

GURPS Magi-Nation Bestiary

This document is a translation of the creatures found on the Magi-Nation collectible card game on GURPS terms, forming a fantasy bestiary suited for many medieval-fantasy games composed of non-standard monsters and antagonists.

Some of the creatures' powers were translated, but for the most part, the adaptation was freely performed, maintaining only the creature image and name. Their relative power levels were roughly maintained.

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Magi Nation cards were illustrated by [Matt Holmberg](#), [Rick Werner](#), [Lou Holsten](#), [Mike Vega](#) and [Alison Storm/Whyrl](#).

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Creature Statistics:

The creatures here presented are shown in small, summarized character sheets with are as follows:

Name: Kteeb Thumper		Level: 4	
ST	12	HP	15
DX	14	Perception	13
IQ	3	Willpower	14
HT	14	FP	14
Dodge	10	Move	7
MR	5	Bas. Speed	7
SM	-2	Summon	20
Behavior	Aggressive		
Diet	Carnivore		
Notes: The kteeb thumper can jump very high, up to 2,4 m high and 4m far			
		Hit Location	
	Roll	Location	Mod. DR
	-	Eye	-9 0
	3-4	Skull	-7 4
	5	Face	-5 2
	6-7	R. Leg	-2 2
	8	R. Arm	-2 2
	9-10	Torso	0 2
	11	Groin	-3 2
	12	L. Arm	-2 2
	13-14	L. Leg	-2 2
	15	Hand	-4 2
	16	Foot	-4 2
	17-18	Neck	-5 2
	-	Vitals	-3 2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	14	2d	C
Bite	Cutting	14	1d-2	C
Jump Strike	Cutting	14	2d+2	C

Powers:

Thump: Whenever the kteeb thumper is targeted by a spell or supernatural power and resists it, make a HT - 5 roll for the caster. If the caster misses the roll, he loses one hit point.

BodyWarping: The kteeb can convert his fatigue points into hit points, and vice versa, at will, up to 3 points per round. This is instantaneous and requires no concentration.

Basic Skills:
Survival (forests) 14, Jumping 16, Stealth 12, Brawling 14, Swimming 13, Running 11, Observation 15, Tracking 12.

Whose statistics are explained below:

Name: The creature's name.

Level: This equals the creature's energy as listed in his original Magi-Nation Duel card. It was maintained here to allow for a comparison between relative strengths.

ST: The creature's strength. This is not always used as basis for the damage it causes, because some creatures have ST values which differ from striking ST and lifting / carrying ST.

<i>DX:</i>	The creature's dexterity.
<i>IQ:</i>	The creature's IQ. Note that, by default, creatures are not self-aware beings, even though they may have high IQ values. Self-aware (sentient) creatures have an asterisk marked beside their IQ (for instance: 12*).
<i>HT:</i>	The creature's HT.
<i>HP:</i>	The creature's hit points. By default, creatures' hit points are counted and calculated as usual (for instance: they must roll for consciousness when reaching 0, and roll for death when reaching -ST). However, some creatures may ignore pain modifiers in their rolls (as if they had high-pain threshold). These creatures have an asterisk beside their HP (for instance: 15*). Other creatures may also ignore consciousness rolls. In these cases, the HP is preceded by a cross mark (for instance: 15 ⁺). A creature's hit points is not always, and in fact only rarely equal to its ST. If a creature is homogeneous, the hit point is marked with a †, and if it is diffuse, its marked with a ‡
<i>Perception:</i>	The creature's overall perception. When a creature's perception is shifted towards a specific area, this is listed under "Notes".
<i>Willpower:</i>	The creature's willpower.
<i>FP:</i>	The creature's fatigue points.
<i>Dodge:</i>	The creature's dodge, which may or not be based on his Move, depending on the creature's innate magical and/or physical abilities.
<i>MR:</i>	The creature's Magic Resistance, which mostly all magical creatures have. This is a penalty applied to all uses of spells or supernatural powers which target the creature. For simplicity, whenever a character is targeting the creature with a resisted power or spell, apply this value as a penalty to his roll and assume that this is the creature's resistance roll: the creature itself does not need to roll its own resistance.
<i>Bas. Speed:</i>	The creature's basic speed in m/s.
<i>Move:</i>	The creature's move in hexes per round. If this number is appended with an asterisk (for instance: 14*), it means an aerial move. If appended with a cross (for instance: 15 ⁺), it means an aquatic move, and if appended with a circle (for instance: 4 ^o), it means that the creature can burrow and move under the earth at that speed. Some creatures, specially flying and burrowing ones, have more than one move score.
<i>SM:</i>	The creature's size modifier.
<i>Summon:</i>	The cost in energy to summon this creature by means of a "Planar Summons" spell.
<i>Behavior:</i>	The creature's overall behavior. They can be: Shy, Wild or Aggressive. Shy creatures will avoid contact at all costs. Wild ones will also avoid contact, but will easily fight if cornered or hungry. Aggressive creatures may attack for simple reasons, such as to defend their territory or because they are hungry. Note that some basic things, like the drive to protect one's young, will always trigger a violent response. Shy magical creatures can be tamed at -5. Wild ones are tamed at -10, and aggressive ones at -15. Sentient creatures have no applicable behavior.
<i>Diet:</i>	What the creature usually eats. This can be: "Herbivore", meaning they only eat plants; "Carnivore", meaning they eat the flesh of other creatures; "Carrion Eater", meaning they prefer eating the flesh of dead creatures, and "Thaumovore", meaning they prefer eating the flesh of other magical creatures (such as the ones depicted in this compilation).
<i>Hit Location:</i>	The hit location table for this creature, depicting its body parts and relative DR for each one. In this table, "L" stands for "Left", "R" for "Right", "F" for "Front", and "H" for "Hind". "M" stands for "Middle", "U" for Upper, and "Lw" for "Lower".
<i>Damage:</i>	A list of the creature's forms of attack and their listed damage.
<i>Skills:</i>	The creature's basic skills.
<i>Powers:</i>	Most magical creatures have supernatural powers which they can use at will, or supernatural effects which apply to them.

Habitat:

Each Nation on the Magi Nation duel card game is represented by a distinct environment, which characterizes it and provides a basis for all of its creatures and spells. This is quite appropriate, because it also defines the creature's habitats, as follows:

<i>Arderial:</i>	Flying creatures of all sorts.
<i>Bograth:</i>	Swamp creatures.
<i>Cald:</i>	Creatures who live near to or inside volcanoes.
<i>Core:</i>	Nocturnal creatures.
<i>d'Resh:</i>	Desert creatures.
<i>Kybar's Teeth:</i>	Mountain creatures.
<i>Nar:</i>	Ice and polar creatures.
<i>Naroom:</i>	Forest creatures.
<i>Orothe:</i>	Underwater creatures.
<i>Paradwyn:</i>	Jungle creatures.
<i>Underneath:</i>	Cave-dwelling creatures.
<i>Universal:</i>	Various, multi-habitat creatures.
<i>Weave:</i>	Creatures of the plains.

Regarding Arderial and Core creatures, which exist in a number of different habitats, these creatures may prefer a specific habitat, which is then specified in their sheets. Arderial creatures can live in a special habitat environment called "Sky", representing creatures which live above and within clouds. Core creatures are always nocturnal, which stands to reason that most others are diurnal. Core creatures are somewhat stronger than the rest (which is not the same as the card game), representing that night is a more dangerous time to be fooling around.

The list of creatures is laid out by nation.

Naroom Creatures

Name: Alpine Xamf				Level: 6			
ST	16	HP	25*	Hit Location			
DX	15	Perception	16	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	14	FP	20	3-4	Skull	-7	8
Dodge	11	Move	7	5	Face	-5	5
MR	8	Bas. Speed	7,25	6-7	HR. Leg	-2	6
SM	+1	Summon	30	8	FR. Leg	-2	6
Behavior	Aggressive			9-10	Torso	0	6
Diet	Carnivore			11	Tail	-3	4
<i>Notes:</i> Usually hunts alone, but otherwise found in packs of 6 to 14.				12	FL. Leg	-2	6
				13-14	HL. Leg	-2	6
				15	F Paw	-4	7
				16	H Paw	-4	7
				17-18	Neck	-5	6
				-	Vitals	-3	6



Powers:

Forest Skin: The Alpine Xamf is harder to spot in its native terrain, and all perception rolls to see or hear them are at -5, even if they are not trying to hide.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cut	17	4d	C
Bite	Cut	17	1d+2	C
Basic Skills:				
Brawling 17, Survival (forests) 15, Observation 16, Tracking 15, Jump 16, Stealth 15, Camouflage 16.				

Name: Arboll				Level: 3			
ST	11	HP	15*	Hit Location			
DX	13	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	3-4	Eye	-5	0
HT	12	FP	14	5	L Hand	-3	3
Dodge	9	Move	6*	6-7	L Arm	-2	3
MR	5	Bas. Speed	6,25	8-13	Torso	0	3
SM	-3	Summon	15	14-15	R. Arm	-2	3
Behavior	Wild			16	R. Hand	-3	3
Diet	Carnivore			17-18	Face	-2	5
<i>Notes:</i> Usually found in packs of 5 to 10.							



Powers:

Life Channel: The Arboll can channel his hit points into another companion of the same pack, or his master (if he has one), losing 2 HP for each 1 HP gained. They always do that when they are about to die.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cut	12	1d+2	C
Bite	Cut	12	1d	C
Basic Skills:				
Brawling 12, Flying 12, Observation 12, Survival (forests) 10.				

Name: Baby Furok				Level: 2			
ST	20	HP	12	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	12	FP	12	3-4	Skull	-7	4
Dodge	9	Move	6	5	Face	-5	2
MR	6	Bas. Speed	6	6-7	HR. Leg	-2	2
SM	0	Summon	10	8	FR. Leg	-2	2
Behavior	Wild			9-10	Torso	0	2
Diet	Herbivore			11	Tail	-3	2
Notes:	These things are never really left unprotected...			12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Paw Strike	Crushing	12	1d+1	C			
Bite	Cutting	12	1d-1	C			
Basic Skills:							
Brawling 12, Running 13, Survival (forests) 10.							



Powers:

Cuddly-Wuddly: Each minute, the Baby Furok negates the first damage-causing spell or power targeted at him, regardless of its strength.

Name: Balamant				Level: 6			
ST	16	HP	25	Hit Location			
DX	15	Perception	18	Roll	Location	Mod.	DR
IQ	3	Willpower	18	-	Eye	-9	0
HT	14	FP	20	3-4	Skull	-7	7
Dodge	12	Move	8	5	Face	-5	5
MR	10	Bas. Speed	7,25	6-7	HR. Leg	-2	5
SM	+1	Summon	30	8	FR. Leg	-2	5
Behavior	Wild			9-10	Torso	0	5
Diet	Herbivore			11	Tail	-3	5
Notes:				12	FL. Leg	-2	5
				13-14	HL. Leg	-2	5
				15	F Paw	-4	5
				16	H Paw	-4	5
				17-18	Neck	-5	5
				-	Vitals	-3	5
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Crushing	18	2d+2	C			
Bite	Cutting	18	1d+2	C			
Horn Strike	Impaling	18	2d	1			
Basic Skills:							
Brawling 18, Running 16, Survival (forests) 16, Observation 15.							



Powers:

Hunt: The Blamant can spend one turn focusing his sight on a target and roll 17 against its HT. On a success, he loses 2 FPs and the target takes 2d damage. The target suffers the full effect of this damage as he would any other wound.

Name: Balamant Pup				Level: 4			
ST	14	HP	20	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	12	FP	17	3-4	Skull	-7	4
Dodge	10	Move	6	5	Face	-5	2
MR	7	Bas. Speed	6,25	6-7	HR. Leg	-2	2
SM	-1	Summon	20	8	FR. Leg	-2	2
Behavior	Wild			9-10	Torso	0	2
Diet	Herbivore			11	Tail	-3	2
<i>Notes:</i> They usually use their powers to support their elders in protecting them. Balamant Pups are always found in packs of 4 to 8.				12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Crushing	14	2d	C
Bite	Cutting	14	1d	C
Horn Strike	Impaling	14	1d+2	C
Basic Skills:				
Brawling 14, Running 16, Survival (forests) 14, Observation 13.				

Powers:

Support: If the Balamant Pup is touching another creature, he can heal it, losing 2 FP each HP healed. If the other creature is a balamant, the loss is 1 FP per HP.

Name: Bhatar				Level: 5			
ST	16	HP	25 [†]	Hit Location			
DX	16	Perception	18	Roll	Location	Mod.	DR
IQ	8	Willpower	18	-	Eye	-9	0
HT	15	FP	25	3-4	Skull	-7	9
Dodge	12	Move	8	5	Face	-5	7
MR	7	Bas. Speed	7,75	6-7	R. Leg	-2	7
SM	0	Summon	25	8	R. Arm	-2	7
Behavior	Wild			9-10	Torso	0	7
Diet	Carnivore			11	Groin	-3	7
<i>Notes:</i> They have a special like for eating burrowing creatures, and prefer hunting them.				12	L. Arm	-2	7
				13-14	L. Leg	-2	7
				15	Hand	-4	7
				16	Foot	-4	7
				17-18	Neck	-5	7
				-	Vitals	-3	7



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Clawed Punch	Cutting	19	3d+2	C,1
Bite	Cutting	19	2d	C
Basic Skills:				
Brawling 19, Survival (forests) 17, Observation 18, Digging 17, Camouflage 16.				

Powers:

Charge: Whenever the Bhatar deals damage to a creature, he heals 1 HP himself. If the creature was burrowing, he heals up to 3 HPs himself.

Name: Bungalowoo				Level: 2			
ST	9	HP	13*	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	12	FP	13	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	3	Bas. Speed	6	6-7	HR. Leg	-2	2
SM	-1	Summon	10	8	FR. Leg	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	FL. Leg	-2	2
<i>Notes:</i> Bungalowos can sense and react to intentions. They are attracted to singing, and will shy away if anyone near them has angry thoughts.				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Crushing	12	1d	C
Bite	Crushing	12	1d-2	C
Basic Skills:				
Brawling 12, Survival (forests) 12, Running 11, Stealth 12, Camouflage 13.				

Powers:
Weave: When bungalowoo are attacked or attack in bands, count their HP as one, single value, equaling the sum of all their HPs. They are either all defeated at once, or none at all.

Name: Carillion				Level: 4			
ST	40	HP	60*	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	12	-	Eye	-9	0
HT	20	FP	40	3-4	Skull	-7	7
Dodge	6	Move	5	5	Face	-5	5
MR	6	Bas. Speed	5	6-7	HR. Leg	-2	5
SM	+2	Summon	20	8	FR. Leg	-2	5
Behavior	Wild			9-10	Torso	0	5
Diet	Herbivore			11	Trunk	-3	5
<i>Notes:</i> Carillions are definitely <u>not</u> afraid of mice...				12	FL. Leg	-2	5
				13-14	HL. Leg	-2	5
				15	F Paw	-4	5
				16	H Paw	-4	5
				17-18	Neck	-5	5
				-	Vitals	-3	5



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Trunk Strike	Crushing	14	3d	1,2
Wooden Horns	Impaling	14	1d+2	1,2
Bite	Cutting	14	1d	C
Basic Skills:				
Brawling 14, Observation 13, Survival (forests) 14.				

Powers:
Resilience: Whenever the Carillion loses HP from an attack, it can choose to increase its DR for that attack by 2 RD per 1 FP.

Name: Carillion Titan				Level: 9			
ST	100	HP	200	Hit Location			
DX	11	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	12	-	Eye	-9	0
HT	80	FP	100	3-4	Skull	-7	11
Dodge	4	Move	5	5	Face	-5	9
MR	8	Bas. Speed	5	6-7	HR. Leg	-2	9
SM	+7	Summon	45	8	FR. Leg	-2	9
Behavior Wild				9-10	Torso	0	9
Diet Herbivore				11	Trunk	-3	9
Notes: Few things disturb a Carillion Titan.. one has to really try its patience before a combat begins...				12	FL. Leg	-2	9
				13-14	HL. Leg	-2	9
				15	F Paw	-4	9
				16	H Paw	-4	9
				17-18	Neck	-5	9
				-	Vitals	-3	9
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Trunk Strike	Crushing	14	6d	1,2,3,4			
Wooden Horns	Impaling	14	3d+2	1,2,3			
Bite	Cutting	14	2d+2	C			
Basic Skills:							
Brawling 14, Observation 13, Survival (forests) 14.							



Powers:
Rampant Growth: Whenever a creature fails a survival roll near the Carillion Titan (10m at most), it drains 5 HPs from the creature.

Name: Eebit				Level: 2			
ST	9	HP	12 ⁺	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	10	-	Eye	-9	0
HT	15	FP	15	3-4	Skull	-7	2
Dodge	10	Move	7	5	Face	-5	0
MR	4	Bas. Speed	7	6-7	HR. Leg	-2	0
SM	-4	Summon	10	8	FR. Leg	-2	0
Behavior Shy				9-10	Torso	0	0
Diet Herbivore				11	Tail	-3	0
Notes: Eebits are very shy and difficult to catch, but they are irresistibly attracted by chocolate.				12	FL. Leg	-2	0
				13-14	HL. Leg	-2	0
				15	F Paw	-4	0
				16	H Paw	-4	0
				17-18	Neck	-5	0
				-	Vitals	-3	0
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Cutting	13	1d-3	C			
Scratch	Crushing	13	1d-4	C			
Basic Skills:							
Brawling 13, Running 15, Climbing 15, Survival (forest) 15, Swimming 13, Camouflage 14, Jumping 14.							



Powers:
Escape: Whenever an Eebit dies, he starts to recover HPs at the rate of 1 per hour, until it reaches 0 HP, at which point it returns to life. This recovery fails if he is below -10xHP.

Name: Elder Weebo				Level: 5			
ST	14	HP	10*	Hit Location			
DX	12	Perception	9	Roll	Location	Mod.	DR
IQ	2	Willpower	13	-	Eye	-9	0
HT	12	FP	12	3-4	Skull	-7	10
Dodge	9	Move	6	6	HR. Leg	-2	2
MR	5	Bas. Speed	6	7	M Leg	-2	2
SM	-1	Summon	25	8	FR. Leg	-2	2
Behavior			Wild	9-12	U Torso	0	8
Diet			Herbivore	13	FL. Leg	-2	2
<i>Notes:</i> When in combat, the elder weebo tries to defend using its upper shell as a shield.				14	M Leg	-2	2
				15	HL. Leg	-2	2
				16-18	Lw Torso	-5	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	13	2d+2	C,1
Bite	Cutting	13	1d-2	C
Basic Skills:				
Brawling 13, Shield 14 (active defense: 10), Survival (forest) 13, Camouflage 12.				

Powers:

Vitaminize: The Elder weebo recovers 1 HP per turn. If he is less than 10m away from other Elder Weebos, their recovery rate is added and applied to all elder weebos. Other types of weebos also benefit from this recovery rate if they are less than 10m away from one Elder Weebo.

Name: Ember Hyren				Level: 5			
ST	18	HP	25 ⁺	Hit Location			
DX	14	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	12	FP	20	3	Skull	-7	8
Dodge	9	Move	6	4	Horns	-6	6
MR	6	Bas. Speed	6,5	5	Face	-5	6
SM	+3	Summon	25	6-7	HR. Leg	-2	6
Behavior			Aggressive	8	FR. Leg	-2	6
Diet			Carnivore	9-10	Torso	0	6
<i>Notes:</i>				11	Tail	-3	6
				12	FL. Leg	-2	6
				13-14	HL. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-5	6
				-	Vitals	-3	6



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	15	3d	C,1,2
Bite	Cutting	15	1d+2	C
Flame Breath	Burning	18	4d	1 to 10
Basic Skills:				
Brawling 15, Innate Attack (flame jet) 18, Survival (forests) 15.				

