resolve	●●●●		
Wits	●		
Panache	●●		

Special Ability: Never Rolls Wound Checks for 15 or less FW. Any wound check with 16 or more FW causes automatically 1 DW.

Grappled. If grappled victim would take normally damage he makes an opposed resolve roll, if he loses he loses one rank of brawn. If reduced to 0 the victim loses consciousness and dies if he takes damage another time. Brawn lost in this fashion returns one rank per week.

Clockwork Golems

Villain	TN 15		
Brawn	●●●●●●●●	Attack: 6k2 Punch	Damage 8k4 Punch 4x
Finesse	●●		
Resolve	●●●●●●●●		
Wits	●●		
Panache	●		

Special Ability: Immune to sorcery.

Grapple. If a hero is unconscious the golem automatically grapples his victim and drains life from him. Each round the victim must make a resolve check TN 20 with a +5 every round to resist. Failure means the hero is killed.

Cobbies

Villain	TN 20		
Brawn	●	Attack: 5k3 unidentified	Damage 2k1 ?
Finesse	●		3k3 if presence is known
Resolve	●		
Wits	●●●●		
Panache	●●		

Special Ability: Attack Sabotage. Spend a Drama Dice to cancel a player's Drama Dice if he attacks with a weapon kept in a house infested with Cobbies.

Pranks. While in a home where Cobbies live, the DM may spend a Drama Dice to roll d10 and inflict a number of flesh wounds to a PC as the Cobbies pull a Prank. This dice may explode, but only Unseelie Cobbies would want to cause that much harm.

Cobra

Henchman	TN 15		
Brawn	●●	Attack: 5k3 bite	Damage 1k1 bite
Finesse	●●●●		
Resolve	●	Skills: Stealth 3, Footworks 2	
Wits	●		
Panache	●●●●		

Special Ability: Poison. 1 DW / 5 Phases / 4 Rounds

Cotatril

Hero/Villain	TN 25 (15 on the ground)		
Brawn	5-7	Attack: 8k4 Claw	Damage 8k2 Claw 2x
Finesse	3-5	8k4 Bite	Damage 7k1 + poison Bite
Resolve	5-7	8k4 squeeze	Damage 7k2 squeeze
Wits	4-6	Skills: Ambush 3, Artefact Evaluation 6, Escape 4, Nat.Phil. 6	
Panache	2-4	Footwork 4 (2 ground), Occult 5, Shadowing 3, Side Step 4	Stealth 4, Survival 4, Synchrony Lore 6, Tinker 5, Track 4, Trap Lore 6

Special Ability: All damage against drachen is divided by 2 and rounded down unless it comes from dracheneisen, sidhe or other magical weapons. Drachen have weak spots. If specifically aimed at raises for damage make 1k1 more damage. Barehanded attacks are useless.

Drachen must alternate between there attacks they cannot use them consequently. An attack of a drachen cannot be parried. They are immune against reparte and most types of poison.

Fear. Fear Rating 3 that cannot be reflected by Courageous Virtues.

Evidence of killing a dragon is worth 10 Reputation Points

Dracheneisen Beast

Villain TN 15

Brawn		Attack: 4k3 Bite	Damage 4k4 Bite
Finesse		6k3 Claw	Damage 4k2 Claw
Resolve		Skills: Sprinting 2	
Wits			
Panache			

Special Ability: Can pass through Dracheneisen. Pass Wall. Use an action to pass through walls.

Dolphin, River (Hai Tun)

Henchman TN 30

Brawn		Attack: 3k3 Bump	Damage 3k2 Bump
Finesse			
Resolve		Skills: Swimming 5, Leaping 4	
Wits			
Panache			

Special Ability: Hold breath. Can hold breath 10 times longer than a human. It loses 1 Rank of resolve every 10 rounds when drowning. Lost resolve returns after 1 hour.

Dragon

Echoes

Villains TN 5x Fear Rating

Resolve 

Special Ability: Fear. Fear Rating 1-6. The more victims killed the higher their rating. The Fear check must be made each round with a penalty of one unkept dice for each dramatic wound inflicted. If cowardly Hubris is activated they automatically fail any fear check and suffers one dramatic wound. Any physical blow against an echo disperses it for one day. It can only be destroyed by failing a Fear chack on its onw.

Elephant (Xiang)

Henchman TN 10 (15 while stampeding)

Brawn		Attack: 3k2 stomp	Damage 8k2 stomp
Finesse		Attack: 4k2 gore	Damage 8k3 gore
Resolve		Attack: 5k2 grapple	
Wits		Attack: 3k2 trample	Damage 8k3 trample
Panache		Skills: Grapple 3, Swimming 4	

Special Ability: Can Carry 10 times their brawn.