Powers:

Heat Feed: Whenever the Ember Hyren is attacked by fire, it takes no damage, and recovers 1HP per die of damage, per minute.
Singe: The Ember Hyren can Breathe Fire for a cost of 1 FP. This counts as an attack, but needs no previous concentration.

Name: Fird				Level: 1			
ST	3	HP	5*	Hit Location			
DX	15	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	18	-	Eye	-9	0
HT	10	FP	5	3-4	Skull	-7	0
Dodge	10	Move	12*	5	Face	-5	0
MR	15	Bas. Speed	6,25	6-7	R. Leg	-2	0
SM	-5	Summon	5	8	R Wing	-1	0
Behavior	Shy			9-11	Torso	0	0
Diet	Herbivore			12	L Wing	-1	0
<i>Notes:</i> Fird breed like rabbits (or worse), are very fast, and very shy.				13-14	L. Leg	-2	0
				15-18	Tail	-2	0



Powers:
None.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	12	1d-2	C
Basic Skills:				
Brawling 12, Flight 13, Survival (forests) 10, Observation 12.				

Name: Flame Rudwot				Level: 4			
ST	11	HP	15*	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	13	-	Eye	-9	0
HT	14	FP	15	3-4	Skull	-7	6
Dodge	10	Move	6	5	Face	-5	4
MR	6	Bas. Speed	6,5	6	R. Leg	-2	4
SM	0	Summon	20	7	M. Leg	-2	4
Behavior	Aggressive			8	R. Arm	-2	4
Diet	Carnivore			9-10	U Torso	0	6
<i>Notes:</i>				11	Groin	-3	4
				12	L. Arm	-2	4
				13	M. Leg	-2	4
				14	L. Leg	-2	4
				15-16	Tail	-3	4
				17-18	Lw Torso	-5	3



Powers:
Burning Branches: The Flame Rudwot can make his body burn in flame, adding +3 burning damage to all his attacks, for 2 FPs per minute.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	14	2d / 3d	C,1
Bite	Cutting	14	1d+1 / 2d+1	C
Basic Skills:				
Brawling 14, Survival (forests) 12, Observation 13.				

Name: Flying Hinko				Level: 3			
ST	8	HP	13 ⁺	Hit Location			
DX	12	Perception	15	Roll	Location	Mod.	DR
IQ	5	Willpower	15	-	Eye	-9	0
HT	13	FP	15	3-4	Skull	-7	4
Dodge	10	Move	20*	5	Face	-5	2
MR	4	Bas. Speed	6,25	6-7	R. Leg	-2	2
SM	-3	Summon	15	8	R. Wing	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	L. Wing	-2	2
Notes:				13-14	L. Leg	-2	2
				15-18	Tail	-3	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Crushing	12	1d	C
Bite	Cutting	12	1d-3	C
Basic Skills:				
Brawling 12, Flight 15, Survival (forests) 19, Observation 15.				

Powers:

Empower: All protective and helpful spells or powers cast at less than 10m of the flying hinko are automatically replicated in him. This has no effect on ongoing powers which enter his range. These powers last as long as the original ones.

Name: Forest Hyren				Level: 9			
ST	20	HP	30*	Hit Location			
DX	16	Perception	15	Roll	Location	Mod.	DR
IQ	5	Willpower	15	-	Eye	-9	0
HT	15	FP	20	3	Skull	-7	12
Dodge	11	Move	8/24*	4	Horns	-6	10
MR	10	Bas. Speed	7,75	5	Face	-5	10
SM	+3	Summon	45	6	HR. Leg	-2	10
Behavior	Wild			7	FR. Leg	-2	10
Diet	Herbivore			8	R. Wing	-2	10
Notes:	The most beautiful foliage in the forest can be found at the Hyren's Footsteps.			9-10	Torso	0	10
				11	Tail	-3	10
				12	L. Wing	-2	10
				13	FL. Leg	-2	10
				14	HL. Leg	-2	10
				15	F Paw	-4	10
				16	H Paw	-4	10
				17-18	Neck	-3	10



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	18	5d	C,1,2
Bite	Impaling	18	2d	C,1
Basic Skills:				
Brawling 18, Flight 20, Observation 15, Survival (forest) 16.				

Powers:

Underbrush: The Forest Hyren recover 2 HPs per turn if he is in contact with a tree trunk or dense foliage.

Energy Transfer: The Forest Hyren can heal plants or plant-based creatures (including himself) at the rate of 1 FP per each HP.

Name: Forest Jile				Level: 5			
ST	15	HP	25*	Hit Location			
DX	14	Perception	20	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	14	FP	15	3-4	Skull	-7	7
Dodge	10	Move	7	5	Face	-5	5
MR	7	Bas. Speed	7	6-7	HR. Leg	-2	5
SM	0	Summon	25	8	FR. Leg	-2	5
Behavior		Aggressive		9-10	Torso	0	5
Diet		Carnivore		11	Tail	-3	5
<i>Notes:</i> They always move on packs of 3 to 5.				12	FL. Leg	-2	5
				13-14	HL. Leg	-2	5
				15	F Paw	-4	5
				16	H Paw	-4	5
				17-18	Neck	-5	5



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	16	2d+2	C,1
Bite	Cutting	16	1d+2	C
Basic Skills:				
Brawling 16, Stealth 15, Survival (forest) 14, Observation 20.				

Powers:

Reinforce: The Jile can act as a coordinated group in battle. Each round, roll attacks and defenses for each Jile in the pack. The best result of each roll applies to all Jiles.

Name: Forest Wudge				Level: 3			
ST	10	HP	15 [†]	Hit Location			
DX	11	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	10	-	Eye	-9	0
HT	13	FP	13	3-4	Face	-5	4
Dodge	9	Move	6	5-7	R. Leg	-2	4
MR	3	Bas. Speed	6	8-14	Torso	0	4
SM	-2	Summon	15	15-18	L. Leg	-2	4
Behavior		Aggressive					
Diet		Herbivore					
<i>Notes:</i>							



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Cutting	12	1d+1	C
Basic Skills:				
Brawling 12, Survival (forest) 12, Observation 12.				

Powers:

Strengthen: Each Turn, the Forest Wudge can spend 1 FP and increase his damage by 1 point for 1 turn. This can also be used to increase the damage of other, nearby Forest Wudges.

Name: Furloak				Level: 7			
ST	18	HP	24*	Hit Location			
DX	15	Perception	15	Roll	Location	Mod.	DR
IQ	4	Willpower	14	-	Eye	-9	0
HT	14	FP	20	3	Skull	-7	7
Dodge	11	Move	7	4	Face	-5	5
MR	7	Bas. Speed	7,25	5	Horns	-6	5
SM	0	Summon	35	6-7	HR. Leg	-2	5
Behavior	Aggressive			8	FR. Leg	-2	5
Diet	Carnivore			9-10	Torso	0	5
Notes: Furloaks are never alone. They are usually found in pairs or trios, or, oddly enough, hunting alongside other creatures, which they have a knack for befriending.				11	Tail	-3	5
				12	FL. Leg	-2	5
				13-14	HL. Leg	-2	5
				15	F Paw	-4	5
				16	H Paw	-4	5
				17-18	Neck	-5	5
				-	Vitals	-3	5



Powers:
None.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	17	4d	C,1
Bite	Impaling	17	2d	C
Horn Strike	Crushing	17	3d+2	C,1
Basic Skills:				
Brawling 17, Survival (forest) 15, Survival (swampland) 15, Stealth 15, Tracking 14, Observation 15.				

Name: Furok				Level: 4			
ST	30	HP	30*	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	13	FP	20	3	Skull	-7	6
Dodge	9	Move	6	4	Face	-5	4
MR	6	Bas. Speed	6	5	Horns	-6	4
SM	+1	Summon	20	6-7	HR. Leg	-2	4
Behavior	Wild			8	FR. Leg	-2	4
Diet	Herbivore			9-10	Torso	0	4
Notes:				11	Tail	-3	4
				12	FL. Leg	-2	4
				13-14	HL. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	4



Powers:
Magic Resilience: All spell or powers which cause damage deal only half damage to a Furok, or 5 less points, whichever is lower.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Cutting	15	2d+2	C,1
Bite	Cutting	15	1d+1	C
Horn Strike	Impaling	15	1d+2	C,1
Basic Skills:				
Brawling 15, Survival (forest) 14, Observation 13.				

Name: Furok Guardian				Level: 10			
ST	50	HP	80*	Hit Location			
DX	16	Perception	20	Roll	Location	Mod.	DR
IQ	18*	Willpower	18	-	Eye	-9	0
HT	16	FP	25	3	Skull	-7	10
Dodge	12	Move	8	4	Face	-5	8
MR	8	Bas. Speed	8	5	Horns	-6	8
SM	+2	Summon	50	6-7	HR. Leg	-2	8
Behavior	Wild			8	FR. Leg	-2	8
Diet	Herbivore			9-10	Torso	0	8
Notes:				11	Tail	-3	8
				12	FL. Leg	-2	8
				13-14	HL. Leg	-2	8
				15	F Paw	-4	8
				16	H Paw	-4	8
				17-18	Neck	-5	8



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Cutting	18	4d+1	1,2
Bite	Cutting	18	2d+2	C
Horn Strike	Impaling	18	3d	1,2
Basic Skills:				
Brawling 18, Survival (forest) 18, Observation 20, Area Knowledge 17, Magic Lore 19, Running 16, Swimming 16.				

Powers:

Magic Immunity: Damage causing spells or powers do not harm a Furok Guardian.
Terra Rebirth: The Furok Guardian can spend 5 HPs and return a recently dead creature to life (non-sentient, no more than 1 day after death).

Name: Garan				Level: 6			
ST	13	HP	18*	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	15	FP	20	3-4	Face	-5	2
Dodge	10	Move	6/15*	5	R. Foot	-4	
MR	5	Bas. Speed	6,75	6-7	R. Leg	-2	2
SM	-1	Summon	30	8	R. Wing	-2	
Behavior	Aggressive			9-11	Torso	0	2
Diet	Carrion Eater			12	Tail	-2	
Notes:				13	L. Wing	-2	
				14-15	L. Leg	-2	2
				16	L. Foot	-4	2
				17-18	Neck	-5	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	16	3d	C,1
Bite	Impaling	16	2d	C
Basic Skills:				
Brawling 16, Observation 14, Flight 15, Survival (forest) 15.				

Powers:

Rake: The Garan's attacks are very precise and its claws exceedingly sharp, so much that, spending 1 FP, it can cause its damage to ignore half of an enemy's DR.

Name: Giant Carillion				Level: 8			
ST	50	HP	70*	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	16	-	Eye	-9	0
HT	30	FP	50	3-4	Skull	-7	9
Dodge	5	Move	5	5	Face	-5	7
MR	7	Bas. Speed	5	6-7	HR. Leg	-2	7
SM	+3	Summon	40	8	FR. Leg	-2	7
Behavior		Wild		9-10	Torso	0	7
Diet		Herbivore		11	Trunk	-3	7
Notes:				12	FL. Leg	-2	7
				13-14	HL. Leg	-2	7
				15	F Paw	-4	7
				16	H Paw	-4	7
				17-18	Neck	-5	7
				-	Vitals	-3	7



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Trunk Strike	Crushing	15	4d+2	C,1,2
Wooden Horns	Impaling	15	2d+2	C,1,2
Bite	Cutting	15	2d	C
Basic Skills:				
Brawling 15, Observation 13, Survival (forest) 15.				

Powers:

Stomp: By spending a FP and rolling against its willpower, the Giant Carillion can cause a victim to become paralyzed while it strikes at it. The victim can resist with its own willpower (plus MR).

Name: Glade Hyren				Level: 7			
ST	18	HP	25 [†]	Hit Location			
DX	14	Perception	16	Roll	Location	Mod.	DR
IQ	5	Willpower	15	-	Eye	-9	0
HT	15	FP	18	3	Skull	-7	9
Dodge	11	Move	7	4	Horns	-6	7
MR	8	Bas. Speed	7,25	5	Face	-5	7
SM	+2	Summon	35	6-7	HR. Leg	-2	7
Behavior		Wild		8	FR. Leg	-2	7
Diet		Herbivore		9-10	Torso	0	7
Notes:		The Glade Hyren can sense danger, and not only to himself, and usually goes to aid whoever needs help.		11	Tail	-3	7
				12	FL. Leg	-2	7
				13-14	HL. Leg	-2	7
				15	F Paw	-4	7
				16	H Paw	-4	7
				17-18	Neck	-3	7



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	17	4d	C,1
Bite	Impaling	17	2d+1	C
Basic Skills:				
Brawling 17, Survival (forests) 15, Observation 16.				

Powers:

Serenity: The Glade Hyren can spend 1 FP and cause everyone on an area of 20m radius to become incapable of violence. Each target resist with its own willpower, and if one target resists it, his opponents may use violence in self defense. This lasts for one hour.

Name: Grendile				Level: 8			
ST	15	HP	30*	Hit Location			
DX	12	Perception	16	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	14	FP	15	3	Skull	-7	10
Dodge	12	Move	6	4	Face	-5	8
MR	5	Bas. Speed	6,5	5	Horns	-4	8
SM	+1	Summon	40	6-7	HR. Leg	-2	8
Behavior	Aggressive			8	FR. Leg	-2	8
Diet	Carnivore			9-10	Torso	0	8
Notes:	The grendile prefer cold environments, and hibernates during summer.			11	Tail	-3	8
				12	FL. Leg	-2	8
				13-14	HL. Leg	-2	8
				15	F Paw	-4	8
				16	H Paw	-4	8
				17-18	Neck	-5	8



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	16	3d+2	C,1
Bite	Cutting	16	2d	C

Powers:

Snowbite: If one damage point from a grendile's attacks passes the target's DR, roll against its HT to prevent the attacked member from becoming incapacitated due to internal frostbite.

Cold Resilience: A Grendile's DR is doubled against cold attacks.

Basic Skills:
 Brawling 16, Survival (forest) 16, Survival (polar) 15, Observation 16, Stealth 15, Tracking 18.

Name: Jip				Level: 3			
ST	8	HP	10	Hit Location			
DX	15	Perception	15	Roll	Location	Mod.	DR
IQ	2	Willpower	16	-	Eye	-9	0
HT	7	FP	10	3-4	Face	-5	4
Dodge	9	Move	15*	5	R. Foot	-4	2
MR	6	Bas. Speed	5,5	6-7	R. Leg	-2	2
SM	-5	Summon	15	8	R. Wing	-2	2
Behavior	Aggressive			9-11	Torso	0	2
Diet	Herbivore			12	Tail	-2	2
Notes:				13	L. Wing	-2	2
				14-15	L. Leg	-2	2
				16	L. Foot	-4	2
				17-18	Neck	-5	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Impaling	15	1d	C

Powers:

Tap Strength: Whenever hit by a successful attack, the Jip may choose to spend 2 FPs and cause the same amount of damage to its attacker, which takes the exact form of the damage suffered by the Jip.

Basic Skills:
 Brawling 15, Flight 16, Survival (forest) 16, Observation 15.

Name: K'Teeb				Level: 6			
ST	13	HP	15*	Hit Location			
DX	14	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	14	FP	15	3-4	Skull	-7	6
Dodge	10	Move	7	5	Face	-5	4
MR	7	Bas. Speed	7	6-7	R. Leg	-3	4
SM	-1	Summon	30	8	R. Arm	-2	4
Behavior		Aggressive		9-10	Torso	0	4
Diet		Carnivore		11	Groin	-3	4
Notes:				12	L. Arm	-2	4
				13-14	L. Leg	-3	4
				15	Hand	-3	4
				16	Foot	-4	4
				17-18	Neck	-5	4
				-	Vitals	-3	4



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	16	2d+2	C,1
Bite	Cutting	16	1d	C

Powers:

Cross: The kteeb can copy any one innate power of another opposing creature closer than 10m by overcoming a contest of wills and spending 3FPs. This lasts 1 hour.

BodyWarping: The kteeb can convert his fatigue points into hit points, and vice versa, at will, up to 3 points per round. This is instantaneous and requires no concentration.

Basic Skills:				
Survival (forests) 14, Stealth 12, Brawling 16, Observation 15, Climbing 16, Tracking 12.				

Name: K'Teeb Cub				Level: 3			
ST	9	HP	13	Hit Location			
DX	11	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	8	FP	15	3-4	Skull	-7	4
Dodge	8	Move	4	5	Face	-5	2
MR	3	Bas. Speed	4,5	6-7	R. Leg	-3	2
SM	-3	Summon	15	8	R. Arm	-2	2
Behavior		Wild		9-10	Torso	0	2
Diet		Carnivore		11	Groin	-3	2
Notes:				12	L. Arm	-2	2
				13-14	L. Leg	-3	2
				15	Hand	-3	2
				16	Foot	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	12	1d+2	C,1
Bite	Cutting	12	1d-2	C

Powers:

Empower: The kteeb cub can cause one other creature it touches to use its innate powers without any fatigue cost, once per round.

BodyWarping: The kteeb can convert his fatigue points into hit points, and vice versa, at will, up to 3 points per round. This is instantaneous and requires no concentration.

Basic Skills:				
Survival (forests) 12, Stealth 10, Brawling 12, Climbing 13, Observation 14, Tracking 10.				

Name: K'Teeb Thumper				Level: 4			
ST	12	HP	15*	Hit Location			
DX	14	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	14	FP	14	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	5	Bas. Speed	7	6-7	R. Leg	-2	2
SM	-2	Summon	20	8	R. Arm	-2	2
Behavior		Aggressive		9-10	Torso	0	2
Diet		Carnivore		11	Groin	-3	2
Notes: The kteeb thumper can jump very high, up to 2,4 m high and 4m far				12	L. Arm	-2	2
				13-14	L. Leg	-2	2
				15	Hand	-4	2
				16	Foot	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	14	2d	C
Bite	Cutting	14	1d-2	C
Jump Strike	Cutting	14	2d+2	C

Powers:

Thump: Whenever the kteeb thumper is targeted by a spell or supernatural power and resists it, make a HT – 5 roll for the caster. If the caster misses the roll, he loses one hit point.

BodyWarping: The kteeb can convert his fatigue points into hit points, and vice versa, at will, up to 3 points per round. This is instantaneous and requires no concentration.

Basic Skills:
Survival (forests) 14, Jumping 16, Stealth 12, Brawling 14, Swimming 13, Running 11, Observation 15, Tracking 12, Climbing 15.

Name: Leaf Hyren				Level: 4			
ST	15	HP	15 ⁺	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	16	-	Eye	-9	0
HT	12	FP	15	3	Skull	-7	6
Dodge	9	Move	6/12*	4	Horns	-6	4
MR	6	Bas. Speed	6	5	Face	-5	4
SM	0	Summon	20	6	R. Arm	-2	4
Behavior		Aggressive		7	R. Leg	-2	4
Diet		Carnivore		8	R. Wing	-2	4
Notes:				9-10	Torso	0	4
				11	Tail	-3	4
				12	L. Wing	-2	4
				13	L. Arm	-2	4
				14	L. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-3	4



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	14	2d+1	C,1
Bite	Impaling	14	1d	C

Powers:

Energy Transfer: The Leaf Hyren can transfer his fatigue points to other nearby creatures at the rate of 1:1.

Basic Skills:
Brawling 14, Flight 14, Survival (forest) 15, Observation 14.