Fea Swarm

Brutes TN 25

Threat Rating 3

Skills Throat Strike 3, Footwork 4, Eye Gauge 3 (AEG sucks)

Special Ability: Eye Gauge is considered a small weapon 3 FW. If they cripple an opponent he is considered temporarily blinded. If they knock an opponent unconscious they have permanently blinded him in one eye.

To escape a fea swarm roll opposed panache + footwork vs panache

Revive. A GM may spend two Drama Dice to revive any creature. If they are knocked out more than once they become discouraged and simply leave the area.

Felines

Henchman TN 20

Brawn  Attack: 4k2 Claws Damage 2k1 ClawsFinesse  Skills: Footwork 3, Stealth 3Resolve Wits Panache **Example Felines**

House Cat -1 Brawn, Claw Damage 1k1, Break Fall 1

Mountain Lion Climbing 4

Lion +2 Brawn, Claw Damage 3k3, Bite At 4k2 Damage 3k2

Tiger +3 Brawn, Claw Damage 4k3, Bite At 4k2 Damage 4k4

Firebird

Hero TN 35

Brawn  Attack: 0k3 bite Damage 6k3 bite (fire damage)Finesse Resolve Wits Panache 

Special Ability: Wish. This creature can grant wishes.

Fire Mountain

Villain TN 5

Brawn  Attack: 5k2 Punch Damage 10k5 PunchFinesse Resolve Wits Panache 

Special Ability: The Fire Mountain is immune against all forms of damage, including immersion in water. In addition anyone hit by his attack is set on fire with a 4-die flame (see trap rules in the Master Guide page 200)

Firbolgs

Villain TN 5

Brawn	●●●●●●	Attack: 7k3 Sword	Damage 7k3 Sword
Finesse	●●●	4k3 Bow	Damage 5k2 Bow
Resolve	●●●●●●		
Wits	●●		
Panache	●●		

Firbor (Ussuran Giant)

Villain TN 20

Brawn	●●●●●●●	Attack: 4k2 Fist	Damage 7k2 Fist	2x
Finesse	●●	or by Weapon		

Resolve ●●●●

Wits ●●

Panache ●●

Skills: varies, formidable athletics and hunting abilities and skilled in any weapon they carry.

Fleischwulf

Special Ability: Cannot be harmed in any way. Loves Riddles and plays sometimes for the victims soul. Trapped but free souls keep a stain on them. Gain Arcana intuitive like Sidhe touched, but also gain a soul scar.

Floral Sidhe

Damage 1k1 bite

Special Ability: Enchanted Weapons. Can put mortals to sleep till sunrise.

Forrest Fiend

Brutes TN 25 (20 in the ground)

Threat Rating 3

Damage Claw & Bite small 3 FW

Skill: Climbing 4

Special Ability: Forrest Fiends can go up one Level per Round without spending an Action to do so.

Gargoyles

Brutes TN 25 (15 on ground)

Threat Rating 4

Damage Claws (small) 3 FW

Skills: Footwork 2

Special Ability: Fly. To grab a victim add 10 to their TN.

Ghoul

Brutes TN 15

Threat Rating 3

Damage Claw & Bite medium 6 FW

Skill: Stealth 4, Shadowing 4, Tracking 6

Special Ability: Ghouls can smell blood and sickness within a radius of 2 mile P. They are attracted to wounded Heroes and will only attack someone who has suffered a number of dramatic wounds equal or higher then their resolve, otherwise using their stealth and shadow to stay out of sight

Ghost

Villain	TN -
Brawn	-
Finesse	-
Resolve	-
Wits	-
Panache	-

Special Ability: Mirror Ghost have a strange effect on Porte: it dosen't work in their presence. Any Porte Mage trying to open doorways while in the presence of a mirror ghost will not be able to do so. Sea also Mirror Ghost

Ghost are incorporal and cannot be harmed by ordinary weapon P. Some can hurl objects at mortals 1k1 Damage, Dodge at TN 15.

Griffon

Henchman	TN 25 (15 on ground)		
Brawn	●●	Attack: 5k2 Diving Claws	Damage 4k2 Diving Claw
Finesse	●●	3k2 Bite	Damage 2k1 Bite
Resolve	●●	Skills: Ambush 3, Footwork (flying) 4, (ground) 2, Tracking 4	
Wits	●		
Panache	●●		

Special Ability: Flight. They tend to hunt in packs in size from 5-15

Hinde

Henchman	TN 30		
Brawn	●●●	Attack: 7k5 Goring	Damage 3k1 Goring
Finesse	●●●●●		
Resolve	●	Skills: Leaping 5, Footwork 5, Sprinting 5, Long Distance Running 5	
Wits	●		
Panache	●●●●●		

Special Ability: At the Start of each Round you can change one Action Dice to a 1. Add 20 to its Initiative Total at all times. A necklace or Bracelet made from the horn of a hinde adds 5 to the wearers initiative total. From each horn you can make on such piece of jewelry.

Horse

Henchman	TN 10 (25 while galloping)		
Brawn	●●●●	Attack: 3k2 Bite	Damage 0k1 Bite
Finesse	●●	3k2 Kick	Damage 4k2 Kick
Resolve	●	3k2 Trample	Damage 4k3 Trample
Wits	●	Skills: Footwork 1, Sprinting 4, Long Distance Running 2	
Panache	●		

Hounds of the Night and Fog

Villain	TN 15		
Brawn	●●●●	Attack: 5k3 Bite	Damage 3k2 Bite
Finesse	●●●		
Resolve	●●●		
Wits	●	Skills: Ambush 3, Sprinting 4, Shadowing 3, Stealth 4, Survival 4	
Panache	●●●	Swimming 2, Tracking 4	

Special Ability: Curse of Lycanthropy. Anyone a hound wounds but does not kill may become infected with their essence and become like them. A victim must roll resolve TN 20. If they fail they may roll twice more on successive days. Should they fail every roll they will become a hound within 6 days.

Husk

Villain	TN 20	
Brawn	●●●●	Attack: 4k3 Grapple Damage 3k2 Crush
Finesse	●●●●	
Resolve	●●	
Wits	●	Skills: Bear Hug 4, Grapple 4, Leaping 4
Panache	●●●●	

Special Ability: Undead. Husk may pass through any barrier with a crack wider than 1/2 inch and longer than 18 inch. They take no damage from blunt or bludgeoning style weapons.

Jack-in-Irons

Villain	TN 20	
Brawn	●●●●●●	Attack: 6k2 Punch Damage 10k1 Punch
	●●●●●●	5k2 Chain Damage 10k3 Chain
Finesse	●●	5k2 Club Damage 10k3 Club
Resolve	●●●●●●	
Wits	●●	Skills: Improvised W. at 3, Heavy W. at 3, Pugilism at 3, Bear Hug 4
Panache	●●	Direction Sense 3, Footworks 3, Head Butt 3, Snatch & Grab 4
		Survival 4, Uppercut 4

Jenny Greenteeth

Special Ability: Disease. Anyone cut by the claws of Jenny Greenteeth stands a chance of being infected with horrible disease. Roll Resolve TN 20. Failure means they get a fever after 1-4 Days. During the fever they have a -1 on all traits and knacks and their dice do not explode. This last until they can make a resolve TN 15. Roll each day.

Jimmy Squarefoot

Villain	TN 20	
Brawn	●●●●●	Attack: 5k3 Punch Damage 5k1 Punch
Finesse	●●	
Resolve	●●●●	
Wits	●	Skills: Ambush 4, Climbing 5, Shadowing 3, Stealth 4, Sprinting 4
Panache	●●●●	

Special Ability: Mimic. Jimmy can mimic any sound he heard perfectly. To realize something is amiss the listener must make a wits TN 30.

Kobolds

Brutes	TN 20 (25 if winged, 15 if winged and on ground)
Threat Rating	3 (4 if winged)
Damage Claw & Bite	small 3 FW
Skill:	Footworks 3, Tracking 3, Ambush 3

Special Ability: Poison Bite 1k1 Flesh Wounds every 3 Days (illness)
Hoard. They hoard shiny objects.

Krait

Henchman TN 15
 Brawn  Attack: 3k3 bite Damage 0k1 bite
 Finesse 
 Resolve 
 Wits  Skills: Stealth 3, Footworks 2, Ambush 3
 Panache 

Special Ability: Poison. 1 DW / 1 Round / 10 Rounds

Leshii

Brutes TN 25
 Threat Rating 2
 Damage whips medium 6 FW
 Skill: Attack whip 5, Tracking 5, Stealth 5, Shadowing 5

Leopard, Snow (Ai Xiu)

Henchman TN 20
 Brawn  Attack: 5k3 Claw Damage 3k1 Claw
 Finesse  Attack: 3k3 Bite Damage 2k2 Bite
 Resolve  Skills: Climbing 4, Leaping 4
 Wits 
 Panache 

Special Ability: Advantage. Cold Climate Conditioning

Leviathan

Villain TN 5
 Brawn  Attack: 2k1 Ram Damage 10k10+50 Ram
 Finesse  3k2 Bite Damage 8k8 Bite
 Resolve 


 Wits  Skills: Piloting 3, Navigation 3
 Panache 

Merrow

Henchman TN 25 (10 on ground)
 Brawn  Attack: 5k2 Grapple
 Finesse 
 Resolve 
 Wits  Skills: Swimming 6
 Panache 

Mirror Ghosts

Villains

Special Ability: Porte. Porte will not work in their presence. A mirror ghost can attack only people

with a hubris, and only one each round (Roll a dice when the mirror ghost attacks). All attacks from a Mirror Ghost automatically hit and inflicts one dice of damage for each time the hubris was activated in this story. Immune to all normal damage.