Name: Leaf Chogo				Level: 4			
ST	13	HP	15*	Hit Location			
DX	15	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	12	FP	15	3-4	Skull	-7	5
Dodge	9	Move	6	5	Face	-5	3
MR	12	Bas. Speed	6,75	6-7	HR. Leg	-2	3
SM	+1	Summon	20	8	FR. Leg	-2	3
Behavior	Wild			9-10	Torso	0	3
Diet	Carnivore			11	Tail	-3	3
Notes:				12	FL. Leg	-2	3
				13-14	HL. Leg	-2	3
				15	F Paw	-4	3
				16	H Paw	-4	3
				17-18	Neck	-5	3



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	14	2d+1	C,1
Beak Bite	Impaling	14	1d+2	C

Powers:

Leaf Storm: The Leaf Chogo can cause nearby leaves to become rigid and spin around as if blown by a small tornado, causing 1d+2 cutting damage to everyone in the affected area, for a cost of 1FP per hex radius, per minute. This damage does not affect the Leaf Chogo, himself, or other Leaf Chogos.

Basic Skills:				
Brawling 14, Survival (forest) 15, Observation 14, Stealth 15.				

Name: Nodj				Level: 5			
ST	13	HP	10*	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	13	-	Eye	-9	0
HT	18	FP	20	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	2	Bas. Speed	7,5	6	HR. Leg	-2	2
SM	-1	Summon	25	7	MR. Leg	-2	
Behavior	Wild			8	FR. Leg	-2	2
Diet	Carnivore			9-11	Torso	0	2
Notes:				12	FL. Leg	-2	2
				13	ML. Leg	-2	
				14	HL. Leg	-2	2
				15-16	Tail	-4	
				17-18	Neck	-5	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	14	2d+2	C
Bite	Cutting	14	1d-1	C

Powers:

Restore: Every Turn, the Nodj recovers all of his Hit points.

Basic Skills:				
Brawling 14, Survival (forest) 15, Observation 14, Climbing 15, Swimming 12.				

Name: Plith				Level: 3			
ST	7	HP	6*	Hit Location			
DX	15	Perception	16	Roll	Location	Mod.	DR
IQ	2	Willpower	13	3	Eye	-9	0
HT	9	FP	9	4-5	Face	-5	2
Dodge	9	Move	15*	6	RLw Wing	-3	2
MR	3	Bas. Speed	6	7	RU Wing	-2	2
SM	-5	Summon	15	8	RM Wing	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	LM Wing	-2	2
<i>Notes:</i> Reduce Plith's move by 1 for each wing that is damaged. Although their flight is winged, they can hover in mid-air like a hummingbird. Pliths are irresistibly attracted by mint leaves.				13	LU Wing	-2	2
				14	LLw Wing	-3	2
				15-18	Torso	0	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	15	1d-1	C

Basic Skills:
 Brawling 15, Survival (forest) 15, Observation 16, Flight 15, Stealth 12.

Powers:

Warning: The Plith can recall almost everything that's happened to him and pass this knowledge to other Pliths telepathically. They may also reward those who feed them with some tidbits of recent information

Name: Rabbage				Level: 3			
ST	9	HP	9	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	10	-	Eye	-9	0
HT	10	FP	10	3-4	Skull	-7	3
Dodge	9	Move	6	5	Face	-5	1
MR	3	Bas. Speed	6,25	6-7	HR. Leg	-2	1
SM	-3	Summon	15	8	FR. Leg	-2	1
Behavior	Wild			9-10	Torso	0	1
Diet	Herbivore			11	Tail	-3	1
Notes:				12	FL. Leg	-2	1
				13-14	HL. Leg	-2	1
				15	F Paw	-4	1
				16	H Paw	-4	1
				17-18	Neck	-5	1



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	12	1d+1	C
Bite	Cutting	12	1d-2	C

Basic Skills:
 Brawling 12, Survival (forest) 14, Observation 13, Digging 12.

Powers:

Energize: The Rabbage regenerates 3 HPs per turn.

Name: Rudwot				Level: 3			
ST	13	HP	15*	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	13	FP	13	3-4	Skull	-7	4
Dodge	9	Move	6	5	Face	-5	3
MR	4	Bas. Speed	6,25	6	R. Leg	-2	2
SM	0	Summon	15	7	M. Leg	-2	2
Behavior	Aggressive			8	R. Arm	-2	2
Diet	Carnivore			9-10	U Torso	0	6
Notes:				11	Groin	-3	4
				12	L. Arm	-2	2
				13	M. Leg	-2	2
				14	L. Leg	-2	2
				15-16	Tail	-3	3
				17-18	Lw Torso	-5	2



Powers:

None.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	13	2d+1	C,1
Bite	Cutting	13	1d-1	C
Basic Skills:				
Brawling 13, Tracking 13, Survival (forest) 14, Observation 13.				

Name: Sabertooth Jumbor				Level: 5			
ST	15	HP	20*	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	14	FP	15	3	Skull	-7	4
Dodge	10	Move	6	4	Face	-5	2
MR	5	Bas. Speed	6,75	5	Horns	-4	
SM	+1	Summon	25	6-7	HR. Leg	-2	2
Behavior	Aggressive			8	FR. Leg	-2	2
Diet	Carnivore			9-10	Torso	0	2
Notes:				11	Tail	-3	2
				12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2



Powers:

Taunt: By spending 1 FP and overcoming a contest of willpower with a target, the sabertooth jumbor can cause it to strike mindlessly, performing an all-out attack. The sabertooth jumbor can dodge such attacks with a +2 bonus.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	15	3d	C,1
Bite	Cutting	15	1d+2	C
Horns	Impaling	15	2d	C
Basic Skills:				
Brawling 15, Tracking 15, Survival (forest) 14, Observation 15.				

Name: Scout Bungalow				Level: 3			
ST	9	HP	13*	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	14	FP	13	3-4	Skull	-7	4
Dodge	11	Move	8	5	Face	-5	2
MR	4	Bas. Speed	6,75	6-7	HR. Leg	-2	2
SM	-1	Summon	15	8	FR. Leg	-2	2
Behavior		Shy					
Diet		Herbivore					
<i>Notes:</i> Bungalooos can sense and react to intentions. They are attracted to singing, and will shy away if anyone near them has angry thoughts.							



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Crushing	13	1d+1	C
Bite	Crushing	13	1d-1	C

Powers:

Flee: When fleeing a battle (which occurs often), scout bungalow get a +5 bonus in their camouflage, running and stealth rolls.

Weave: When scout bungalow are attacked or attack in bands, count their HP as one, single value, equaling the sum of all their HPs. They are either all defeated at once, or none at all.

Basic Skills:

Brawling 13, Survival (forests) 12, Running 13, Stealth 13, Camouflage 14.

Name: Snag Arbol				Level: 3			
ST	11	HP	15 [†]	Hit Location			
DX	13	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	3-4	Eye	-5	0
HT	12	FP	14	5	L Hand	-3	4
Dodge	9	Move	6*	6-7	L Arm	-2	4
MR	5	Bas. Speed	6,25	8-13	Torso	0	4
SM	-3	Summon	15	14-15	R. Arm	-2	4
Behavior		Wild					
Diet		Carnivore					
<i>Notes:</i> Usually found in packs of 6 to 12.							



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cut	12	1d+2	C
Bite	Cut	12	1d	C

Powers:

Trip: Snag Arbolls can drain the life force from nearby creatures, or any creature they attack once per turn. They must overcome a contest of their willpower against the target's HT and, in a success, the target loses 1 HP for each FP the snag arbol chooses to spend. The target suffers the usual penalties from this wound.

Basic Skills:

Brawling 12, Flying 12, Observation 12, Survival (forests) 10.

Name: Stagadan			Level: 3				
ST	13	HP	15*	Hit Location			
DX	10	Perception	13	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	12	FP	15	3-4	Skull	-7	5
Dodge	9	Move	5/10*	5	Face	-5	3
MR	4	Bas. Speed	5,5	6	HR. Leg	-2	3
SM	+1	Summon	15	7	FR. Leg	-2	3
Behavior	Shy			8	R. Wing	-2	3
Diet	Herbivore			9-11	Torso	0	3
<i>Notes:</i> Although they are able to, they rarely use their horn offensively.				12	L. Wing	-2	3
				13	FL. Leg	-2	3
				14	HL. Leg	-2	3
				15	Horn	-4	3
				16	Tail	-4	3
				17-18	Neck	-5	3
				-	Vitals	-3	3



Powers:

Teleport: The Stagadan can teleport himself to any place within his line of sight, or that he is familiar with, for a cost of 3 FPs per mile. They can carry up to medium encumbrance in this jump. This is automatic and can be done defensively or offensively during the course of a battle. Up to 10m, this teleport has no fatigue cost.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Hooves	Crushing	13	2d+2	C,1
Bite	Crushing	13	1d	C
Horn	Impaling	13*	1d	C,1

Basic Skills:

Brawling 13, Flying 14, Observation 13, Survival (forests) 11.

Name: Tillant			Level: 6				
ST	14	HP	25 ⁺	Hit Location			
DX	15	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	10	FP	13	3-4	Skull	-7	8
Dodge	9	Move	6	5	Face	-5	6
MR	10	Bas. Speed	6,25	6	R. Leg	-2	6
SM	+2	Summon	30	7	M. Leg	-2	6
Behavior	Aggressive			8	R. Arm	-2	6
Diet	Thaumovore			9-10	U Torso	0	8
<i>Notes:</i> Tillants can attack twice per round at no fatigue cost or skill penalty. They are usually found at night, hunting other nocturnal creatures.				11	Groin	-3	6
				12	L. Arm	-2	6
				13	M. Leg	-2	6
				14	L. Leg	-2	6
				15-16	Paw	-3	6
				17-18	Lw Torso	-5	6



Powers:

None.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	17	3d+1	C,1,2
Bite	Cutting	17	1d+2	C

Basic Skills:

Brawling 17, Climbing 15, Observation 15, Survival (forests) 14, Camouflage 14, Stealth 15.

Name: Timber Hyren				Level: 7			
ST	14	HP	30 ⁺	Hit Location			
DX	15	Perception	16	Roll	Location	Mod.	DR
IQ	5	Willpower	15	-	Eye	-9	0
HT	14	FP	20	3-4	Skull	-7	8
Dodge	11	Move	7/18*	5	Face	-5	6
MR	8	Bas. Speed	7,5	6	R. Arm	-2	6
SM	0	Summon	35	7	R. Leg	-2	6
Behavior	Aggressive			8	R. Wing	-2	6
Diet	Herbivore			9-10	Torso	0	6
<i>Notes:</i> It has been observed that although Timber Hyrens are irrational, they seem to have a noble behavior, and acknowledge and protect bravery when they see it.				11	Tail	-3	6
				12	L. Wing	-2	6
				13	L. Arm	-2	6
				14	L. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-3	6



Powers:

Tribute: Timber Hyrens can drain the life force of willing creatures, gaining 1 HP per each HP removed. It is known that fallen timber Hyrens usually grant the last of their life force to their still battling companions.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	16	4d	C,1
Bite	Impaling	16	2d	C
Basic Skills:				

Brawling 16, Flying 15, Observation 16, Survival (forests) 14.

Name: Tree Hinko				Level: 2			
ST	8	HP	10	Hit Location			
DX	10	Perception	14	Roll	Location	Mod.	DR
IQ	5	Willpower	13	-	Eye	-9	0
HT	12	FP	12	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	4	Bas. Speed	6,25	6-7	R. Leg	-2	2
SM	-3	Summon	10	8	R. Wing	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	L. Wing	-2	2
<i>Notes:</i>				13-14	L. Leg	-2	2
				15-18	Tail	-3	2
				-	Vitals	-3	2



Powers:

Invigorate: Whomever is within 10m of a Tree Hinko recovers their fatigue points twice as fast.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Crushing	12	1d	C
Bite	Cutting	12	1d-3	C
Basic Skills:				

Brawling 12, Climbing 13, Survival (forests) 15, Observation 14.

Name: Twee				Level: 1			
ST	6	HP	10 [†]	Hit Location			
DX	10	Perception	10	Roll	Location	Mod.	DR
IQ	2	Willpower	12	3	Eye	-9	0
HT	10	FP	11	4-5	Face	-5	0
Dodge	8	Move	5	6	Roots	-2	0
MR	0	Bas. Speed	5	7	R. Hand	-4	0
SM	0	Summon	5	8	R. Arm	-2	0
				9-11	Torso	0	0
Behavior	Wild			12	L. Arm	-2	0
Diet	Carrion Eater			13	L. Hand	-4	0
<i>Notes:</i> Twees eat dead flesh to restore plants to life.				14	Roots	-2	0
				15-18	Torso	0	0



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Branch Strike	Crushing	11	1d	C,1
Bite	Crushing	11	1d-2	C
Basic Skills:				
Brawling 11, Tracking 11, Survival (forests) 10, Observation 10.				

Powers:

Regrow: By spending 10 FPs, the Twee can bring back a dead plant-based creature to life (including other twees, but not himself).

Name: Twunk				Level: 4			
ST	12	HP	15 [†]	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	2	Willpower	12	3	Eye	-9	0
HT	12	FP	13	4-5	Face	-5	6
Dodge	9	Move	6	6-8	Roots	-2	4
MR	5	Bas. Speed	6,25	9-11	Torso	0	4
SM	-1	Summon	20	12-14	Roots	-2	4
				15-18	Torso	0	4
Behavior	Shy						
Diet	Herbivore						
<i>Notes:</i>							



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	14	1d	C
Claw Strike	Crushing	14	2d-1	C
Basic Skills:				
Brawling 14, Survival (forests) 13, Observation 12.				

Powers:

Timber: By spending 1 FP, the Twunk can cause any nearby creature (including himself), to become surrounded by a protective, flexible wooden coat, granting an additional 2 points of DR.

Name: Vinoc				Level: 3			
ST	13	HP	15 [†]	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	14	-	Eye	-9	0
HT	10	FP	12	3-4	Skull	-7	5
Dodge	8	Move	5	5	Face	-5	3
MR	4	Bas. Speed	5,5	6-7	Roots	-3	3
SM	0	Summon	15	8	R. Arm	-2	3
Behavior		Aggressive		9-10	Torso	0	3
Diet		Carnivore		11	Groin	-3	3
Notes:				12	L. Arm	-2	3
				13-14	Roots	-3	3
				15	Hand	-3	3
				16	Roots	-4	3
				17-18	Neck	-5	3



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	15	2d	C,1
Bite	Crushing	15	1d-1	C

Powers:

Generate: Vinocs can assimilate nearby vegetation into themselves and grow to great proportions (they often do that by combining themselves into a bigger vinoc). For each hex of vegetation assimilated (or for each Vinoc), add +1 to their size, +3 to their HP, +3 to their FPs, and +1 to their damage. This lasts for one minute.

Basic Skills:				
Brawling 15, Survival (forests) 14, Observation 13, Tracking 15.				

Name: Wandering Balamant				Level: 6			
ST	16	HP	25	Hit Location			
DX	15	Perception	18	Roll	Location	Mod.	DR
IQ	3	Willpower	18	-	Eye	-9	0
HT	14	FP	20	3-4	Skull	-7	7
Dodge	12	Move	8	5	Face	-5	5
MR	10	Bas. Speed	7,25	6-7	HR. Leg	-2	5
SM	+1	Summon	30	8	FR. Leg	-2	5
Behavior		Wild		9-10	Torso	0	5
Diet		Herbivore		11	Tail	-3	5
Notes:		These are usually found alone... wandering, and could be encountered in any habitat.		12	FL. Leg	-2	5
				13-14	HL. Leg	-2	5
				15	F Paw	-4	5
				16	H Paw	-4	5
				17-18	Neck	-5	5
				-	Vitals	-3	5



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Crushing	18	2d+2	C
Bite	Cutting	18	1d+2	C
Horn Strike	Impaling	18	2d	1

Powers:

Summon Aid: Whenever a wandering Balamant is faced with more than one opponent, roll a contest of its willpower against the willpower of a random enemy. If he succeeds, the target is compelled to protect the wandering balamant at the expense of his life.

Basic Skills:				
Brawling 18, Running 16, Survival (forests) 16, Observation 15.				

Name: Wasperine				Level: 3			
ST	12	HP	13*	Hit Location			
DX	15	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	12	FP	12	3-4	Skull	-7	4
Dodge	12	Move	8	5	Face	-5	2
MR	2	Bas. Speed	7,5	6-7	HR. Leg	-2	2
SM	+1	Summon	15	8	FR. Leg	-2	2
Behavior	Aggressive			9-10	Torso	0	2
Diet	Carnivore			11	Tail	-3	2
Notes:				12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	15	2d	C,1
Bite	Crushing	15	1d-1	C

Powers:

Rush: Wasperines may attack twice per turn at no skill penalty or fatigue cost. They may then perform other attacks on the same turn at the expense of 1 FP and a cumulative -3 penalty in their attacks.

Basic Skills:
 Brawling 15, Running 17, Survival (forests) 12, Observation 12, Tracking 13.

Name: Wasperine Stalker				Level: 3			
ST	11	HP	12*	Hit Location			
DX	16	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	11	FP	13	3-4	Skull	-7	4
Dodge	12	Move	8	5	Face	-5	2
MR	3	Bas. Speed	7	6-7	HR. Leg	-2	2
SM	+1	Summon	15	8	FR. Leg	-2	2
Behavior	Aggressive			9-10	Torso	0	2
Diet	Carnivore			11	Tail	-3	2
Notes:				12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	15	2d-1	C,1
Bite	Crushing	15	1d-2	C

Powers:

Rush: Wasperines may attack twice per turn at no skill penalty or fatigue cost. They may then perform other attacks on the same turn at the expense of 1 FP and a cumulative -3 penalty in their attacks.

Basic Skills:
 Brawling 15, Running 17, Survival (forests) 12, Observation 12, Tracking 13.

Blur: Enemies of a Wasperine Stalker must roll their perception at -3 each turn in order to attack him, or else they may lose him from sight.

Name: Weebo				Level: 2			
ST	8	HP	10	Hit Location			
DX	10	Perception	11	Roll	Location	Mod.	DR
IQ	2	Willpower	12	-	Eye	-9	0
HT	9	FP	12	3-4	Skull	-7	3
Dodge	8	Move	5	6	HR. Leg	-2	1
MR	3	Bas. Speed	5	7	M Leg	-2	1
SM	-2	Summon	10	8	FR. Leg	-2	1
Behavior	Wild			9-12	U Torso	0	1
Diet	Herbivore			13	FL. Leg	-2	1
<i>Notes:</i> Always found nearby other weebos or weebo-type creatures.				14	M Leg	-2	1
				15	HL. Leg	-2	1
				16-18	Lw Torso	-5	1



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	13	2d	C,1
Bite	Cutting	13	1d-3	C
Basic Skills:				
Brawling 13, Survival (forest) 13, Camouflage 12, Observation 11.				

Powers:

Vitalize: By spending 3 FPs, the Weebo can cause any one plant-based creature within 10m to restore all of its lost hit points.

Core Creatures

These are nocturnal creatures of all kinds, which can be found on mostly any habitat. For this reason, these creatures have an additional parameter, the “Habitat”, indicating the region where they are most likely to be found (although that is not imperative).

Core creatures of a given level are somewhat stronger than normal creatures of the same level, illustrating that wherever you go, night is a more dangerous time to be around...

Name: Arboll Stalker				Level: 4			
ST	3	HP	13 [†]	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	14	3-7	L. Orb	-3	5
HT	10	FP	15	8-13	M. Orb	-0	5
Dodge	9	Move	11*	14-18	R. Orb	-3	5
MR	5	Bas. Speed	5				
SM	0	Summon	20				
Behavior	Wild						
Diet	Carnivore						
Habitat	Underground						
<i>Notes:</i> Arboll Stalkers can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Strike	Crushing	14	2d+1	C			
Basic Skills:							

Brawling 14, Survival (underground) 12, Flying 12, Observation 12.



Powers:

Detonate: The Arboll stalker can blow up, causing a great explosion of small shards, much like a grenade. They die from this explosion, but other Arboll stalkers rise from the debris within days. This explosion causes 3d explosive damage.

Name: Black Agovo				Level: 5			
ST	9	HP	10 [†]	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	2	Willpower	13	-	Eye	-9	0
HT	13	FP	15	3	Skull	-7	9
Dodge	12	Move	15*	4-6	Face	-5	6
MR	6	Bas. Speed	7	7-9	R. Wing	-2	6
SM	-1	Summon	25	10-11	Body	0	6
Behavior	Aggressive						
Diet	Carnivore						
Habitat	Plains and Forests						
<i>Notes:</i> The Black Agovo can see perfectly in total darkness and can see invisible enemies.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Cutting	15	2d+2	C			
Basic Skills:							

Brawling 15, Survival (plains) 13, Survival (forests) 13, Flying 13, Observation 14.



Powers:

Disrupt: By spending 2FPs, the Black Agovo can cause a victim to temporarily lose all character points he have in an ability which they have used in the agovo’s presence. This works on spells, and all other abilities which required the suppressed one as a prerequisite are also disrupted. This lasts for 1 hour.

Name: Borgor				Level: 8			
ST	18	HP	20*	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	5*	Willpower	15	-	Eye	-9	0
HT	15	FP	20	3-4	Skull	-7	10
Dodge	10	Move	7	5	Face	-5	8
MR	6	Bas. Speed	7	6-7	R. Leg	-2	8
SM	+1	Summon	40	8	R. Arm	-2	8
Behavior	Aggressive			9-10	Torso	0	8
Diet	Carnivore			11	Groin	-3	8
Habitat	Forests, Plains, Swamp and Underground.			12	L. Arm	-2	8
<i>Notes:</i> Borgors can see perfectly in total darkness, and can see invisible creatures.				13-14	L. Leg	-2	8
				15	Hand	-4	8
				16	Foot	-4	8
				17-18	Neck	-5	8
				-	Vitals	-3	8
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	17	4d	C,1			
Head Butt	Crushing	17	5d+2	C			
Bite	Impaling	17	2d+2	C			
Basic Skills:							
Brawling 17, Survival (plains) 15, Survival (forests) 15, Survival (swamps) 15, Survival (underground) 15, Observation 14.							



Powers:

Sever: The Borgor can cause any two different victims which they have successfully hit (per round) to lose half of their remaining hit points. This costs the Borgor 3 FPs per victim and requires a contest of its willpower against the victim's HT.

Name: Chaos Flugg				Level: 6			
ST	12	HP	60*	Hit Location			
DX	7	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	14	-	Eye	-9	0
HT	15	FP	20	3-4	Skull	-7	5
Dodge	8	Move	5	5-6	Face	-5	3
MR	12	Bas. Speed	5,5	7-12	U.Torso	0	3
SM	5	Summon	30	13-14	L.Torso	-3	3
Behavior	Aggressive			15-18	Tail	-4	3
Diet	Herbivore						
Habitat	Underground, Forests						
<i>Notes:</i> The Chaos Flugg can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	13	1d+2	C			
Basic Skills:							
Brawling 13, Survival (forests) 12, Survival (underground) 12, Observation 12.							



Powers:

Dark Demanding: The Chaos Flugg can spend 5 HPs and perform a contest of its willpower against the willpower of any opponent. On a success, the opponent loses 4d HPs, without DR, in the form of an internal rotting of its organs. This affects any magical creature as well.

Name: Chaos Jile				Level: 6			
ST	25	HP	30 ⁺	Hit Location			
DX	13	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	12	FP	15	3-4	Skull	-7	4
Dodge	9	Move	13	5	Face	-5	2
MR	4	Bas. Speed	6	6-7	HR. Leg	-2	2
SM	+1	Summon	30	8	FR. Leg	-2	2
Behavior	Aggressive			9-10	Torso	0	2
Diet	Carnivore			11	Groin	-3	2
Habitat	Forests, Jungle, Plains			12	FL. Leg	-2	2
<i>Notes:</i> The Chaos Jile can see perfectly in total darkness, and can see invisible creatures.				13-14	HL. Leg	-2	2
				15	F. Paw	-4	2
				16	H. Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Cutting	15	2d+2	C, 1			
Bite	Impaling	15	4d+2	C			
Basic Skills:							
Brawling 15, Survival (plains) 14, Survival (forests) 14, Survival (jungle) 14, Observation 12, Tracking 13, Stealth 16.							



Powers:
None.

Name: Chaos Plith				Level: 5			
ST	4	HP	10 ⁺	Hit Location			
DX	14	Perception	14	Roll	Location	Mod	DR
IQ	2	Willpower	12	3	Eye	-9	0
HT	10	FP	12	4-6	Face	-5	5
Dodge	12	Move	18*	7	RLw. Wing	-3	3
MR	4	Bas. Speed	12	8	RU Wing	-2	3
SM	-2	Summon	25	9-12	Torso	0	3
Behavior	Aggressive			13	LU Wing	-2	3
Diet	Carnivore			14	LLw Wing	-3	3
Habitat	Mountains, Forests, Plains			15-18	Torso	0	3
<i>Notes:</i> The Chaos Plith can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Cutting	13	2d	C			
Tail Strike	Impaling	13	2d	C			
Basic Skills:							
Brawling 13, Survival (plains) 14, Survival (forests) 14, Survival (mountains) 14, Observation 14, Flight 16.							



Powers:
Guile: Whenever the Plith successfully hits a creature, roll a contest of its willpower against the target's. In a success, it absorbs the targets' most recent memories.

Name: Corathan				Level: 5			
ST	60	HP	60*	Hit Location			
DX	10	Perception	11	Roll	Location	Mod.	DR
IQ	2	Willpower	13	-	Eye	-9	0
HT	20	FP	20	3-4	Skull	-7	8
Dodge	10	Move	15 ⁺	5	Face	-5	6
MR	5	Bas. Speed	15	6-7	Mouth	-2	6
SM	+2	Summon	25	8	L. Fin	-2	6
				9-12	Torso	0	6
				13	R. Fin	-2	6
				14	U Fin	-3	6
				15-18	Tail	-3	6
Behavior	Aggressive						
Diet	Carnivore						
Habitat	Salt Water						
<i>Notes:</i> The Corathan can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Impaling	14	2d+1	C			
Basic Skills:							

Brawling 14, Survival (undersea) 14, Observation 11, Swimming 12.



Powers:

Betrayal: The Corathan can take control of any enemy within 10m with a contest of wills. If successful, the opponent now aids him in battle to the best of its abilities. This lasts for 2 hours and costs 5 FPs.

Name: Core Hyren				Level: 6			
ST	30	HP	40 ⁺	Hit Location			
DX	15	Perception	15	Roll	Location	Mod.	DR
IQ	4	Willpower	20	-	Eye	-9	0
HT	13	FP	20	3-4	Skull	-7	10
Dodge	10	Move	7/21*	5	Face	-5	8
MR	8	Bas. Speed	7	6	R. Leg	-2	8
SM	+2	Summon	30	7	R. Arm	-2	8
				8	R. Wing	-2	8
				9-11	Torso	0	8
				12	L. Wing	-2	8
				13	L. Arm	-2	8
				14	L. Leg	-2	8
				15	Hand	-4	8
				16	Foot	-4	8
				17	Tail	-3	8
				18	Neck	-5	8
Behavior	Aggressive						
Diet	Thaumovore						
Habitat	Forests, Plains, Mountains.						
<i>Notes:</i> The Core Hyren can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	16	3d+2	C, 1			
Bite	Impaling	16	2d	C			
Basic Skills:							

Brawling 16, Survival (plains) 15, Survival (forests) 15, Survival (mountains) 15, Observation 15, Tracking 14, Stealth 13, Flight 15.



Powers:

Dissect: After defeating a creature, the core Hyren can cause its corpse to rise and aid him in combat. This undead helper lasts until destroyed. Each core Hyren can hold up to 10 undead helpers at any one time. This costs 3 FPs.

Name: Dagok				Level: 5			
ST	17	HP	20*	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	10	FP	15	3-4	Skull	-7	7
Dodge	8	Move	5	5	Face	-5	5
MR	5	Bas. Speed	5,5	6	HR. Leg	-2	5
SM	+1	Summon	25	7	MR. Leg	-2	5
Behavior	Aggressive			8	FR. Leg	-2	5
Diet	Carnivore			9-10	Torso	0	5
Habitat	Forests, Jungles, Underground.			11	Groin	-3	5
<i>Notes:</i> The Dagok have night vision and can see invisible creatures. They have an intense aversion to light.				12	FL. Leg	-2	5
				13	MR. Leg	-2	5
				14	HR. Leg	-2	5
				15	Hand	-4	5
				16	Foot	-4	5
				17	Tail	-3	5
				18	Neck	-5	5
				-	Vitals	-3	7
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	13	2d+2	C, 1			
Bite	Impaling	13	2d	C			
Basic Skills:							
Brawling 13, Survival (underground) 13, Survival (forests) 13, Survival (jungle) 13, Observation 13, Tracking 14, Stealth 14.							



Powers:

Inversion: Every damage causing spell or power that hits the Dagok heals him instead for the same amount of HP. Healing spells or powers wound him instead.

Name: Dark Ayeabaw				Level: 3			
ST	6	HP	10	Hit Location			
DX	10	Perception	11	Roll	Location	Mod.	DR
IQ	2	Willpower	12	-	Eye	-9	0
HT	10	FP	10	3-4	Skull	-7	5
Dodge	8	Move	10*	5	Face	-5	3
MR	3	Bas. Speed	5	6-7	R. Wing	-2	3
SM	-1	Summon	15	8-13	Torso	0	3
Behavior	Aggressive			14-15	L. Wing	-2	3
Diet	Herbivore			16-18	Tail	-2	3
Habitat	Underground, Forests, Jungles, Plains.						
<i>Notes:</i> The Dark Ayeabaw can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	12	1d+1	C			
Tail Strike	Crushing	12	2d	C			
Basic Skills:							
Brawling 12, Survival (underground) 11, Survival (plains) 11, Survival (forests) 11, Survival (jungle) 11, Observation 11, Flight 12.							



Powers:

Implode: The Dark Ayeabaw can spend 10 HPs and cause an enemy to implode with 4d damage, with no DR. If the Dark Ayeabaw successfully hit the creature in that turn, this power has no defense. Otherwise, roll a quick contest of the Ayeabaw's Willpower against the target's HT.

Name: Dark Cragnoc				Level: 12			
ST	40	HP	50 [†]	Hit Location			
DX	14	Perception	12	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	20	FP	20	3-4	Skull	-7	20
Dodge	11	Move	8	5	Face	-5	15
MR	8	Bas. Speed	8,5	6	R. Leg	-2	15
SM	+3	Summon	60	7	RLw. Arm	-2	15
Behavior	Aggressive			8	RM Arm	-2	15
Diet	Lithovore (eats stones)			9	RU. Arm	-2	15
Habitat	Mountains			10-11	Torso	0	15
Notes: The Dark Cragnoc can see invisible creatures.				12	LU. Arm	-2	15
				13	LM Arm	-2	15
				14	LLw. Arm	-2	15
				15	L. Leg	-2	15
				16	Hand	-4	15
				17	Foot	-4	15
				18	Neck	-5	15



Powers:

Solid: The Dark Cragnoc is immune to any damage-causing power or spell. He is also immune to healing powers or spells.

Cremate: The Dark Cragnoc can spend fatigue and cause an enemy to burn from inside overcoming a quick contest of its willpower against the target's HT. No DR protects against this damage. The cost is 1FP per each die of damage, up to 6d per turn.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Punch	Crushing	19	6d	C, 1, 2
Bite	Crushing	19	5d	C, 1

Basic Skills:
 Brawling 19, Survival (mountains) 15, Observation 12, Stealth 16.

Name: Dark Furok				Level: 6			
ST	22	HP	25*	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	0
HT	15	FP	20	3	Skull	-7	8
Dodge	10	Move	7	4	Face	-5	6
MR	7	Bas. Speed	7	5	Horns	-6	6
SM	+1	Summon	30	6-7	HR. Leg	-2	6
Behavior	Aggressive			8	FR. Leg	-2	6
Diet	Carnivore			9-10	Torso	0	6
Habitat	Forests, Plains, Jungles.			11	Tail	-3	6
Notes: The Dark Furok have night vision and can see invisible creatures.				12	FL. Leg	-2	6
				13-14	HL. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-5	6



Powers:

Reville: Whenever the Dark Furok is attacked, he can redirect half of the damage dealt (before counting DR) towards any one creature within 100m. This takes the form of a ranged attack, but can be used as a free action any number of times per round.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	15	3d	C, 1
Bite	Cutting	15	2d+1	C

Basic Skills:
 Brawling 15, Survival (plains) 13, Survival (forests) 13, Survival (jungle) 13, Observation 13, Tracking 14, Stealth 15.

Name: Darkbreed Hyren				Level: 11			
ST	35	HP	40 ⁺	Hit Location			
DX	15	Perception	18	Roll	Location	Mod.	DR
IQ	4	Willpower	25	-	Eye	-9	0
HT	20	FP	30	3	Skull	-7	14
Dodge	12	Move	8/24*	4	Horns	-6	12
MR	9	Bas. Speed	8,5	5	Face	-5	12
SM	+2	Summon	55	6	R. Arm	-2	12
Behavior	Aggressive			7	R. Leg	-2	12
Diet	Carnivore			8	R. Wing	-2	12
Habitat	Forests, Plains, Mountains			9-10	Torso	0	12
<i>Notes:</i> The Darkbreed Hyren can see perfectly in total darkness, and can see invisible creatures.				11	Tail	-3	12
Damage:				12	L. Wing	-2	12
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	19	5d	C, 1			
Bite	Impaling	19	4d	C			
Basic Skills:							
Brawling 19, Survival (plains) 15, Survival (forests) 15, Survival (mountains) 15, Observation 18, Tracking 17, Stealth 18, Flight 22.							



Powers:

Subvert: The Darkbreed Hyren can cause any other Hyren within 100m to become its ally and fight to aid him in battle. This costs 3FPs and lasts for 2 hours.

Name: Darkbreed's Minion				Level: 7			
ST	15	HP	20 ⁺	Hit Location			
DX	10	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	16	FP	16	3	Skull	-7	9
Dodge	11	Move	6	4	Horns	-6	7
MR	8	Bas. Speed	6,5	5	Face	-5	7
SM	+1	Summon	35	6	HR. Leg	-2	7
Behavior	Aggressive			7	FR. Leg	-2	7
Diet	Carnivore			8-10	Torso	0	7
Habitat	Forests, Plains, Mountains			11-12	Tail	-2	7
<i>Notes:</i> The Darkbreed's Minion can see perfectly in total darkness, and can see invisible creatures. They are completely subservient do Darkbreed Hyrens.				13	FL. Leg	-2	7
Damage:				14	HL. Leg	-2	7
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	15	4d+2	C, 1			
Bite	Impaling	15	2d+2	C			
Basic Skills:							
Brawling 15, Survival (plains) 13, Survival (forests) 13, Survival (mountains) 13, Observation 14, Tracking 15, Stealth 15.							



Powers:

Smolder: Anyone within 10m of a darkbreed's minion who casts a spell or uses a power of any kind loses 1d HP automatically, with no DR, regardless of any other costs of that power.

Name: Dark Vellup				Level: 4			
ST	11	HP	13 [†]	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	3-4	Eye	-5	0
HT	12	FP	12	5	L Hand	-3	4
Dodge	9	Move	12*	6	L Arm	-2	4
MR	3	Bas. Speed	6	7	L.Wing	-2	4
SM	-1	Summon	20	8-13	Torso	0	4
Behavior	Aggressive			14	R.Wing	-2	4
Diet	Carnivore			15	R. Arm	-2	4
Habitat	Forests, Plains, Jungles, Mountains.			16	R. Hand	-3	4
<i>Notes:</i> The Dark Vellup have night vision and can see invisible creatures.				17-18	Face	-2	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Punch	Crushing	13	2d-1	C			
Bite	Cutting	13	1d	C			
Basic Skills:							
Brawling 13, Survival (jungle) 12, Survival (plains) 12, Survival (forests) 12, Survival (mountains) 12, Observation 14, Tracking 12, Stealth 11, Flight 14.							



Powers:

Purge: The Dark Vellup can make a willpower roll against the roll of any power or spell directed at him. In a success, he prevents the opposing spell from working. This costs 1 FP per use.

Name: Drush				Level: 4			
ST	15	HP	15 [†]	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	15	FP	15	3-4	Skull	-7	6
Dodge	10	Move	7	5	Face	-5	4
MR	6	Bas. Speed	6,75	6-7	HR. Leg	-2	4
SM	+1	Summon	20	8	FR. Leg	-2	4
Behavior	Aggressive			9-10	Torso	0	4
Diet	Thaumovore			11	Tail	-3	4
Habitat	Mountains, Plains, Forests			12	FL. Leg	-2	4
<i>Notes:</i> Drush have night vision and can see invisible creatures.				13-14	HL. Leg	-2	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	15	2d+2	C, 1			
Bite	Cutting	15	1d+1	C			
Basic Skills:							
Brawling 15, Survival (plains) 14, Survival (forests) 14, Survival (mountains) 14, Observation 13, Tracking 14, Stealth 15.							



Powers:

Vengeance: When combat begins, the Drush rolls his willpower against that of a random opponent, and does so at every turn until he succeeds. In a success, whenever he takes damage from any source, the same amount is replicated towards the target of this power. This target can only change when one of them dies or if they go more than 100m apart. This costs 5FPs.

Name: Dryte Fiend				Level: 5			
ST	25	HP	25 [†]	Hit Location			
DX	10	Perception	13	Roll	Location	Mod.	DR
IQ	2	Willpower	15	-	Eye	-9	0
HT	14	FP	15	3	Skull	-7	7
Dodge	9	Move	6	4	Hand	-4	5
MR	4	Bas. Speed	6	5	HR. Leg	-4	5
SM	+2	Summon	25	6	FR. Leg	-4	5
Behavior	Aggressive			7	R. Arm	-2	5
Diet	Thaumovore			8	Horns	-2	5
Habitat	Mountains, Underground, Plains			9-12	Torso	0	5
<i>Notes:</i> The Dryte Fiend can see perfectly in total darkness, and can see invisible creatures.				13	Face	-1	5
				14	L. Arm	-2	5
				15	FL. Leg	-4	5
				16	HL. Leg	-4	5
				17	Foot	-4	5
				18	Face	-5	5
				-	Vitals	-3	5
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Punch	Crushing	15	3d+1	C, 1, 2			
Bite	Crushing	15	1d+1	C			
Basic Skills:							
Brawling 15, Survival (plains) 14, Survival (underground) 14, Survival (mountains) 14, Observation 13, Tracking 17, Stealth 15.							



Powers:

Condemn: The Dryte Fiend rolls his willpower against a target's HT. In a success, the target becomes weakened and will take damage of all kinds as if it were impaling (double that which penetrated DR). This costs 3FP and lasts for 1 hour.

Name: Garadan				Level: 7			
ST	13	HP	20 [†]	Hit Location			
DX	15	Perception	13	Roll	Location	Mod.	DR
IQ	4	Willpower	14	-	Eye	-9	0
HT	13	FP	15	3-4	Skull	-7	9
Dodge	12	Move	8/20*	5	Face	-5	7
MR	8	Bas. Speed	7	6	HR. Leg	-2	7
SM	+1	Summon	35	7	FR. Leg	-2	7
Behavior	Wild			8	R. Wing	-2	7
Diet	Herbivore			9-11	Torso	0	7
Habitat	Mountains, Plains, Forests			12	L. Wing	-2	7
<i>Notes:</i> The Garadan can see perfectly in total darkness, and can see invisible creatures.				13	FL. Leg	-2	7
				14	HL. Leg	-2	7
				15	Horn	-4	7
				16	Tail	-4	7
				17-18	Neck	-5	7
				-	Vitals	-3	7
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Hoof Strike	Crushing	16	4d	C, 1			
Bite	Crushing	16	1d+2	C			
Horn Strike	Impaling	16	2d	C			
Basic Skills:							
Brawling 16, Survival (plains) 15, Survival (forests) 15, Survival (mountains) 15, Observation 13, Flight 18.							