Mister Toad

Villain	TN 30	Reputation -78	
Brawn	●●	Attack: 9k4 Knife	Damage 3k2 Knife
Finesse	●●●●		
Resolve	●●●		
Wits	●●●	Skills: Athlete Footwork 5, Courtier, Spy, Knife all at Max	
Panache	●●●●●		

Special Ability: Advantages. Combat Reflexes, Keen Senses
Cannot be harmed by normal weapons

Monkey (Xou)

Henchman	TN 15 (20 while swinging)		
Brawn	●	Attack: 4k4 Scratch	Damage 1k1 Scratch
Finesse	●●●●		
Resolve	●		
Wits	●●	Skills: Break Fall 3, Climbing 4, Footwork 2, Leaping 3	
Panache	●●●	Swinging 3	

Special Ability: Mimic. Gain free traits when trying to be trained.

Nal Plant

Henchman	TN 30		
Brawn	●●●●●	Attack: 8k3 bite	damage 8k3
Finesse	●●●	7k3 squeeze	damage 6k1
Resolve	●●●		
Wits	●	Skills: Ambush 4 Parry Vine 5	
Panache	●●		

Special Ability: concealment. Wahrnehmung + Flora Knack TN 30
grappling. a nal plant that catches something in its vines can use an action to automatically make a damage check on a bound victim. if it can hold on to the victim for two full rounds the plant can drag him into its toothy maw and use one action to perform bite and crush damage simultaneously.

Night

Villain	TN varies		
Brawn	as in life	Attack: varies	Damage varies
Finesse	as in life		
Resolve	as in life +2		
Wits	as in life -1	Skills: any, Ranks 1-5	
Panache	as in life		

Special Ability: Shadow Armor. Spend one action to activate. +2k2 to Wound Checks. Divide the amount he failed by 2 before suffering additional Dws.

Dark Blade. 4k2 Weapon. Ignores Armor. Cannot be parried. Add damage FW to roll on a 1to1 ratio. Suffer 1 FW to make +1FW. Gain Bloodthirsty hubris.

Nightbringer

Villain	TN 20		
Brawn	●●●●	Attack: 3k2 Claws	damage 4k2 Claws
Finesse	●●●		
Resolve	●●		
Wits	●●●	Skills: Ambush 4, Footwork 3, Grapple 4, Stealth 5	
Panache	●		

Special Ability: Armor +2k2 on Wound Checks. Divide by two before applying another DW. Claws. Ignore Armor and cannot be parried

Envelop. If victim is grappled it drains lifeforce. Victim cannot do anything except once try to break free and suffers 2k1 each round. If Nightbringer sustains a DW it will release its victim.

Shadowscape. Move through small gaps.

Night Terrors

Villain	TN -		
Brawn	●●●●	Attack: -	Damage: -
Finesse	-		
Resolve	●●●		
Wits	-	Skills: none	
Panache	-		

Special Ability: Can cause horrific nightmares. Once per night they can intimidate their victim. If it succeeds the victim loses one Rank of Brawn otherwise it loses on Rank of Brawn. If the victim reaches Brawn -1 it falls asleep and dies of starvation unless someone kisses him and takes the night terror into him/herself. If the night terror reaches Brawn -1 it dies and its victim will never suffer another nightmare for the rest of their life.

Nymphs (Burn-righinn & Ramh-righinn)

Villain	TN 15		
Brawn	●	Attack: 4k2 Dagger	Damage 2k1 Dagger
Finesse	●●●		
Resolve	●●		
Wits	●●		
Panache	●●●		

Special Ability: Burn-righinn. GM may spend Drama Dice (equal to PC resolve) to cause a PC fall in love with a Burn-righinn. If the PC possesses the romance or lost love background they may add this to the number of dice required. If they have not the romance Background they may purchase it to the creature for half xp. Once per session the PC may spend a Drama Dice to break the enchantment. He must roll his Resolve vs Panache.

Ramh-righinn. GM may spend Drama Dice (equal to PC resolve) to cause a PC to fall asleep. In this case the PC immediately rolls his Resolve vs Panache. If the PC fails he may purchase a Background at half xp cost to represent what happened during his slumber.