Powers:

Spawn: The Garadan can summon any core or Naroom non-intelligent creature of size up to +2 by spending 1FP per level of the creature. The summoned creature does not return to its original place: it is permanently teleported and thus cannot be banished. The Garadan also rolls his Willpower against the creature's on the following turn to take control of it for 1 hour.

Name: Gorath				Level: 10			
ST	25	HP	25 ⁺	Hit Location			
DX	13	Perception	12	Roll	Location	Mod.	DR
IQ	7*	Willpower	13	-	Eye	-9	0
HT	18	FP	20	3-4	Skull	-7	12
Dodge	11	Move	8	5	Face	-5	10
MR	10	Bas. Speed	7,75	6-7	R. Leg	-2	10
SM	+1	Summon	50	8	R. Arm	-2	10
Behavior	Aggressive			9-10	Torso	0	10
Diet	Carnivore			11	Groin	-3	10
Habitat	Underground, Mountains.			12	L. Arm	-2	10
<i>Notes:</i> The Gorath can see perfectly in total darkness, and can see invisible creatures.				13-14	L. Leg	-2	10
				15	Hand	-4	10
				16	Foot	-4	10
				17-18	Neck	-5	10
				-	Vitals	-3	10



Powers:

Enslave: The Gorath can take control of any non-intelligent creature and issue commands which it must carry to the best of its abilities. He spends 1FP per point of creature IQ. He must roll his willpower and overcome the creature's to take control of it, and this lasts for 1 hour.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Punch	Crushing	18	6d+2	C, 1, 2
Bite	Crushing	18	3d	C
Basic Skills:				
Brawling 18, Survival (underground) 16, Survival (mountains) 16, Observation 12, Tracking 15, Stealth 16.				

Name: Gorath Cub				Level: 3			
ST	13	HP	15 ⁺	Hit Location			
DX	10	Perception	12	Roll	Location	Mod.	DR
IQ	5*	Willpower	13	-	Eye	-9	0
HT	10	FP	13	3-4	Skull	-7	5
Dodge	8	Move	5	5	Face	-5	3
MR	6	Bas. Speed	5	6-7	R. Leg	-2	3
SM	-1	Summon	15	8	R. Arm	-2	3
Behavior	Wild			9-10	Torso	0	3
Diet	Carnivore			11	Groin	-3	3
Habitat	Underground, Mountains.			12	L. Arm	-2	3
<i>Notes:</i> The Gorath Cub can see perfectly in total darkness, and can see invisible creatures.				13-14	L. Leg	-2	3
				15	Hand	-4	3
				16	Foot	-4	3
				17-18	Neck	-5	3
				-	Vitals	-3	3



Powers:

Chain Whip: The Gorath Cub can create a long chain in its hand and strike with it as a normal weapon of range 3, skill level 15, damage 3d.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Punch	Crushing	13	2d	C
Bite	Crushing	13	1d+1	C
Basic Skills:				
Brawling 13, Survival (underground) 12, Survival (mountains) 12, Observation 12, Tracking 13, Stealth 13.				

Name: Core Grag				Level: 5			
ST	7	HP	14 ⁺	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	16	-	Eye	-9	0
HT	15	FP	15	3-5	Skull	-7	7
Dodge	6	Move	3	6-10	U. Torso	0	5
MR	6	Bas. Speed	3	11-15	L. Torso	-3	5
SM	0	Summon	25	16-18	Face	-5	5
Behavior	Aggressive						
Diet	Carnivore						
Habitat	Underground, Forests, Plains, Jungle, Volcanoes.						
<i>Notes:</i> The Core Grag is immune to any fire and heat damage and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Cutting	15	2d	C			
Basic Skills:							
Brawling 15, Survival (jungle) 12, Survival (plains) 12, Survival (forests) 12, Survival (underground) 12, Survival (volcanoes) 12, Observation 13, Tracking 14, Stealth 13.							



Powers:

Firestorm: The Core Grag can spew up a shower of fiery missiles which fall back on an area of up to 10m from his location. It causes 3d damage and lasts for 1 turn. He loses no fatigue from this attack.

Name: Gragling				Level: 3			
ST	5	HP	10 ⁺	Hit Location			
DX	10	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	12	FP	12	3-5	Skull	-7	7
Dodge	7	Move	3	6-10	U. Torso	0	5
MR	5	Bas. Speed	3	11-15	L. Torso	-3	5
SM	-2	Summon	15	16-18	Face	-5	5
Behavior	Wild						
Diet	Carnivore						
Habitat	Underground, Forests, Plains, Jungles.						
<i>Notes:</i> The Gragling has night vision and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	12	1d-1	C			
Basic Skills:							
Brawling 12, Survival (jungle) 11, Survival (plains) 11, Survival (forests) 11, Survival (underground) 11, Observation 12, Tracking 12, Stealth 13.							



Powers:

Melancholy: Whenever someone within 10m of a Gragling uses a damage-causing spell or power, the Gragling recovers 1HP and 1FP and the power causes 2HP less of damage.

Lonely: When fighting side by side with other Graglings, the Gragling recovers 1 HP per turn.

Name: Grax				Level: 6			
ST	17	HP	23 [†]	Hit Location			
DX	11	Perception	13	Roll	Location	Mod.	DR
IQ	4	Willpower	15	3-4	Eye	-9	0
HT	12	FP	15	5	Hand	-4	6
Dodge	9	Move	6	6	R. Leg	-4	6
MR	8	Bas. Speed	5,75	7-8	R. Arm	-2	6
SM	+1	Summon	30	9-11	Torso	0	6
Behavior	Aggressive			12-14	L. Arm	-2	6
Diet	Carnivore			15	L. Leg	-4	6
Habitat	Underground, Forests, Jungle, Swamps.			16	Foot	-4	6
<i>Notes: The Grax can see perfectly in total darkness, and can see invisible creatures.</i>				17-18	Face	-5	6
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	16	2d-1	C, 1			
Bite	Cutting	16	1d+1	C			
Tendrils Strike	Crushing	16	3d	C, 1, 2			
Basic Skills:							
Brawling 16, Survival (jungle) 13, Survival (swamps) 13, Survival (forests) 13, Survival (underground) 13, Observation 13, Tracking 14, Stealth 15.							



Powers:
None.

Name: Grubble				Level: 3			
ST	5	HP	10*	Hit Location			
DX	7	Perception	10	Roll	Location	Mod.	DR
IQ	4	Willpower	11	3-4	Eye	-5	0
HT	10	FP	10	5-7	L. Wing	-2	3
Dodge	7	Move	4	8-13	Torso	0	3
MR	4	Bas. Speed	4,25	14-16	R. Wing	-2	3
SM	-3	Summon	15	17-18	Face	-2	5
Behavior	Wild						
Diet	Herbivore						
Habitat	Underground, Forests.						
<i>Notes: The Grubble can see perfectly in total darkness.</i>							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	12	1d+2	C			
Basic Skills:							
Brawling 12, Survival (forests) 13, Survival (underground) 13, Observation 10, Flight 13.							



Powers:
Metamorph: Grubbles can combine in groups of 2 or more and shapechange into any other core creature. The number of Grubbles required to morph equals the difference in levels plus 1 (thus, morphing into a Grax requires 4 Grubbles). They can end this morphing whenever they wish, but it lasts for at most 1 hour. They do gain the powers of the creature they morphed into. This costs 5FP per Grubble.

Name: Gumph				Level: 4			
ST	13	HP	15 ⁺	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	13	3-4	Eye	-9	0
HT	10	FP	13	5	Skull	-7	6
Dodge	8	Move	5	6-7	Face	-5	4
MR	4	Bas. Speed	5,5	8	HR. Leg	-2	4
SM	+1	Summon	20	9-10	FR. Leg	-2	4
Behavior	Aggressive			11	Torso	0	4
Diet	Carnivore			12	U. Arm	-3	4
Habitat	Mountains, Underground.			13-14	FL. Leg	-2	4
<i>Notes:</i> The Gumph can see perfectly in total darkness, and can see invisible creatures.				15	HL. Leg	-2	4
				17-18	Hand	-4	4
					Neck	-5	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Punch	Crushing	14	2d+2	C, 1			
Bite	Cutting	14	2d	C			
Basic Skills:							
Brawling 14, Survival (mountains) 15, Survival (underground) 15, Observation 12, Stealth 14, Tracking 13.							



Powers:

Night's Shade: The Gumph can extend an area of complete darkness around him, encompassing a 10m radius. He can see clearly within this area. It lasts for 1 hour and costs him 2FPs.

Name: Gwaeg				Level: 1			
ST	4	HP	5*	Hit Location			
DX	10	Perception	11	Roll	Location	Mod.	DR
IQ	2	Willpower	10	3-4	Eye	-5	0
HT	8	FP	13	5-7	L Wing	-2	0
Dodge	10	Move	4/12*	8-11	Torso	0	0
MR	2	Bas. Speed	4,5	12-13	Tail	-1	0
SM	-3	Summon	5	14-16	R. Wing	-2	0
Behavior	Wild			17-18	Face	-2	2
Diet	Carnivore						
Habitat	Swamps, Jungles, Forests.						
<i>Notes:</i> The Gwaeg's eyes emit a bioluminescent light, allowing it to see in darkness. It can also see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	11	1d-1	C			
Basic Skills:							
Brawling 11, Survival (forests) 12, Survival (jungles) 12, Survival (swamps) 12, Observation 11, Flight 12.							



Powers:

None.

Name: Harban			Level: 5				
ST	19	HP	23*	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	4	Willpower	12	-	Eye	-9	0
HT	12	FP	15	3-4	Skull	-7	7
Dodge	10	Move	7	5	Face	-5	5
MR	5	Bas. Speed	6	6-7	R. Leg	-4	5
SM	+1	Summon	25	8	R. Arm	-2	5
Behavior	Aggressive			9-11	Torso	0	5
Diet	Carnivore			12	L. Arm	-2	5
Habitat	Mountains, Underground, Forests.			13-14	L. Leg	-4	5
<i>Notes:</i> The Harban can see perfectly in total darkness, and can see invisible creatures.				15-16	Hand	-3	5
Damage:				17-18	Foot	-4	5
Name:	Type:	Roll:	Damage:	Range:			
Punch	Crushing	16	3d-1	C, 1, 2			
Bite	Crushing	16	2d	C			
Basic Skills:							
Brawling 16, Survival (forests) 14, Survival (underground) 14, Survival (mountains) 14, Observation 12.							



Powers:
None

Name: Koil			Level: 4				
ST	10	HP	15 [†]	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	14	FP	15	3-4	Skull	-7	6
Dodge	10	Move	7	5	Face	-5	4
MR	4	Bas. Speed	6,5	6-7	HR. Leg	-2	4
SM	0	Summon	20	8	FR. Leg	-2	4
Behavior	Aggressive			9-10	Torso	0	4
Diet	Carnivore			11	Tail	-3	4
Habitat	Underground, Forests, Jungles, Swamps.			12	FL. Leg	-2	4
<i>Notes:</i> The Koil can see perfectly in total darkness, and can see invisible creatures.				13-14	HL. Leg	-2	4
Damage:				15	F Paw	-4	4
Name:	Type:	Roll:	Damage:	Range:			
Bite	Cutting	15	1d+1	C			
Claw Strike	Cutting	15	2d	C, 1			
Tendrils Strike	Crushing	15	3d	C, 1, 2			
Basic Skills:							
Brawling 15, Survival (forests) 14, Survival (swamps) 14, Survival (jungles) 14, Survival (underground) 14, Observation 12, Tracking 13, Stealth 14.							



Powers:
Nightmare: When opponents see a Koil for the first time in a combat, roll a contest of wills (the Koil rolls once for all opponents). If the Koil is successful, apply to the opponents a fright check with a penalty equaling the Koil's margin of success.
Re-Koil: If one of Koil's members is cut off, another Koil spawns from it within 5 turns.

Name: Nightmare Hyren				Level: 7			
ST	13	HP	15 ⁺	Hit Location			
DX	15	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	17	-	Eye	-9	0
HT	15	FP	20	3	Skull	-7	9
Dodge	12	Move	16*	4	Horns	-6	7
MR	8	Bas. Speed	7,5	5	Face	-5	7
SM	+2	Summon	35	6-7	R. Arm	-2	7
Behavior	Aggressive			8	R. Leg	-2	7
Diet	Thaumovore			9-10	Torso	0	7
Habitat	Mountains, Jungles, Plains, Underground			11	Tail	-3	7
<i>Notes:</i> The Nightmare Hyren can see perfectly in total darkness, and can see invisible creatures.				12	L. Arm	-2	7
Damage:				13-14	L. Leg	-2	7
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Crushing	17	3d+2	C, 1			
Bite	Cutting	17	2d+1	C			
Basic Skills:							
Brawling 17, Survival (plains) 15, Survival (mountains) 15, Survival (jungles) 15, Survival (underground) 15, Observation 14, Tracking 16, Stealth 15, Flight 14.							



Powers:

Horrible Dreams: The Nightmare Hyren can cause anyone within 10m radius to perform a fright check with a penalty equaling twice the Fatigue Points it chooses to spend.

Name: Orok				Level: 5			
ST	20	HP	25 ⁺	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	15	FP	15	3	Skull	-7	7
Dodge	11	Move	8	4	Face	-5	5
MR	4	Bas. Speed	6,75	5	Horns	-6	5
SM	+2	Summon	25	6-7	HR. Leg	-2	5
Behavior	Aggressive			8	FR. Leg	-2	5
Diet	Carnivore			9-10	Torso	0	5
Habitat	Mountains, Forests, Underground.			11	Tail	-3	5
<i>Notes:</i> The Orok can see perfectly in total darkness, and can see invisible creatures.				12	FL. Leg	-2	5
Damage:				13-14	HL. Leg	-2	5
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	16	2d+2	C, 1			
Bite	Cutting	16	1d+2	C			
Horn Strike	Impaling	16	2d	C, 1			
Basic Skills:							
Brawling 16, Survival (forests) 14, Survival (mountains) 14, Survival (underground) 14, Observation 12, Tracking 15, Stealth 14.							



Powers:

Undermine: All damage dealt to an Orok, by any source, is also reflected back to its attacker. No roll is required. No DR is applied. Damage is dealt as the Orok took it, and in the same relative body part: apply cutting / impaling modifiers afterwards. This costs the Orok 2 FPs.

Name: Gia Pet			Level: 9				
ST	25	HP	30 [†]	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	5	Willpower	18	-	Eye	-9	0
HT	19	FP	20	3-4	Skull	-7	12
Dodge	11	Move	8	5	Face	-5	10
MR	10	Bas. Speed	8	6-7	R. Leg	-2	10
SM	0	Summon	45	8	R. Arm	-2	10
Behavior	Aggressive			9-11	Torso	0	10
Diet	Thaumovore			12	L. Arm	-2	10
Habitat	Forests, Plains, Underground			13-14	L. Leg	-2	10
<i>Notes:</i> The Gia Pet can see perfectly in total darkness, and can see invisible creatures.				15	Hand	-4	10
				16	Foot	-4	10
				17-18	Face	-5	10
				-	Vitals	-3	10



Powers:

Power Siphon: Once per turn, the Gia Pet can choose one spell or power cast and recover as much FPs as the power cost its user.

Impede: All powers or spells used within 10m of a Gia Pet must overcome a contest with its Willpower to work. This cost the Gia Pet 2 Fps.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Punch	Cutting	19	4d+1	C, 1
Bite	Cutting	19	3d	C
Basic Skills:				

Brawling 19, Survival (forests) 16, Survival (plains) 16, Survival (underground) 16, Observation 14, Tracking 19, Stealth 18.

Name: Rabid Waspeline			Level: 4				
ST	14	HP	15*	Hit Location			
DX	12	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	13	FP	20	3-4	Skull	-7	6
Dodge	12	Move	8	5	Face	-5	4
MR	5	Bas. Speed	7	6-7	HR. Leg	-2	4
SM	0	Summon	20	8	FR. Leg	-2	4
Behavior	Aggressive			9-10	Torso	0	4
Diet	Carnivore			11	Tail	-3	4
Habitat	Forests, Mountains, Plains			12	FL. Leg	-2	4
<i>Notes:</i> Rabid Waspeline has night vision and can see invisible creatures.				13-14	HL. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	4
				-	Vitals	-3	4



Powers:

Counterattack: Regardless of how many attacks it has dealt this turn, whenever a Rabid Waspeline is attacked, it can choose to spend 2FPs and perform a counterattack as a normal attack that round.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	15	2d+2	C, 1
Bite	Cutting	15	1d+1	C
Basic Skills:				

Brawling 15, Survival (forests) 15, Survival (plains) 15, Survival (mountains) 15, Observation 15, Tracking 17, Stealth 16.

Name: Raveled Drush		Level: 4	
ST	15	HP	15 [†]
DX	12	Perception	13
IQ	3	Willpower	14
HT	15	FP	15
Dodge	10	Move	7
MR	6	Bas. Speed	6,75
SM	+1	Summon	20
Behavior	Aggressive		
Diet	Thaumovore		
Habitat	Mountains, Plains, Forests		
<i>Notes:</i> Drush have night vision and can see invisible creatures.			



Powers:

Ravel: The Raveled Drush can spend 1FP and recover 1 HP.

Unravel: The Raveled Drush can sacrifice HPs and wound all of its opponents for as much HP as he lost. This is an area attack without DR, up to 5m radius.

Weave: When Raveled Drush are attacked or attack in bands, count their HP as one, single value, equaling the sum of all their HPs. They are either all defeated at once, or none at all.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	14	2d+1	C, 1
Bite	Cutting	14	1d	C
Basic Skills:				
Brawling 14, Survival (forests) 13, Survival (plains) 13, Survival (mountains) 13, Observation 13, Tracking 14, Stealth 15.				

Name: Rous		Level: 3	
ST	13	HP	15 [†]
DX	12	Perception	12
IQ	3	Willpower	13
HT	13	FP	15
Dodge	10	Move	7
MR	4	Bas. Speed	6,25
SM	0	Summon	15
Behavior	Aggressive		
Diet	Thaumovore		
Habitat	Mountain, Plains, Forests, Underground		
<i>Notes:</i> The Rous can see perfectly in total darkness, and can see invisible creatures.			



Powers:

Hit: Whenever Rous successfully deals damage to a creature, it recovers 1 HP.

Myth: Rous are insubstantial creatures which only solidify in the instant of their attack. However, they never strike alone, always along with other creatures. If those are defeated, Rous will always run away.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw Strike	Cutting	12	2d-1	C, 1
Bite	Cutting	12	1d-1	C
Basic Skills:				
Brawling 12, Survival (forests) 11, Survival (plains) 11, Survival (underground) 11, Survival (mountains) 11, Observation 12, Tracking 12, Stealth 13.				

Name: Severos		Level: 6	
ST	25	HP	30*
DX	10	Perception	12
IQ	2	Willpower	13
HT	14	FP	21
Dodge	9	Move	9 ⁺
MR	5	Bas. Speed	6
SM	+2	Summon	30
Behavior	Aggressive		
Diet	Carnivore		
Habitat	Underwater.		
<i>Notes:</i> The Severos can see perfectly in total darkness, and can see invisible creatures.			



Powers:

Mind Dredge: The Severos can conjure an illusory helper created from the fears or past battles of one of its opponents. This illusion deals only fatigue damage, but may eventually kill. It is a mental projection, but affects everyone involved in the battle. This costs 10FPs and lasts for one hour.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Tentacle	Crushing	15	3d+1	C, 1, 2
Bite	Crushing	15	2d	C

Basic Skills:
 Brawling 15, Survival (undersea) 13, Observation 12, Tracking 13, Stealth 14, Swimming 14.

Name: Shadow Vinoc		Level: 4	
ST	12	HP	15 ⁺
DX	14	Perception	12
IQ	4	Willpower	14
HT	13	FP	15
Dodge	10	Move	7
MR	8	Bas. Speed	6,75
SM	0	Summon	20
Behavior	Aggressive		
Diet	Thaumovore		
Habitat	Underground, Mountains, Plains		
<i>Notes:</i> The Shadow Vinoc can see perfectly in total darkness, and can see invisible creatures.			



Powers:

Dark Strength: The Shadow Vinoc feeds off magical items, and can recover 5HPs per magical item within its vicinity. Right after this recovery, the magical item is neutralized for 1 minute. To that end, it must overcome a contest of its willpower against the item's power.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	13	1d+2	C
Tendrils Strike	Crushing	13	2d+2	C, 1, 2

Basic Skills:
 Brawling 13, Survival (plains) 12, Survival (underground) 12, Survival (mountains) 12, Observation 12, Tracking 13, Stealth 12.

Name: Shadow Dryte				Level: 5			
ST	15	HP	20 ⁺	Hit Location			
DX	11	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	14	FP	15	3	Skull	-7	7
Dodge	9	Move	6	4	Hand	-4	5
MR	7	Bas. Speed	6,25	5	HR. Leg	-4	5
SM	+1	Summon	25	6	FR. Leg	-4	5
Behavior	Aggressive			7	R. Arm	-2	5
Diet	Thaumovore			8	Horns	-2	5
Habitat	Mountains, Underground, Plains			9-12	Torso	0	5
<i>Notes:</i> The Shadow Dryte can see perfectly in total darkness, and can see invisible creatures.				13	Face	-1	5
				14	L. Arm	-2	5
				15	FL. Leg	-4	5
				16	HL. Leg	-4	5
				17	Foot	-4	5
				18	Face	-5	5
				-	Vitals	-3	5
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Clawed Punch	Cutting	15	3d+1	C, 1, 2			
Bite	Cutting	15	1d	C			
Basic Skills:							
Brawling 15, Survival (plains) 14, Survival (underground) 14, Survival (mountains) 14, Observation 12, Tracking 13, Stealth 12.							



Powers:

Descendance: The Shadow Dryte feeds of the pain of others. Whenever someone within 5m of it suffers any kind of pain, it recovers 1 HP per turn, per individual in pain.

Name: Shadow Fird				Level: 1			
ST	3	HP	5 ⁺	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	10	-	Eye	-9	0
HT	10	FP	10	3-4	Skull	-7	
Dodge	8	Move	10*	5	Face	-5	
MR	3	Bas. Speed	5,5	6-7	R. Leg	-2	
SM	-5	Summon	5	8	R Wing	-1	
Behavior	Wild			9-11	Torso	0	
Diet	Carnivore			12	L Wing	-1	
Habitat	Forests, Plains, Mountains.			13-14	L. Leg	-2	
<i>Notes:</i> The Shadow Fird can see perfectly in total darkness, and can see invisible creatures.				15-18	Tail	-2	
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	10	1d	C			
Basic Skills:							
Brawling 10, Survival (forests) 11, Survival (plains) 11, Survival (mountains) 11, Observation 12, Flying 15.							



Powers:

Feed: When a Fird dies, it rises at night as a Shadow Fird. When a Furok Dies, 10 Shadow Firds are spawned from its shadow.

Name: Shadow Hyren				Level: 7			
ST	0	HP	40 ⁺	Hit Location			
DX	13	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	16	-	Eye	-9	0
HT	20	FP	20	3	Skull	-7	9
Dodge	12	Move	8	4	Horns	-6	7
MR	8	Bas. Speed	8,25	5	Face	-5	7
SM	+1	Summon	35	6-7	HR. Leg	-2	7
Behavior	Aggressive			8	FR. Leg	-2	7
Diet	Thaumovore			9-10	Torso	0	7
Habitat	Mountain, Plains, Forests, Underground.			11	Tail	-3	7
<i>Notes:</i> The Shadow Hyren can see perfectly in total darkness, and can see invisible creatures. Their attacks damage targets regardless of their DR.				12	FL. Leg	-2	7
Damage:				13-14	HL. Leg	-2	7
Name:	Type:	Roll:	Damage:	Range:			
Shadow Strike	Crushing	15	2d+1	C, 1, 2			
Basic Skills:							
Brawling 15, Survival (forests) 13, Survival (plains) 13, Survival (underground) 13, Survival (mountains) 13, Observation 13, Tracking 15, Stealth 18.							



Powers:

Taste: The Shadow Hyren rises from the shadows of others. The individual whose shadow was used loses 3HPs instantly. No roll is required, no DR is applied.
Shadow Form: Shadow Hyren are diffuse, meaning they take only 1 point of damage from any non-area attack. However, light-based attacks deal normal damage, without DR.

Name: Shryque				Level: 2			
ST	12	HP	12 ⁺	Hit Location			
DX	10	Perception	12	Roll	Location	Mod.	DR
IQ	2	Willpower	11	-	Eye	-9	0
HT	13	FP	13	3-4	Skull	-7	4
Dodge	8	Move	10*	5	Face	-5	2
MR	4	Bas. Speed	5,75	6-7	R. Leg	-2	2
SM	-1	Summon	10	8	R Wing	-1	2
Behavior	Aggressive			9-11	Torso	0	2
Diet	Carnivore			12	L Wing	-1	2
Habitat	Forests, Mountains, Plains.			13-14	L. Leg	-2	2
<i>Notes:</i> Shryque sees mental waves, and cannot see an opponent who manages to keep its mind blank. They can see perfectly in total darkness, and can see invisible creatures.				15-18	Tail	-2	2
Damage:				-	Vitals	-3	2
Name:	Type:	Roll:	Damage:	Range:			
Bite	Impaling	12	1d-1	C			
Basic Skills:							
Brawling 12, Survival (forests) 11, Survival (plains) 11, Survival (mountains) 11, Observation 12, Tracking 12, Stealth 13, Flying 13.							



Powers:

Mindlessness: All damage dealt by a Shryque is dealt in the opponent's IQ instead of HP. When its IQ falls below 0, the opponent becomes mindless, and then the Shryque feast...

Name: Slinking Greal				Level: 2			
ST	7	HP	10 ⁺	Hit Location			
DX	11	Perception	11	Roll	Location	Mod	DR
IQ	2	Willpower	10	-	Eye	-9	0
HT	13	FP	15	3-6	Skull	-1	6
Dodge	9	Move	6	7-12	U Torso	0	3
MR	2	Bas. Speed	6	13-15	Lw Torso	-3	3
SM	-3	Summon	10	16-18	Foot	-4	3
Behavior	Aggressive						
Diet	Carnivore						
Habitat	Underground, Mountain, Forests, Plains.						
<i>Notes:</i> The Shadow Fird can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	13	1d+2	C			
Basic Skills:							
Brawling 13, Survival (forests) 12, Survival (plains) 12, Survival (underground) 12, Survival (mountains) 12, Observation 11, Tracking 11.							



Powers:

Skulk: The Slinking Greal can jump from one opponent's shadow to the other instantly, as long as he is standing on the shadow of one of its opponents. This costs it 1 FP per jump.

Name: Szalak				Level: 4			
ST	13	HP	15 ⁺	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	0
HT	13	FP	15	3-4	Skull	-7	6
Dodge	10	Move	7	5	Face	-5	4
MR	4	Bas. Speed	6,25	6-7	HR. Leg	-2	4
SM	+1	Summon	20	8	FR. Leg	-2	4
Behavior	Aggressive						
Diet	Carnivore						
Habitat	Forests, Mountains, Underground.						
<i>Notes:</i> The Szalak can see perfectly in total darkness, and can see invisible creatures. They can also jump as high as 4m, and as far as 10m.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	14	2d+2	C, 1			
Bite	Cutting	14	2d-1	C			
Basic Skills:							
Brawling 14, Survival (forests) 13, Survival (underground) 13, Survival (mountains) 13, Observation 12, Tracking 14, Stealth 16.							



Powers:

Supercharge: Spend 1FP and roll a die. 1: Next attack deals double damage. 2: Szalak recovers 5 HPs. 3: Szalak explodes with 3d damage. 4: Szalak's DR decreases by 2 for 1 hour. 5: Szalak's DR increases by 4 for 1 hour. 6: All Szalaks within 10m recover 3HPs.

Name: Tar Hyren				Level: 6			
ST	15	HP	20 ⁺	Hit Location			
DX	12	Perception	15	Roll	Location	Mod.	DR
IQ	4	Willpower	14	-	Eye	-9	0
HT	15	FP	20	3-4	Skull	-7	8
Dodge	10	Move	14*	5	Face	-5	6
MR	15	Bas. Speed	6,75	6	HR. Leg	-2	6
SM	+2	Summon	30	7	FR. Leg	-2	6
Behavior	Aggressive			8	R. Wing	-2	6
Diet	Carnivore			9-10	Torso	0	6
Habitat	Underground, Mountains, Forests, Plains.			11	Tail	-3	6
<i>Notes:</i> The Tar Hyren can see perfectly in total darkness, and can see invisible creatures.				12	L. Wing	-2	6
				13	FL. Leg	-2	6
				14	HL. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-3	6
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Crushing	16	4d	C, 1			
Bite	Crushing	16	1d+1	C			
Basic Skills:							
Brawling 16, Survival (forests) 14, Survival (plains) 14, Survival (underground) 14, Survival (mountains) 14, Observation 15, Tracking 14, Stealth 15, Flight 14.							



Powers:

Cling: Whenever the Tar Hyren successfully attacks a target, it invariably attaches itself to it. While attached, the target loses 1HP per turn, and any damage which causes more than 4HPs of damage to the Tar Hyren is passed on to the target he's clinging to. The tar Hyren takes only 4HPs, and the victim takes the rest.

Name: Tragan				Level: 6			
ST	17	HP	20 ⁺	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	13	-	Eye	-9	0
HT	15	FP	15	3-4	Skull	-7	8
Dodge	10	Move	8	5	Face	-5	6
MR	5	Bas. Speed	7	6-7	HR. Leg	-2	6
SM	+1	Summon	30	8	FR. Leg	-2	6
Behavior	Aggressive			9-10	Torso	0	6
Diet	Carnivore			11	Tail	-3	6
Habitat	Underground, Mountains, Forests, Plains.			12	FL. Leg	-2	6
<i>Notes:</i> The Tragan can see perfectly in total darkness, and can see invisible creatures.				13-14	HL. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-5	6
				-	Vitals	-3	6
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	15	3d	C, 1			
Bite	Impaling	15	1d+2	C			
Basic Skills:							
Brawling 15, Survival (forests) 13, Survival (plains) 13, Survival (underground) 13, Survival (mountains) 13, Observation 14, Tracking 15, Stealth 17.							



Powers:

Boost: The Tragan can spend 1FP and cause one of its attacks to cause +3 damage. This energy can be spent after the attack and defense rolls are made. Up to 3FPs can be spent in any one boost.

Name: Trask				Level: 4			
ST	10	HP	20*	Hit Location			
DX	12	Perception	12	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	15	FP	15	3-4	Skull	-7	6
Dodge	10	Move	7	5	Face	-5	6
MR	5	Bas. Speed	6,75	6-7	HR. Leg	-2	4
SM	-1	Summon	20	8	FR. Leg	-2	4
Behavior	Aggressive			9-10	U. Torso	0	8
Diet	Carnivore			11	Tail	-3	4
Habitat	Underground, Mountain, Forests, Plains.			12	FL. Leg	-2	4
<i>Notes:</i> The Trask can see perfectly in total darkness, and can see invisible creatures.				13-14	HL. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	4
				-	Vitals	-3	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw Strike	Cutting	14	2d+2	C			
Bite	Cutting	14	1d+2	C			
Basic Skills:							
Brawling 14, Survival (forests) 12, Survival (plains) 12, Survival (underground) 12, Survival (mountains) 12, Observation 12, Tracking 14, Stealth 13.							



Powers:

Lifetap: Any healing or recovery power or spell used in the Trask's vicinity (10m radius) also affects the Trask with no extra cost to the caster. This costs it 3FPs per use.

Name: Ugger				Level: 3			
ST	12	HP	15*	Hit Location			
DX	11	Perception	11	Roll	Location	Mod.	DR
IQ	4	Willpower	12	-	Eye	-9	0
HT	13	FP	15	3-4	Skull	-7	5
Dodge	9	Move	6	5	Face	-5	3
MR	4	Bas. Speed	6	6-7	HR. Leg	-2	3
SM	-1	Summon	15	8	FR. Leg	-2	3
Behavior	Wild			9-10	Torso	0	3
Diet	Carnivore			11	Horn	-3	5
Habitat	Underground, Mountains.			12	FL. Leg	-2	3
<i>Notes:</i> The Ugger can see perfectly in total darkness, and can see invisible creatures.				13-14	HL. Leg	-2	3
				15	F Paw	-4	3
				16	H Paw	-4	3
				17-18	Tail	-2	3
				-	Vitals	-3	3
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Horn Strike	Impaling	13	2d	C			
Bite	Crushing	13	1d-2	C			
Hoof Strike	Crushing	13	1d+2	C			
Basic Skills:							
Brawling 13, Survival (underground) 12, Survival (mountains) 12, Observation 11, Tracking 13, Stealth 14.							



Powers:

Borrow: When Ugger attack in a band, it can tap into any one of its companion's strength to increase its own for an attack. Alter the Ugger's damage positively by an amount used to negatively affect another creature for the turn. Up to +10 can be added to its damage in any one round, and it can borrow strength from any number of creatures at once.

Name: Vrill				Level: 4			
ST	10	HP	12 ⁺	Hit Location			
DX	8	Perception	10	Roll	Location	Mod.	DR
IQ	2	Willpower	16	-	Eye	-9	0
HT	15	FP	15	3-4	Skull	-7	8
Dodge	9	Move	6	5-6	HR. Leg	-2	4
MR	5	Bas. Speed	5,75	7	FR. Leg	-2	4
SM	0	Summon	20	8-9	R. Arm	-2	4
Behavior	Aggressive			10-11	Torso	0	4
Diet	Herbivore			12-13	L. Arm	-2	4
Habitat	Mountains, Underground, Forests.			14	FL. Leg	-2	4
<i>Notes:</i> The Vrill can see perfectly in total darkness, and can see invisible creatures.				15-16	HL. Leg	-2	4
Damage:				17-18	"Face"	-5	4
Name:	Type:	Roll:	Damage:	-	Vitals	-3	4
Bite	Crushing	14	1d				
Punch	Crushing	14	2d	C, 1			
Basic Skills:							
Brawling 14, Survival (forests) 13, Survival (underground) 13, Survival (mountains) 13, Observation 10.							



Powers:

Nightfall: The Vrill can cause a wide area of darkness to fall, in which anyone it chooses can see freely. Dark Vision powers only work if they overcome the Vrill's willpower in a contest. This costs 1FP per 10m radius and lasts for 1 hour.

Name: Wudge				Level: 1			
ST	6	HP	10 ⁺	Hit Location			
DX	10	Perception	10	Roll	Location	Mod.	DR
IQ	2	Willpower	12	-	Eye	-9	0
HT	12	FP	15	3-4	"Face"	-5	2
Dodge	8	Move	5	5-7	R. Leg	-2	0
MR	0	Bas. Speed	5,5	8-14	Torso	0	0
SM	-2	Summon	5	15-18	L. Leg	-2	0
Behavior	Aggressive			-	Vitals	-3	0
Diet	Carnivore						
Habitat	Mountains, Underground, Forests.						
<i>Notes:</i> The Wudge can see perfectly in total darkness, and can see invisible creatures.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Impaling	12	1d+2	C			
Basic Skills:							
Brawling 12, Survival (forests) 11, Survival (underground) 11, Survival (mountains) 11, Observation 10, Tracking 12, Stealth 11.							



Powers:

Strengthen: The Wudge's damage is increased by 1 for each companion it has in its band, be they other wudges or not, up to +10 damage.

Name: Zungg		Level: 1	
ST	10	HP	8 ⁺
DX	11	Perception	10
IQ	3	Willpower	11
HT	12	FP	12
Dodge	8	Move	5
MR	2	Bas. Speed	5,75
SM	-1	Summon	5
Behavior	Aggressive		
Diet	Carnivore		
Habitat	Mountains, Underground, Forests.		
<i>Notes:</i> Zunggs are known to eat mostly ANYTHING. They can see perfectly in total darkness, and can see invisible creatures.			
Damage:			
Name:	Type:	Roll:	Damage:
Bite	Impaling	11	1d-3 (min 1)
Range:			
C			
Basic Skills:			
Brawling 11, Survival (forests) 10, Survival (underground) 10, Survival (mountains) 10, Observation 10, Tracking 12, Stealth 10.			



Powers:

Gnaw: Against the Zungg’s bite, no DR protects. By spending 1FP, it can cause one of its bite attacks to ignore DR.

Weave Creatures

These are creatures which live on plains and savannas. Those that are also found at forests and other habitats are also described in these habitats' lists.

All weave creatures have the “Weave” power when in their native habitat. This power allows them to swap hit points among themselves when they fight as a group. Therefore, when battling a group of weave creatures, count all of their combined HP as one, single number, and subtract damage from it instead of each individual creature. When their hit points reach below 0, only one HT roll is made for all creatures to check for consciousness. When it reaches -HT x the number of creatures, only one survival roll is made for all creatures. For these rolls, use the average of all the creature's HTs, rounded down.

If a creature specifically has the “Weave” power specified, then it can use it in any habitat.

Name: Aritex		Level: 5	
ST	14	HP	20*
DX	15	Perception	15
IQ	3	Willpower	18
HT	13	FP	15
Dodge	11	Move	8/16
MR	16	Bas. Speed	7
SM	0	Summon	25
Behavior	Shy		
Diet	Herbivore		
<i>Notes:</i>			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Beak	Crushing	16	2d+2	C, 1
Basic Skills:				

Brawling 16, Survival (swamps) 13, Survival (plains) 13, Survival (forests) 13, Observation 18, Flying 16.

Powers:

Heal: Aritex can recover lost HP from any creature within 20m. It spends 1FP, the creature recovers 2HP.
Weave.

Name: Baby Furok		Level: 2	
ST	20	HP	12
DX	12	Perception	12
IQ	3	Willpower	14
HT	12	FP	12
Dodge	9	Move	6
MR	6	Bas. Speed	6
SM	0	Summon	10
Behavior	Wild		
Diet	Herbivore		
<i>Notes:</i> These things are never really left unprotected...			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paw Strike	Crushing	12	1d+1	C
Bite	Cutting	12	1d-1	C
Basic Skills:				

Brawling 12, Running 13, Survival (forests) 10.

Powers:

Cuddly-Wuddly: Each minute, the Baby Furok negates the first damage-causing spell or power targeted at him, regardless of its strength.
Weave.