Orangutan

Henchman	TN 5 (30 while swinging)		
Brawn	●●●●●	Attack 3k3 bite	Damage 4k2 bite
Finesse	●●●	Attack 4k3 slap/punch	Damage 6k1 slap/punch
Resolve	●●		
Wits	●●	Skill: Break Fall 2, Climbing 3, Swinging 5	

Panache 

Panda (Da Xiong Mao)

Henchman TN 5

Brawn  Attack 4k2 bite Damage 5k3 bite

Finesse  Attack 4k2 claw Damage 4k2 claw

Resolve 

Wits  Skill: Bear Hug 4, Grapple 2

Panache 

Python, Rock (Shi Mang)

Henchman TN 10 (20 in trees)

Brawn  Attack 6k2 grapple Damage 6k1 Squeez

Finesse 

Resolve 

Wits  Skill: Bear Hug 6, Grapple 4, Swimming 2, Climbing 3, Ambush 3

Panache  Footwork 1

Special Ability: If the Python has grappled its victim it may squeeze as an action.

Pygmy

Brute 10 per Pack TN 15

Threat Rating 3

Damage spears and darts small 3

Skills Ambush 4, Footworks 3, Stealth 3, Tracking 3

Qan'avar

Villain TN 15

Brawn  Attack 4k2 bask Damage 7k2 bash

Finesse  Attack 3k2 stomp Damage 4k3 stomp

Resolve 

Wits 

Panache 

Special Ability: Immunities. Immune to all Poisons.

Emerald eyes. If both eyes are plucked out (called shot with 6 raises must make a DW) the Qan'avar will desintegrate. Each emerald is worth 1500g.

Revenant

Villain TN as in life

Brawn as in life Attack & Damage by Weapon

Finesse as in life -1

Resolve as in life +3

Wits as in life -1

Panache as in life -1

Special Ability: No Pain. Never crippled
Regenerate. Reasables within 3 nights even if hacked apart.

Rhinoceros (Kharga)

Henchman TN 10 (30 when charging)

Brawn	●●●●●	Attack 3k3 Trample	Damage 5k3 Trample
Finesse	●	Attack 3k2 Gore	Damage 6k2k3 Gore
Resolve	●●●●●		
Wits	●		
Panache	●●	Skills: Footwork 1, Sprinting 5	

Special Ability: Thick Hide. The thick hide give the Rhinoceros +15 on all Wound Checks.

Ruin Monster

Villain	TN 20		
Brawn	●●●●	Skills: Footwork 3 or Swimming 3 or Leaping 3	
Finesse	●●●●		
Resolve	●●●●		
Wits	●●		
Panache	●●		

Special Ability: Select or roll one ability from each chart below:

Offensive Chart:

- 1-2 Bite Damage 3k3, Bite Attack 4k3
- 3-4 Claw Dmage 3k2, Claw Attack 4k4
- 5-6 Poison Stinger either Knockout Drops or Arsenic. Attack 3k2
- 7-8 Tentacles Grapple 2 Bearhug 2
- 9-0 Roll twice ignore 9-0

Defensive Chart:

- 1-2 Armor All Damage Rolls against the Monster are made at -1 Die
- 3-4 Defensive Skill: increase Defensive Knack by 1
- 5-6 Quick Witted: increase Wits by 1
- 7-8 Tough: increase Resolve by 1
- 9-0 Roll twice ignore 9-0

Miscellaneous Chart:

- 1-2 Fast: increase Panache by 1
- 3-4 Climbs: Succeeds any climbing check
- 5-6 Breath water: ignores Drowning
- 7-8 Flies: can fly
- 9-0 +1 to any Trait

Sandbar Spider

Villain	TN 20		
Brawn	●●●●●	Attack: 6k3 Bite	Damage 5k2 Bite
Finesse	●●●●		
Resolve	●●●●		
Wits	●●	Skills: Ambush 5 , Footwork 3, Stealth 4, Tracking 3	
Panache	●●●		

Special Ability: Hungry Flaw. Once per round a hero can spend a drama dice to induce hunger in the spider. When this flaw is activated the spider suffers a 2k1 penalty to all its attacks rolls for the round - the pains are distracting and nagging. If the flaw is invoked and the spider successfully attacks a PC, it adds 1k1 to its damage as its giant jaws and mouth lock onto the hero.

Schattenmann

Villain TN 20

Special Ability: Cannot be killed by any means.

Smell. Smells sap of trees cut in the Schwarzen Walden for 20 Days

Light Vulnerability.

Light Source	Heroes TN	Damage	Wounds
Match	5-10	7k6	1
Candle	15	6k5	5
Torch	20	5k4	10
Lantern	25	4k3	15
Campfire	30	3k2	20
Bonfire	35	2k1	25
Sunlight	--	--	50

Sea Serpent

Villain TN 5

Brawn  Attack: 5k3 Bite Damage 7k4 Bite

Finesse  5k3 Grapple

Resolve 

Wits  Skills: Grapple 2, Bear Hug 5,

Panache 

Special Ability: After making a successful grapple attack in the water the sea serpent may drag its victim underwater. A hero who is bitten by a serpent while holding his breath must make a resolve check against the amount of damage he just took (in addition to his normal wound check) or open his mouth and begin to drown immediately.