Name: Blade Hyren		Level: 10	
ST	22	HP	45*
DX	20	Perception	22
IQ	4	Willpower	25
HT	15	FP	50
Dodge	13	Move	15
MR	18	Bas. Speed	10
SM	+0	Summon	50
Behavior	Aggressive		
Diet	Carnivore		
<i>Notes:</i> Blade Hyren have 3 attacks per turn. They also have a parry of 13.			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	20	4d	C,1
Bite	Crushing	20	2d	C

Powers:

Great Weave: Whenever the Blade Hyren attacks, he drains 1 HP from all enemies within 10m radius. This costs him 1 FP.

Bequest: If defeated, or at his will, the Blade Hyren can meld into another weave creature and give it +45 HP, +50 FP (regardless of his own HP and FP at the time).

Basic Skills:
 Brawling 20, Survival (plains) 16, Observation 22, Stealth 21, Tracking 18, Climbing 22, Jumping 25.

Name: Blue Yajo		Level: 6	
ST	4	HP	50 [†]
DX	5	Perception	18
IQ	2	Willpower	15
HT	15	FP	60
Dodge	0	Move	0
MR	25	Bas. Speed	0
SM	-1	Summon	30
Behavior	Shy		
Diet	Photosynthesis		
<i>Notes:</i> Blue Yajo do not attack.			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
None				

Powers:

Strengthen: Blue Yajo can heal any one creature in 30m radius. It heals 3 HP per FP spent.
Weave.

Basic Skills:
 Observation 18

Name: Bungalowoo				Level: 2			
ST	9	HP	13*	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	12	FP	13	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	3	Bas. Speed	6	6-7	HR. Leg	-2	2
SM	-1	Summon	10	8	FR. Leg	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	FL. Leg	-2	2
Notes: Bungalowos can sense and react to intentions. They are attracted to singing, and will shy away if anyone near them has angry thoughts.				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Crushing	12	1d	C
Bite	Crushing	12	1d-2	C
Basic Skills:				
Brawling 12, Survival (forests) 12, Running 11, Stealth 12, Camouflage 13, Climbing 14.				

Powers:
Weave.

Name: Chasm Jile				Level: 3			
ST	14	HP	20*	Hit Location			
DX	14	Perception	16	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	5
HT	14	FP	20	3-4	Skull	-7	7
Dodge	12	Move	8	5	Face	-5	5
MR	14	Bas. Speed	7	6-7	HR. Leg	-2	4
SM	+1	Summon	15	8	FR. Leg	-2	4
Behavior	Aggressive			9-10	Torso	0	5
Diet	Carnivore			11	Tail	-3	4
Notes:				12	FL. Leg	-2	4
				13-14	HL. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	5
				-	Vitals	-3	7



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	14	1d-1	C
Claw	Cutting	14	2d+1	C,1
Tail Strike	Crushing	14	2d+2	C,1
Basic Skills:				
Brawling 14, Survival (plains) 13, Survival (desert) 13, Observation 16, Stealth 14, Tracking 14, Climbing 14, Jumping 17.				

Powers:
Dreamform: The Chasm Jile can use the power of any other Weave or d'Resh creature. This costs it 3 FP in addition to any other FP costs of the power. Once it chooses a power to mimic, it cannot change it within the day.

Name: Dasia		Level: 1	
ST	11	HP	15
DX	12	Perception	13
IQ	4	Willpower	13
HT	10	FP	12
Dodge	9	Move	8
MR	12	Bas. Speed	7
SM	-2	Summon	5
Behavior	Shy		
Diet	Herbivore		
Notes:			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Punch	Crushing	12	1d-1	C
Kick	Crushing	12	1d+1	C
Basic Skills:				
Brawling 12, Survival (plains) 10, Observation 13, Climbing 13.				

Powers:

Salvage: When a battle companion dies close do Dasia (10m), it gains 5 HP.

Dreamwarp: While in combat, Dasia gains 1 HP per turn. This may take its HP over the maximum.

Weave

Name: Droll		Level: 6	
ST	18	HP	25*
DX	16	Perception	19
IQ	12*	Willpower	23
HT	15	FP	30
Dodge	13	Move	9
MR	17	Bas. Speed	8
SM	+1	Summon	30
Behavior	Aggressive		
Diet	Carnivore		
Notes:	Droll can attack twice per turn.		



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	18	3d+2	C,1
Bite	Impaling	18	1d+1	C
Basic Skills:				
Brawling 18, Survival (plains) 19, Observation 19, Stealth 21, Tracking 18, Climbing 15, Fishing 16, Naturalist 17, Swimming 17, Weather Sense 16, Herb Lore 15, Magical Creatures Lore 15, Climbing 18, Jumping 20.				

Powers:

Lore: Droll can mimic any one skill from its opponents (including spells) in its original level. This lasts 1 min and costs 3FP.

Weave

Name: Flugg				Level: 4			
ST	16	HP	20	Hit Location			
DX	10	Perception	14	Roll	Location	Mod.	DR
IQ	2	Willpower	16	-	Eye	-9	4
HT	14	FP	15	3-4	Skull	-7	6
Dodge	10	Move	8	5-6	Face	-5	6
MR	14	Bas. Speed	7	7-12	U.Torso	0	5
SM	-1	Summon	20	13-14	L.Torso	-3	3
Behavior		Wild		15-18	Tail	-4	4
Diet		Herbivore		-	Vitals	-3	6
Notes:							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Spikes	Cutting	15	2d-1	C			
Basic Skills:							

Brawling 15, Survival (plains) 13, Observation 14, Climbing 14.



Powers:

Resistance: Flugg is immune to any spell directed at him, or which affects an area it's at. This DOES include damage from any damage causing spell.

Support: If one of Flugg's allies (in 10m) is targeted by a spell, Flugg can heal the creature for 3HP per FP spent.

Weave

Name: Frusk				Level: 2			
ST	14	HP	14	Hit Location			
DX	11	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	2
HT	14	FP	15	3-4	Skull	-7	5
Dodge	9	Move	7	5	Face	-5	4
MR	18	Bas. Speed	6	6-7	HR. Leg	-2	2
SM	+1	Summon	10	8	FR. Leg	-2	2
Behavior		Shy		9-10	Torso	0	3
Diet		Thaumovore		11	Tail	-3	2
Notes:		Frusk have a magic sight and can see emanations of Magical essence.		12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	3
				-	Vitals	-3	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	13	1d	C			
Head Butt	Impaling	13	2d	C			
Paws	Crushing	13	1d+1	C			
Basic Skills:							

Brawling 13, Survival (plains) 13, Observation 13, Running 13.



Powers:

Magic Scent: Whenever someone within 20m of Frusk casts a spell, it gains one extra attack in that round. This costs 1FP.

Weave

Name: Grass Etiki			Level: 1				
ST	9	HP	12 ⁺	Hit Location			
DX	12	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	13	3-4	Skull	-7	
HT	13	FP	15	5	Face	-5	
Dodge	10	Move	7	6-7	HL Leg	-2	
MR	13	Bas. Speed	6	8-9	FL Leg	-2	
SM	-2	Summon	5	10-11	Face	0	
				12-13	FR Leg	-2	
				14-15	HR Leg	-2	
				16-18	Face	-5	
Behavior	Aggressive			-	Vitals	-3	
Diet	Carnivore						
<i>Notes:</i> Grass Etiki can jump 2m high and 3m wide.							



Powers:

Weaver: All of Grass Etiki's allies (within 10m) automatically have the "Weave" power.
Dreamwarper: All of Grass Etiki's allies (within 10m) automatically have the "Dreamwarp" power: While in combat, the creature gains 1 HP per turn. This may take its HP over the maximum.
Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	12	1d-2	C
Leaf Strike	Crushing	12	1d	C
Basic Skills:				
Brawling 12, Survival (plains) 11, Survival (jungle) 11, Observation 14, Running 13, Jumping 13, Climbing 15.				

Name: Grass Hyren			Level: 6				
ST	15	HP	20 ⁺	Hit Location			
DX	14	Perception	18	Roll	Location	Mod.	DR
IQ	4	Willpower	23	-	Eye	-9	5
HT	15	FP	25	3-4	Skull	-7	9
Dodge	12	Move	10	5	Face	-5	7
MR	19	Bas. Speed	8	6-7	HR. Leg	-2	6
SM	+1	Summon	30	8	FR. Leg	-2	6
				9-10	Torso	0	7
				11	Tail	-3	7
				12	FL. Leg	-2	6
				13-14	HL. Leg	-2	6
Behavior	Aggressive			15	F Paw	-4	5
Diet	Thaumovore			16	H Paw	-4	5
<i>Notes:</i> The Grass Hyren can use its grass blades to entangle the opponent up to 4 hexes away. It attacks twice a turn.							
				17-18	Neck	-5	7
				-	Vitals	-3	9



Powers:

Evade: The Grass Hyren can avoid damage. Whenever it receives damage, it can spend 1FP to avoid 1 die of damage, up to 5D per turn. This reflects the damage going through its grass blades and not hitting it.
Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Cutting	18	2d	C, 1
Claw	Impaling	18	3d	C, 1
Basic Skills:				
Brawling 18, Survival (plains) 15, Observation 18, Running 17, Jumping 18, Tracking 17, Stealth 15.				

Name: Heppeswip			Level: 4				
ST	14	HP	17*	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	16	3-4	Skull	-7	7
HT	15	FP	30	5	Face	-5	5
Dodge	11	Move	9	6-7	HL Leg	-2	4
MR	16	Bas. Speed	8	8-9	FL Leg	-2	4
SM	-1	Summon	20	10-11	Torso	0	5
Behavior	Shy			12-13	FR Leg	-2	4
Diet	Herbivore			14-15	HR Leg	-2	4
Notes:				16-18	Face	-5	5
				-	Vitals	-3	6



Powers:

Unravel: The Heppeswip can create an area where no magical objects can function. It spends 1FP per meter radius. The area lasts for 1 minute, and bars all enchantments of resistance lower than its will roll.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Paws	Crushing	15	1d+2	C
Bite	Crushing	15	1d-2	C
Basic Skills:				
Brawling 15, Survival (plains) 15, Observation 15, Running 14, Climbing 14, Jumping 16.				

Name: Weave Hyren			Level: 8				
ST	18	HP	30*	Hit Location			
DX	17	Perception	23	Roll	Location	Mod.	DR
IQ	4	Willpower	24	-	Eye	-9	8
HT	18	FP	30	3-4	Skull	-7	15
Dodge	13	Move	10	5	Face	-5	10
MR	25	Bas. Speed	9	6-7	HR. Leg	-2	10
SM	+1	Summon	40	8	FR. Leg	-2	10
Behavior	Aggressive			9-10	Torso	0	13
Diet	Thaumovore			11	Tail	-3	10
Notes:	Weave Hyren can naturally attack three times per turn.			12	FL. Leg	-2	10
				13-14	HL. Leg	-2	10
				15	F Paw	-4	10
				16	H Paw	-4	10
				17-18	Neck	-5	12
				-	Vitals	-3	15



Powers:

Wild Growth: Whenever a power or spell causes Weave Hyren to gain any amount of HP, all of its allies gain 1HP.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Impaling	20	3d	C, 1
Claw	Cutting	20	5d	C, 1, 2
Basic Skills:				
Brawling 20, Survival (plains) 19, Observation 23, Tracking 19, Stealth 20.				

Name: Jumbor		Level: 6	
ST	16	HP	25*
DX	15	Perception	15
IQ	3	Willpower	18
HT	19	FP	20
Dodge	12	Move	9
MR	17	Bas. Speed	8
SM	+1	Summon	30
Behavior	Aggressive		
Diet	Carnivore		
Notes:			



Powers:

Taunt: By spending 1 FP and overcoming a contest of willpower with a target, the sabertooth jumbor can cause it to strike mindlessly, performing an all-out attack. The sabertooth jumbor can dodge such attacks with a +2 bonus.

Weave.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Horns	Impaling	18	2d	C, 1
Paws	Crushing	18	3d+2	C, 1
Bite	Crushing	18	1d	C

Basic Skills:
 Brawling 18, Survival (plains) 17, Observation 15, Stealth 17, Tracking 17.

Name: Junjertrug		Level: 7	
ST	17	HP	25*
DX	16	Perception	16
IQ	3	Willpower	20
HT	16	FP	26
Dodge	11	Move	8
MR	17	Bas. Speed	8
SM	+1	Summon	35
Behavior	Aggressive		
Diet	Carnivore		
Notes:	Junjertrug always attack, and never surrender. It only leaves a battle if it's either victorious or dead.		



Powers:

Enrage: When Junjertrug attacks, it can choose to spend 5FP and double any damage it causes before accounting for enemy DR.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Horns	Crushing	19	2d+2	C, 1
Paws	Crushing	19	4d	C, 1
Bite	Crushing	19	1d+1	C

Basic Skills:
 Brawling 19, Survival (plains) 17, Observation 16, Stealth 16, Tracking 18.

Name: Lascinth			Level: 5				
ST	14	HP	50 ^{+†}	Hit Location			
DX	19	Perception	18	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	0
HT	14	FP	22	3-4	Face	-5	0
Dodge	13	Move	10	5-18	Body	0	0
MR	15	Bas. Speed	9				
SM	0	Summon	25				
Behavior	Aggressive						
Diet	Thaumovore						
<i>Notes:</i> A Lascinth always attacks every turn. It only leaves combat if victorious or dead. Lascinth naturally attack twice per turn.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Lash	Cutting	17	2d+2	C, 1, 2, 3			
Basic Skills:							
Brawling 17, Survival (plains) 14, Observation 18, Stealth 15, Tracking 16, Jumping 20.							



Powers:

Reflexes: The Lascinth can spend 3FP and gain one extra turn. It can use this power once every turn.
Weave

Name: Nyrex			Level: 8				
ST	18	HP	40*	Hit Location			
DX	15	Perception	21	Roll	Location	Mod.	DR
IQ	3	Willpower	25	-	Eye	-9	6
HT	16	FP	40	3-4	Skull	-7	12
Dodge	11	Move	8	5	Face	-5	10
MR	20	Bas. Speed	7	6-7	HR. Leg	-2	9
SM	0	Summon	40	8	FR. Leg	-2	9
Behavior	Aggressive						
Diet	Carnivore						
<i>Notes:</i> The Nyrex can naturally attack three times per turn.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Bite	Crushing	21	2d	C			
Claw	Crushing	21	4d+1	C, 1			
Basic Skills:							
Brawling 21, Survival (plains) 19, Observation 21, Stealth 17, Tracking 20, Climbing 17, Jumping 20.							



Powers:

Catch & Release: The Nyrex can spend XFP and summon any creature it has defeated in the past lunar cycle. X equals the creature's level. It comes as Nyrex's ally and fights by its side as best as possible. If left alone, it vanishes after 1 hour. Nyrex can summon only 1 such creature at a time.

Name: Osatch				Level: 2			
ST	13	HP	15 ⁺	Hit Location			
DX	14	Perception	15	Roll	Location	Mod.	DR
IQ	2	Willpower	14	3-4	Skull	-7	5
HT	13	FP	20	5	Face	-5	3
Dodge	10	Move	7	6-7	HL Leg	-2	2
MR	14	Bas. Speed	7	8	ML Leg	-2	2
SM	-1	Summon	10	9	FL Leg	-2	2
Behavior	Wild			10-11	Face	0	3
Diet	Herbivore			12	FR Leg	-2	2
Notes:				13	MR Leg	-2	2
				14-15	HR Leg	-2	2
				16-18	Face	-5	3
				-	Vitals	-3	4
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Lash	Crushing	13	2d	C			
Bite	Crushing	13	1d-1	C			
Basic Skills:							
Brawling 13, Survival (plains) 12, Observation 15.							



Powers:

Sentry: The Ostatch can create an area in which the power of any magical item that opposes it is reduced by X, and any which helps it is increased by X. This costs 3X FP and reaches 10m radius.

Weave

Name: Pagajack				Level: 1			
ST	11	HP	15*	Hit Location			
DX	12	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	12	FP	15	3-4	Skull	-7	4
Dodge	10	Move	7	5	Face	-5	2
MR	12	Bas. Speed	6	6-7	HR. Leg	-2	1
SM	-2	Summon	5	8	FR. Leg	-2	1
Behavior	Wild			9-11	Torso	0	2
Diet	Carnivore			12	FL. Leg	-2	1
Notes:				13-14	HL. Leg	-2	1
				15	F Paw	-4	1
				16	H Paw	-4	1
				17-18	Tail	-5	0
				-	Vitals	-3	2
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Crushing	12	1d+2	C			
Bite	Crushing	12	1d-1	C			
Basic Skills:							
Brawling 12, Survival (plains) 11, Observation 13, Stealth 11, Tracking 12.							



Powers:

Familiarity: When Pagajack enters combat beside other pagajacks, they invigorate each other. For each pagajack in the pack, they all gain 5 extra HP.

Weave

Name: Pajick Pet		Level: 3	
ST	12	HP	15
DX	15	Perception	15
IQ	2	Willpower	16
HT	11	FP	15
Dodge	11	Move	7
MR	14	Bas. Speed	6
SM	-2	Summon	15
Behavior	Shy		
Diet	Herbivore		
<i>Notes:</i> The Pajick Pet can move as much as it wants per turn with no penalties, but only if after a move it makes an attack or defense roll.			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	13	1d	C

Powers:

Guard: The Pajick Pet can make defense rolls to protect allies within its move range as if the attacks were directed at itself. It actually interposes itself between the attack and the target.

Weave

Basic Skills:

Brawling 13, Survival (plains) 12, Observation 15, Climbing 15, Jumping 17.

Name: Paradar		Level: 4	
ST	15	HP	30
DX	13	Perception	16
IQ	4	Willpower	18
HT	15	FP	25
Dodge	11	Move	7
MR	15	Bas. Speed	7
SM	0	Summon	20
Behavior	Shy		
Diet	Herbivore		
<i>Notes:</i>			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	14	1d+2	C, 1

Powers:

Wait: If the Paradar do not attack in a given turn, it accumulates a +4 bonus to any one action on the next turn (including damage). This bonus can be stacked to as high as +12. This bonus can be split, for instance: +5 for an attack, +3 for a defense and +4 to damage.

Basic Skills:

Brawling 14, Survival (plains) 15, Observation 16.

Name: Pody				Level: 4			
ST	14	HP	20 ⁺	Hit Location			
DX	13	Perception	16	Roll	Location	Mod.	DR
IQ	4	Willpower	16	-	Eye	-9	3
HT	15	FP	15	3	Skull	-7	6
Dodge	12	Move	8	4-7	R. Hand	-2	4
MR	15	Bas. Speed	7	8-11	Torso	0	5
SM	-2	Summon	20	12-17	L. Hand	-2	4
				18	Skull	-7	6
				-	Vitals	-3	5
Behavior	Aggressive						
Diet	Herbivore						
Notes:							



Powers:

Backhand: The Pody can spend 1FP and cause any individual which attacked on its turn and dealt damage to suffer the same amount of damage it caused. This is a contested roll of wills.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Byte	Crushing	13	1d	C
Punch	Crushing	13	2d	C
Basic Skills:				
Brawling 13, Survival (plains) 15, Observation 16, Climbing 15, Jumping 16.				

Name: Quallon				Level: 3			
ST	12	HP	15	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	2	Willpower	14	-	Eye	-9	1
HT	12	FP	16	3-4	Skull	-7	4
Dodge	10	Move	7	5	Horn	-1	2
MR	14	Bas. Speed	6/12	6	HR. Leg	-2	3
SM	-2	Summon	15	7	MR. Leg	-2	3
				8	FR. Leg	-2	3
				9-11	Torso	0	4
				12	FL. Leg	-2	3
				13	ML. Leg	-2	3
				14	HL. Leg	-2	3
				15-16	Horn	-1	2
				17-18	Neck	-5	4
				-	Vitals	-3	5
Behavior	Aggressive						
Diet	Herbivore						
Notes:	Anyone that attacks Quallon with melee damage immediately takes 2D electric damage.						