Sidhe

Siren

Henchman TN 25 (5 on ground)

Brawn  Attack: 4k3 Bite Damage 3k3 Bite

Finesse  5k3 Grapple

Resolve 

Wits  Skills: Grapple 2, Acting 3, Swimming 4

Panache 

Special Ability: After making a successful grapple attack in the water the sea serpent may drag its victim underwater. A hero who is bitten by a siren while holding his breath must make a resolve check against the amount of damage he just took (in addition to his normal wound check) or open his mouth and begin to drown immediately.

Skeleton and Zombies

Brutes TN 25 firearm/arrow, 20 rapier/knife, 15 other weapons

Threat Rating 2

Damage Cutlass medium 6 FW

Special Ability: Regenerate. Unless 2 Raises to hit are made (1 raise for heavy weapons or cutlass) a skeleton will repair itself in a number of rounds equal to one exploding dice

Snakes, Poisonous

Henchman TN 20
 Brawn  Attack: 4k3 Bite Damage 8k6 Bite
 Finesse  7k3 Grapple
 Resolve 
 Wits 
 Panache  Skills: Grapple 4, Bear Hug 4,

Special Ability: Poison. Use Arsenic or Knock-Out Drops as appropriate.

Squid, Giant

Villain TN 5
 Brawn  Attack: 4k3 Bite Damage 1k1 Bite + Poison
 Finesse 
 Resolve 
 Wits 
 Panache 

Special Ability: After making a successful grapple attack in the water the sea serpent may drag its victim underwater. A hero who is bitten by a squid while holding his breath must make a resolve check against the amount of damage he just took (in addition to his normal wound check) or open his mouth and begin to drown immediately.

Succubus

Villain TN -
 Brawn - Attack: - Damage -
 Finesse -
 Resolve 
 Wits  Skills: Oratory 4
 Panache -

Special Ability: Heroes who open their eyes to look at a succubus are removed from game. Consider them dead. Succubi cannot be harmed by any force known to man.

Sharks

Brutes 5 per Pack TN 20
 Threat Rating 2
 Brawn  Attack: 5k3 bite Damage 3k3 bite
 Finesse 
 Resolve 
 Wits  Skills:
 Panache 

Special Ability: Keen Senses. Enables to smell potential prey up to 180 feet away. If there is blood in the water they can smell up to a mile and follow the scent to its source.

Snow Maiden

Brutes TN 20
 Threat Rating 3
 Damage Teeth medium 6 FW
 Skill: At Teeth 3, Dancing 5, Seduction 7

Special Ability: Fire susceptibility. Fire-based attacks which strikes them immediately causes them to dissipate.

Spider Minions

Brutes 4 per Pack TN 20

Threat Rating 2

Attack 5k4

Damage 2k1 + Poison

Skills Ambush 4, Climbing 5, Sprinting 4, Shadowing 3 Stealth 4

Brawn 

Finesse 

Resolve 

Wits 

Panache 

Special Ability: Poison. Equivalent to vagabounds rot. Master Guide Page 185

Spider Sewer

Brutes TN 15

Threat Rating 1

Damage Poison

Special Ability: Poison. Limbs go numb. Limb Finesse & Brawn -3, Head Wits -3, Torso Brawn -3

Swamp Spiders

Brutes TN 15

Threat Rating 3

Damage Bite medium 6 FW + Poison

Skills: Stealth 4, Grapple 4, Attack (web strands) 3

Special Ability: Poison. Paralysing poison. Each round -1 Brawn & -1 Finesse. If reduce to 0 in any trait he is unable to move until the poison wears off (6-12 hours).

Webs. Finesse + Dodge TN 25 or suffer -2 Finesse until freed from the web.

Strands. Individual Strands shoot at a target lowers finesse by -1 until freed. Individual strands can be broken by Brawn TN 15

Spriggans

Villain TN 15

Brawn  Attack 4k3 spines Damage 3k1 spines

Finesse 

Resolve 

Wits 

Panache 

Special Ability: Illusion. The GM can spend a number of Drama Dice equal to the highest wits of all witnessing characters in attempt to fool them with an illusion.

Sluagh

Villain TN 20

Brawn  Attack 4k3 unarmed Damage 3k2 unarmed

Finesse 

Resolve ●
 Wits ●●
 Panache ●●

Special Ability: Skin stealing. Can steal the skin of a knocked out character. Spend on Drama Dice to do so. For rule mechanism look on page 78 (kinda strange).

Stone Griffins

Henchman TN 20
 Brawn ●●● Attack: 3k2 claws Damage 3k3 claws
 Finesse ●●● 4k2 tail Damage 4k2 tail
 Resolve ●●●●
 Wits ● Skills: Heavy Weapons (Tail) At 4, Parry 2
 Panache ●●

Suits of Armor

Brutes 4 per Pack TN 20
 Threat Rating 4
 Attack: 5k4
 Damage Shortsword/Longsword 3/6 FW

Talking Beasts

Brutes, Henchman, Heroes and Villain TN as normal beasts
 Brawn as normal beasts
 Finesse as normal beasts
 Resolve as normal beasts +1
 Wits as normal beasts +2
 Panache as normal beasts +1

Skills as normal beasts. Speaks Ussuran+

Tangleweed

Henchman TN 15
 Brawn ●●● Attack: 4k2 tendrils Damage 1k1 tendrils
 Finesse ●●
 Resolve ●●●
 Wits ●
 Panache ●●

Special Ability: If tangleweed hits its victim with a single raise it automatically entangles him with its barbed tendrils and draws him underwater. In the subsequent rounds the victim suffers 1k1 damage from the tangleweed coupled with drowning.

Attacking the tangleweed without 2 raises for not hitting the entangled deals the same amount of damage to the victim.

Blindsight. Tangleweed senses any prey up to 20 feet away and attacks immediately unless already feeding.

Tomiech Guardians (Gargoyles)

Brutes 5 per Pack TN 20
 Threat Rating 4
 Damage teeth & claws small 3 FW

Skills Footworks 2, At +2 , (Ambush 5 Why haven't they the ambush knack?? AEG sucks)

Special Ability: Surprise Faktor. They look like Statues and may attack when walking by or more likely when touched.

Thalusai

Villain	TN	varies minimum 20
Brawn	3-6	Damage: 0k2 Barehanded
Finesse	2-5	
Resolve	2-5	
Wits	1-4	
Panache	1-4	

Special Ability: Armor. Chitin Armor Parry 3
Leap (kreuzritter). Spend a action to leap 3 levels up/down at once

Tiger (Hu)

Henchman	TN 20		
Brawn		Attack: 4k2 Bite	Damage 4k3 Bite
Finesse		Attack: 4k2 Claw	Damage 4k3 Claw
Resolve			
Wits		Skills: Footworks 3, Stealth 3	
Panache			

Tundra Beast

Villain	TN 5 (25 Crowa Nest)		
Brawn		Attack: 6k4 Bite	Damage 6k6 Bite
Finesse		4k4 Claws	Damage 5k4 Claws
Resolve			
Wits		Skills: Footworks 3, Grapple 4, Leaping 3	
Panache			

Special Ability:

Fear. Fear Rating 2+

Blur. Attacks are make with -2k0 in addition to any failed fear check.

Damage Immunity. The beast takes -0k2 fewer damage from all weapons except rune-enchanted ones.

It will retreat if it has more than 3 dramatic wounds or Kriegs rune will be used.

Tymokris Shadow Rat

Brutes 5 per Pack TN 15
Threat Rating 1
Damage teeth & claws small 3 FW
Skills Ambush 4, Stealth 5, At +2

Unnamed Creature

Villain	TN 15		
Brawn		Attack: 4k2 tendril	Damage 2k2 tendril
Finesse		5k2 bite	Damage 3k2 bite
Resolve			
Wits		Skills: Ambush 5, Footworks 2, Climbing 3	

Panache 

Unraveled

Villain TN varies
 Brawn as in life
 Finesse as in life +1 (max 6 without mod)
 Resolve as in life +1 (max 6 without mod)
 Wits as in life
 Panache as in life -1 (max 4 without mod)

Attack: varies by skill

Damage -1 Drama Dice or 1 Dramatic Wound

Skills: as in life, Attack (Fate Strand) 2-4

Special Ability: Strand Block. Blocks Swords and Bullets equeally.

Tough. Roll an extra unkept dice for wound checks. If failed divied by 2 round down before suffering dramatic wounds.

Verschlingen

Villain TN 10 (15 while swimming)
 Brawn  Attack: 4k2 Bite Damage Deadly Bite
 Finesse  5k1 Tail Damage 6k6 Tail
 Resolve 
 Wits  Skills: Footworks 1, Ambush 4, Climbing 2, Swimming 2
 Panache 

Special Ability: Ignores first 10 Wounds of any attack.

Poison. Standing within 10 feet causes 1 flesh wound per phase, and all heroes must make a wound check at the end of the round if they have any flesh wounds. Brutes automatically pass out amd die if expose more than a hour.

The Bite kills anybody instanly!!!

Killing then Verschlingen and proof it is worth 5/10 (when wasting desease begins to fade)

Reputation Points

Viper, Green Tree

Henchman TN 15 (25 in Tree)
 Brawn  Attack: 4k3 bite Damage 0k1 bite
 Finesse 
 Resolve 
 Wits  Skills: Ambush 4, Footworks 2, Climbing 4, Stealth 2
 Panache 

Special Ability: Poison. 2k1 damage/ 30 min / 1 days.