Powers:

Rapid Change: The Quallon can spend 3 FPs and heals 15 or its own HPs per turn. If it goes unconscious, and still has fatigue left, it automatically heals.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Lightning <small>SS 12, Acc 1</small>	Burning	13	2d+2	10 / 20
Basic Skills:				
Brawling 13, Survival (plains) 15, Observation 16, Climbing 15, Flying 16.				

Name: Rock Yajo			Level: 2				
ST	0	HP	50 [†]	Hit Location			
DX	0	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	8
HT	15	FP	30	3-18	Body	0	10
Dodge	0	Move	0				
MR	16	Bas. Speed	0				
SM	0	Summon	10				
Behavior	None						
Diet	None						
<i>Notes:</i> Rock Yajo do not attack.							



Powers:

Dream Cross: The Rock Yajo can spend 2 FPs and transfer one creature's powers into another (up to 20m) for 1 min. The original creature does not loses its powers.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:

Basic Skills:

Observation 16.

Name: Sabertooth Jumbor			Level: 5				
ST	15	HP	20*	Hit Location			
DX	13	Perception	15	Roll	Location	Mod.	DR
IQ	3	Willpower	13	-	Eye	-9	0
HT	14	FP	15	3	Skull	-7	4
Dodge	10	Move	6	4	Face	-5	2
MR	5	Bas. Speed	6,75	5	Horns	-4	
SM	+1	Summon	25	6-7	HR. Leg	-2	2
Behavior	Aggressive						
Diet	Carnivore						
<i>Notes:</i>							
				8	FR. Leg	-2	2
				9-10	Torso	0	2
				11	Tail	-3	2
				12	FL. Leg	-2	2
				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	



Powers:

Taunt: By spending 1 FP and overcoming a contest of willpower with a target, the sabertooth jumbor can cause it to strike mindlessly, performing an all-out attack. The sabertooth jumbor can dodge such attacks with a +2 bonus.

Weave.

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	15	3d	C,1
Bite	Cutting	15	1d+2	C
Horns	Impaling	15	2d	C

Basic Skills:

Brawling 15, Tracking 15, Survival (forest) 14, Observation 15.

Name: Sagaweave				Level: 3			
ST	14	HP	20*	Hit Location			
DX	15	Perception	16	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	3
HT	15	FP	15	3	Skull	-7	7
Dodge	12	Move	8	4	Horns	-6	7
MR	14	Bas. Speed	7,5	5	Face	-5	5
SM	0	Summon	15	6-7	HR. Leg	-2	4
Behavior	Wild			8	FR. Leg	-2	4
Diet	Carnivore			9-10	Torso	0	5
<i>Notes:</i> Sagaweave naturally attacks twice per turn.				11	Tail	-3	4
				12	FL. Leg	-2	4
				13-14	HL. Leg	-2	4
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	5
				-	Vitals	-3	6
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Cutting	14	2d+2	C, 1			
Bite	Crushing	14	1d	C			
Horns	Impaling	14	1d+2	C, 1			
Basic Skills:							
Brawling 14, Survival (plains) 13, Observation 16, Stealth 15, Tracking 15, Running 16, Jumping 19.							



Powers:

Reweave: By spending 2 FPs the Sagaweave can grant all allies within 10m the "Weave" power. This lasts for 1 minute.

Weave.

Name: Scout Bungalowoo				Level: 3			
ST	9	HP	13*	Hit Location			
DX	13	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	12	-	Eye	-9	0
HT	14	FP	13	3-4	Skull	-7	4
Dodge	11	Move	8	5	Face	-5	2
MR	4	Bas. Speed	6,75	6-7	HR. Leg	-2	2
SM	-1	Summon	15	8	FR. Leg	-2	2
Behavior	Shy			9-11	Torso	0	2
Diet	Herbivore			12	FL. Leg	-2	2
<i>Notes:</i> Bungalowos can sense and react to intentions. They are attracted to singing, and will shy away if anyone near them has angry thoughts.				13-14	HL. Leg	-2	2
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	2
				-	Vitals	-3	2
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Crushing	13	1d+1	C			
Bite	Crushing	13	1d-1	C			
Basic Skills:							
Brawling 13, Survival (forests) 12, Running 13, Stealth 13, Camouflage 14.							



Powers:

Flee: When fleeing a battle (which occurs often), scout bungalowoo get a +5 bonus in their camouflage, running and stealth rolls.

Weave.

Name: Seaweed Lascinth			Level: 5				
ST	15	HP	50 [†]	Hit Location			
DX	18	Perception	18	Roll	Location	Mod.	DR
IQ	3	Willpower	22	-	Eye	-9	0
HT	16	FP	25	3-4	Face	-5	0
Dodge	13	Move	10	5-18	Body	0	0
MR	15	Bas. Speed	8,5				
SM	0	Summon	25				
Behavior	Aggressive						
Diet	Thaumovore						
<i>Notes:</i> A Lascinth always attacks every turn. It only leaves combat if victorious or dead. Lascinth naturally attack twice per turn.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Lash	Cutting	17	2d+2	C, 1, 2, 3			
Basic Skills:							
Brawling 17, Survival (shores) 14, Survival (rivers) 12, Survival (sea) 16, Observation 18, Stealth 17, Tracking 15, Jumping 19.							



Powers:

Reflexes: The Lascinth can spend 3FP and gain one extra turn. It can use this power once every turn.

Weave

Name: Speag			Level: 2				
ST	11	HP	15 [†]	Hit Location			
DX	15	Perception	20	Roll	Location	Mod.	DR
IQ	4	Willpower	13	3-4	Skull	-7	4
HT	14	FP	15	5	Face	-5	2
Dodge	13	Move	12	6-7	HL Leg	-2	1
MR	12	Bas. Speed	9	8	ML Leg	-2	1
SM	-2	Summon	10	9	FL Leg	-2	1
Behavior	Shy						
Diet	Herbivore						
<i>Notes:</i> Speag do not attack unless they have NO OTHER choice.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Lash	Crushing	10	1d-3	C			
Basic Skills:							
Brawling 10, Survival (plains) 14, Observation 20, Stealth 17, Jumping 15, Running 14, Climbing 14.							



Powers:

Watch: Speag can communicate battle tactics to other creatures. If an ally is attacked and it sees it, it can cause another ally within 20m to have a +2 (non stackable) bonus on rolls and damage against the original attacker, till the end of the combat.

Weave

Name: Speag Sprouts				Level: 2			
ST	10	HP	15 [†]	Hit Location			
DX	13	Perception	17	Roll	Location	Mod.	DR
IQ	4	Willpower	12	3-4	Skull	-7	4
HT	13	FP	15	5	Face	-5	2
Dodge	14	Move	13	6-7	HL Leg	-2	1
MR	12	Bas. Speed	10	8-9	FL Leg	-2	1
SM	-3	Summon	10	10-11	Face	0	2
Behavior	Shy			12-13	FR Leg	-2	1
Diet	Herbivore			14-15	HR Leg	-2	1
Notes:				16-18	Face	-5	2
				-	Vitals	-3	2
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Lash	Crushing	12	2d-1	C			
Basic Skills:							
Brawling 12, Survival (plains) 14, Observation 20, Stealth 17, Jumping 15, Running 14, Climbing 14.							



Powers:

Weave Strength: Speag sprouts heal 5 HPs per turn.

Weave

Name: Striped Korrit				Level: 4			
ST	17	HP	25*	Hit Location			
DX	11	Perception	14	Roll	Location	Mod.	DR
IQ	3	Willpower	14	-	Eye	-9	5
HT	15	FP	15	3-4	Skull	-7	9
Dodge	10	Move	7	6-7	HR. Leg	-2	7
MR	15	Bas. Speed	6,5	8	FR. Leg	-2	7
SM	0	Summon	20	9-12	U Torso	0	7
Behavior	Aggressive			13	FL. Leg	-2	7
Diet	Thaumovore			14-15	HL. Leg	-2	7
Notes:	Striped Korrit can see invisible creatures.			16-18	Lw Torso	-5	5
				-	Vitals	-3	7
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Strike	Crushing	15	3d-1	C, 1			
Bite	Crushing	15	1d+2	C			
Basic Skills:							
Brawling 15, Survival (plains) 14, Survival (caves) 14, Observation 14, Tracking 15, Stealth 14, Jumping 18, Running 15, Climbing 15, Camouflage 13.							



Powers:

Packed Defense: If an ally within 20m is attacked and missed its defense roll, the Striped Korrit can spend 2 FPs and cause the ally to roll another defense roll with the same modifiers as before.

Name: Stumbling Junjertrug				Level: 6			
ST	16	HP	25*	Hit Location			
DX	16	Perception	16	Roll	Location	Mod.	DR
IQ	3	Willpower	18	-	Eye	-9	6
HT	15	FP	25	3	Skull	-7	10
Dodge	11	Move	8	4	Face	-5	8
MR	16	Bas. Speed	7,75	5	Horns	-4	9
SM	+1	Summon	30	6-7	HR. Leg	-2	7
Behavior	Aggressive			8	FR. Leg	-2	7
Diet	Carnivore			9-10	Torso	0	8
Notes: Stumbling Junjertrug have extra 10RD against fire and heat damage.				11	Tail	-3	7
				12	FL. Leg	-2	7
				13-14	HL. Leg	-2	7
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-5	7
				-	Vitals	-3	8
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Horns	Crushing	18	2d+1	C, 1			
Paws	Crushing	18	4d	C, 1			
Bite	Crushing	18	1d	C			
Basic Skills:							
Brawling 18, Survival (plains) 17, Observation 16, Stealth 16, Tracking 18.							



Powers:

Carouse: At the beginning of its turn, roll a die. Check the results; 1: It gains 5 HP. 2: It gains 3 HP. 3: It gains 1 HP. 4: It loses 1 HP. 5: It loses 3 HP. 6: Nothing happens.

Name: Thresh				Level: 4			
ST	14	HP	20 ^{*†}	Hit Location			
DX	18	Perception	15	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	2
HT	12	FP	15	3-4	Skull	-7	6
Dodge	12	Move	9	5	Face	-5	4
MR	15	Bas. Speed	7,5	6-7	HR. Leg	-2	3
SM	+0	Summon	20	8	FR. Leg	-2	3
Behavior	Aggressive			9-10	Torso	0	4
Diet	Thaumovore			11	Tail	-3	3
Notes: Thresh naturally attack three times per turn.				12	FL. Leg	-2	3
				13-14	HL. Leg	-2	3
				15	F Paw	-4	4
				16	H Paw	-4	4
				17-18	Neck	-5	4
				-	Vitals	-3	6
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Cutting	16	2d+2	C, 1			
Bite	Crushing	16	1d+1	C			
Basic Skills:							
Brawling 16, Survival (plains) 15, Observation 15, Stealth 16, Tracking 14, Running 15, Jumping 20.							



Powers:

Rethresh: Whenever an ally is attacked, the Thresh can spend 1 FP and heal 2 HPs.
Weave

Name: Toasted Yajo		Level: 3	
ST	13	HP	25 [†]
DX	13	Perception	15
IQ	2	Willpower	16
HT	15	FP	15
Dodge	9	Move	0
MR	14	Bas. Speed	0
SM	-1	Summon	15
Behavior	Wild		
Diet	Photosynthesis		
<i>Notes:</i> Toasted Yajo are immune to fire and heat damage (i.e.: they have 100 extra RD).			



Powers:

Brittle: All allies that attack whoever attacks Toasted Yajo gain a +2 bonus on attack and damage. It can spend 2 FPs and increase this bonus to +4 for 1 turn.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Lash	Cutting	14	2d	C, 1

Basic Skills:

Brawling 14, Observation 15.

Name: Tropical Jumbor		Level: 4	
ST	15	HP	20*
DX	14	Perception	15
IQ	4	Willpower	17
HT	16	FP	20
Dodge	11	Move	8
MR	16	Bas. Speed	7,5
SM	+1	Summon	20
Behavior	Aggressive		
Diet	Carnivore		
<i>Notes:</i> Tropical Jumbor attack twice per turn. They can move their full move and attack in the same turn.			



Powers:

Scout: Tropical Jumbor heals 5 HPs per turn. It can spend Fatigue to heal more, at the rate of 1 FP per 2 HPs.

Weave

Damage:				
Name:	Type:	Roll:	Damage:	Range:
Horns	Impaling	16	2d-1	C, 1
Paws	Crushing	16	3d+1	C, 1
Bite	Crushing	16	1d	C

Basic Skills:

Brawling 16, Survival (plains) 15, Observation 15, Stealth 17, Tracking 17, Running 15.

Name: Tweave		Level: 1	
ST	9	HP	10
DX	12	Perception	13
IQ	2	Willpower	13
HT	15	FP	15
Dodge	11	Move	7/14
MR	12	Bas. Speed	6,75
SM	-4	Summon	5
Behavior	Aggressive		
Diet	Herbivore		
<i>Notes:</i> Up to 3 tweaves attack in the same hex.			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Bite	Crushing	13	1d	C
Basic Skills:				
Brawling 13, Survival (plains) 12, Observation 13, Flight 15.				

Powers:

Surprise: On its first attack turn (only), Tweave have +5 on its initiative and a +2 bonus to attack and damage.

Weave

Name: Uwamar		Level: 3	
ST	13	HP	15 ⁺
DX	12	Perception	15
IQ	5	Willpower	15
HT	15	FP	15
Dodge	11	Move	7
MR	14	Bas. Speed	6,75
SM	-2	Summon	15
Behavior	Shy		
Diet	Herbivore		
<i>Notes:</i> Uwamar do not attack unless they have NO OTHER choice.			



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	14	2d	C
Basic Skills:				
Brawling 14, Survival (plains) 13, Observation 15, Stealth 13, Climbing 17, Running 15.				

Powers:

Watch: Uwamar can communicate battle tactics to other creatures. If an ally is attacked and it sees it, it can cause another ally within 20m to have a +2 (non stackable) bonus on rolls and damage against the original attacker, till the end of the combat.

Weave

Name: Vuryip			Level: 6				
ST	17	HP	30*	Hit Location			
DX	15	Perception	18	Roll	Location	Mod.	DR
IQ	5	Willpower	21	-	Eye	-9	6
HT	16	FP	20	3-4	Skull	-7	10
Dodge	12	Move	8	5	Face	-5	8
MR	17	Bas. Speed	7,75	6-7	R. Leg	-3	7
SM	0	Summon	30	8	R. Arm	-2	7
Behavior	Aggressive			9-10	Torso	0	8
Diet	Herbivore			11	Groin	-3	8
<i>Notes:</i> Vuryip attack twice per turn.				12	L. Arm	-2	7
				13-14	L. Leg	-3	7
				15	Hand	-3	6
				16	Foot	-4	6
				17-18	Face	-5	8
				-	Vitals	-3	8
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Punch	Crushing	18	4d	C, 1			
Bite	Crushing	18	2d	C			
Basic Skills:							
Brawling 18, Survival (plains) 15, Observation 18, Climbing 17, Running 19.							



Powers:

Random Change: At the beginning of its every turn, roll 2d-6. The result is a modifier in Vuryip's attack and damage rolls.

Weave

Name: Weed Hyren			Level: 6				
ST	16	HP	25 [†]	Hit Location			
DX	17	Perception	19	Roll	Location	Mod.	DR
IQ	4	Willpower	16	-	Eye	-9	6
HT	15	FP	22	3-4	Skull	-7	10
Dodge	12	Move	9	5	Face	-5	8
MR	20	Bas. Speed	8	6-7	HR. Leg	-2	6
SM	0	Summon	30	8	FR. Leg	-2	6
Behavior	Aggressive			9-10	Torso	0	8
Diet	Thaumovore			11	Tail	-3	8
<i>Notes:</i> The Weed Hyren attacks three times per turn.				12	FL. Leg	-2	6
				13-14	HL. Leg	-2	6
				15	F Paw	-4	6
				16	H Paw	-4	6
				17-18	Neck	-5	8
				-	Vitals	-3	9
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Claw	Cutting	18	3d	C, 1			
Byte	Impaling	18	2d	C, 1			
Basic Skills:							
Brawling 18, Survival (plains) 16, Observation 19, Climbing 17, Running 19, Jumping 19, Stealth 22.							



Powers:

Withdraw: If Weed Hyren do not attack on a given turn, it can spend 3FPs and become invisible for 1 turn. It can continue to stay invisible spending 3FPs per turn.

Dreamwarp: While in combat, Weed Hyren gains 1 HP per turn. This may take its HP over the maximum.

Weave

Name: Weggit				Level: 3			
ST	8	HP	15	Hit Location			
DX	15	Perception	14	Roll	Location	Mod.	DR
IQ	4	Willpower	15	-	Eye	-9	1
HT	10	FP	20	3-4	Skull	-7	5
Dodge	10	Move	6	5	Face	-5	3
MR	14	Bas. Speed	6,25	6-7	HR. Leg	-2	3
SM	-4	Summon	15	8	FR. Leg	-2	3
Behavior	Shy			9-10	Torso	0	3
Diet	Herbivore			11	Tail	-3	2
<i>Notes:</i> Make for excellent pets.				12	FL. Leg	-2	3
				13-14	HL. Leg	-2	3
				15	F Paw	-4	2
				16	H Paw	-4	2
				17-18	Neck	-5	3
				-	Vitals	-3	3
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Paw	Crushing	13	1d-1	C			
Bite	Crushing	13	1d-3	C			
Basic Skills:							
Brawling 13, Survival (plains) 14, Observation 14, Climbing 15, Running 17, Jumping 15, Stealth 20.							



Powers:

Whispering Winds: Weggit can communicate mentally to anyone within 20m and transmit battle tactics. All of its allies gain a +2 bonus to attack rolls.

Weave

Name: Yajo				Level: 3			
ST	0	HP	60 ⁺	Hit Location			
DX	0	Perception	13	Roll	Location	Mod.	DR
IQ	3	Willpower	15	-	Eye	-9	3
HT	15	FP	25	3-14	Body	0	3
Dodge	0	Move	0	15-18	Roots	-3	3
MR	17	Bas. Speed	0				
SM	-1	Summon	15				
Behavior	Shy						
Diet	Photossynthesis						
<i>Notes:</i> Yajo cannot attack.							
Damage:							
Name:	Type:	Roll:	Damage:	Range:			
Basic Skills:							
Observation 13.							



Powers:

Vitalize: By spending 3 FPs, the Yajo can cause any one plant-based creature within 10m to restore all of its lost hit points.

Weave

Name: Zassyfer		Level: 3	
ST	13	HP	15*
DX	15	Perception	14
IQ	3	Willpower	15
HT	16	FP	15
Dodge	12	Move	9
MR	15	Bas. Speed	7,75
SM	0	Summon	15
Behavior	Aggressive		
Diet	Carnivore		
<i>Notes:</i> The Zassyfer naturally attacks twice per turn.			

Hit Location			
Roll	Location	Mod.	DR
-	Eye	-9	1
3-4	Skull	-7	5
5	Face	-5	3
6-7	HR. Leg	-2	3
8	FR. Leg	-2	3
9-10	Torso	0	3
11	Tail	-3	3
12	FL. Leg	-2	3
13-14	HL. Leg	-2	3
15	F Paw	-4	3
16	H Paw	-4	3
17-18	Neck	-5	3
-	Vitals	-3	3



Damage:				
Name:	Type:	Roll:	Damage:	Range:
Claw	Cutting	15	2d	C, 1
Bite	Cutting	15	1d	C

Basic Skills:
 Brawling 15, Survival (plains) 14, Observation 14, Climbing 14, Running 17, Jumping 17, Stealth 16.

Powers:

Warning: By spending 1 FP, the Zassyfer can cause any of its allies to gain a +2 bonus on a defense roll. This can be done at any time during combat.

Weave