Viper, Thihar Pit

Henchman TN 15
 Brawn  Attack: 5k3 bite Damage 0k1 bite
 Finesse 
 Resolve 
 Wits  Skills: Ambush 4, Footworks 2, Stealth 3
 Panache 

Special Ability: Poison. 2k1 damage/ 30 min / 1 days.

By making 2 Raises on the attack the Viper can inject 2 doses of poison.

Viper, Yilian

Henchman TN 15

Brawn  Attack: 4k3 bite Damage 0k1 bite

Finesse 

Resolve 

Wits  Skills: Ambush 3, Footworks 2, Climbing 1, Stealth 2

Panache 

Special Ability: Poison. 3k1 damage/ 20 min / 1 days.

By making 2 Raises on the attack the Viper can inject 2 doses of poison.

Will O' Wisp

Brute 4 per Pack TN 25

Threat Rating 1

Finesse 

Panache 

Special Ability: Keen Senses. 500 feet diameter.

Lure. If sighted it tries to lure its victim in for a closer look. Make a contested panache vs resolve check. Should the Will o' wisp win the victim draws nearer ignoring any danger in its way. For every 30 feet the Will O'Wisp must make a Panache Roll vs Target Resolve. For every won Roll it gains 1k0 for the roll.

Frail. A Successful hit extinguishes the Wisp.

Yak

Henchman TN 15

Brawn  Attack: 3k2 Gore Damage 6k2 Gore

Finesse 

Resolve 

Wits  Skills: Footworks 2, Sprinting 2

Panache 

Special Ability: Advantage. Cold Climate Conditioning.

Can carry twice normal encumbrance for brwan.

Yeti

Henchman TN 15

Brawn  Attack: 3k2 Punch Damage 6k2 Punch 2x

Finesse  3k1 bite Damage 3k2 bite

Resolve 

Wits  Skills: Ambush 2, Footworks 2, Stealth 4, Tracking 4

Panache 

Yeti II

Henchman TN 20

Brawn  Attack: 5k2 Swing Damage 6k1 Swing

Finesse	●●	6k2 Grapple
Resolve	●●●●	5k2 Throw Damage as improvised
Wits	●●	Skills: Ambush 3, Bear Hug 4, Climbing 5, Grapple 4, Leaping 3
Panache	●●	Stealth 4, Throw Improvised Weapon 3

Special Ability: Advantage. Cold Climate Conditioning.

Yiu San

Villain	TN varies	
Brawn	as animal +2	Attack: as animal Damage as animal +2k0
Finesse	as animal	
Resolve	●●●●●●●●	
Wits	●●●●●●	Skills: as animal +1
Panache	as animal +1	

Special Ability: as animal. Transform into Human Being

Zalozhniy

Hero	TN varies
Brawn	as in life
Finesse	as in life
Resolve	as in life +1
Wits	as in life
Panache	as in life +1

Skills as in life. All languages.

Zombie

Villains	TN varies by Host	
Brawn	Host +1 (0)	Attack: 5k3 Claws 5k3 Claws (None)
Finesse	Host - 1 (4)	Damage: 0k2 Claws (none) and see below
Resolve	Host +1 (1)	
Wits	Host - 1 (0)	Skills: Grapple 3(Leaping 3, Sprinting 5), Host Skills while alive
Panache	Host - 1 (3)	

Special Ability: When Zombie has no host it uses the attributes in parentheses.

When a victim is hit by both claws, it has been grappled. Unless the hold is broken within two rounds (20 Phases from the moment it was grappled) the zombies tendrils will reach the spinal cord and take over the victim.

Zombie II

Villain	TN 10	
Brawn	●●●●●	Attack: 5k3 Claw Damage 2k2 Claw 2x
Finesse	●●	5k3 bite Damage 4k2 bite
Resolve	●●	
Wits	●	Skills: Grapple 3, as in Life
Panache	●	

Used Rule Books:

Avalon, Castille, **Cathay**, Church of the Prophets, Compendium, **Crescent**, Crows Nest, Eisen, Erebus Cross Campaigne (Ladys Favour, Scoundrel's Folly, Arrow of Heaven), Explorer Society, Freiburg Box, Hideout and Strongholds, Invisible College, Island of Gold, Knights & Musketers, Kreuzritter, Los Vagos, Masters Guide, Mightier than the Sword Adventure, Montaigne, Montaigne Revolution, NOM, Pirate Nations, Rilasciere, Rose & Cross, Shide Nighmare, Ships & Sea Battles, Sophias Daughter, Swordmans Guild, Ussura, Vendel, Vodacce, Villains Kit, Wave of Blood