



Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Alligator, Giant	Reptile	7	19	11	7	104	21	Damage 1d10 bite.	-
Ant, Giant	Insect	2	5	3	1	21	6	Damage 1d4 bite.	-
Balruk, Lower Demon	Planar	4	10	3	7	50	12	Damage 2d8 fire column spell (Magical Attack - Sorcery).	15(G), 2(I)
Bandit	-	2	5	2	2	21	6	Damage 1d6 dagger.	14(G)
Banshee	Undead	2	3	2	5	19	6	Damage 1d6. Ability Check with Sorcery or cower in the corner from fear for 1d4 turns.	8(G)
Basilisk	Beast	5	12	4	4	62	15	Damage 1d8 bite. This eight legged lizard has a magical gaze. Ability Check with Sorcery or be turned to stone.	23(G)
Bat, Fire	Elemental	1	5	3	3	13	3	Damage 2d4 fire breathing spell (Magical Attack - Sorcery).	5(G)
Bat, Giant	Animal	1	4	3	1	12	3	Damage 1d4 melee bite.	-
Bear	Animal	4	10	3	2	50	12	2 attacks. Damage 1d6 bite. Damage 1d6 claw.	-
Bee, Giant	Insect	4	9	4	2	49	12	Damage 1d6 stinger. Ability Check with Strength or be poisoned.	-
Beetle, Fire, Giant	Insect	8	18	12	18	113	24	Damage 1d10 flame spit. Ability Check with Strength or suffer double damage.	-
Beetle, Giant	Insect	6	16	5	6	79	18	Damage 1d8 bite.	-
Betrayer of Eyes	-	9	17	13	20	122	27	11 attacks. 10 of the attacks are magical beams from the eyestalks that do 1 damage each. The other is a magical energy attack that does 1d10 damage. If one is able to Ability Check with Sorcery, then they avoid all the attacks that turn.	90(G), 3(I)
Boar	Animal	1	3	2	1	11	3	Damage 1d6 melee tusks.	-
Brownie	-	1	3	3	6	11	3	Damage 1d4 push spell. Ability Check with Strength or be dazed (immobile) for 1d4 turns.	9(G), 1(I)
Bugbear	-	4	8	3	4	48	12	Damage 1d8 short sword.	12(G)
Cave Man	-	3	7	5	3	39	9	Damage 1d6 club.	3(G)
Centaur	-	5	10	4	6	60	15	Melee damage 1d8 short sword or range damage 1d6 bow. They will always shoot at people further back if they can. They carry 20 arrows.	25(G), 1(I)
Centipede, Giant	Insect	3	7	2	3	39	9	Damage 1d6 bite. Ability Check with Strength or suffer from poison.	-

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Chimera	Beast	6	13	7	12	76	18	3 attacks. The goat head bites for 1d6 damage. The lion head bites for 1d8 damage. The dragon head breathes fire for 1d8 damage, unless a Ability Check for Sorcery can be made, then the damage is avoided. The tail stinger does 1d4 damage. Ability Check with Strength or be poisoned from stinger.	28(G), 2(I)
Crab, Giant	Beast	5	11	5	3	61	15	Damage 1d10 pincer.	-
Crayfish, Giant	Beast	6	17	5	6	80	18	Damage 1d12 pincer.	-
Crocodile	Reptile	2	6	2	1	22	6	Damage 1d6 bite.	-
Cyclops	Giant	6	17	6	10	80	18	Damage 1d12 war hammer.	32(G), 3(I)
Demon	Planar	9	23	14	23	128	27	Damage 2d8 destructive spell. Ability Check with Sorcery or suffer double damage.	126(G), 4(I)
Demon, Greater	Planar	11	27	18	27	152	33	Damage 3d6 oblivion spell. Ability Check with Sorcery or suffer double damage.	183(G), 5(I)
Demon, Lesser	Planar	7	19	9	19	104	21	Damage 2d6 wrath spell. Ability Check with Sorcery or suffer double damage.	50(G), 4(I)
Devil	Planar	10	25	16	25	140	30	Damage 3d6 trident. Ability Check with Sorcery lose 3d6 AP.	158(G), 4(I)
Devil, Higher	Planar	12	29	21	29	164	36	Damage 4d6 trident. Ability Check with Sorcery lose 4d6 AP.	200(G), 5(I)
Devil, Lower	Planar	8	21	14	21	116	24	Damage 2d6 trident. Ability Check with Sorcery lose 3d6 AP.	78(G), 4(I)
Dragon Bones	Undead	12	28	17	28	163	36	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 life drain spell. Ability Check with Sorcery or suffer double damage from the flames.	210(G), 6(I)
Dragon	Dragon	11	26	16	25	151	33	3 attacks. Damage 1d6 claw. Damage 1d8 bite. Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	200(G), 5(I)
Dragon, Ancient	Dragon	14	32	17	30	187	42	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	300(G), 6(I)
Dragon, Old	Dragon	13	30	14	26	175	39	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	270(G), 5(I)
Drake	Dragon	9	23	13	20	128	27	3 attacks. Damage 1d6 claw. Damage 1d8 bite. Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	135(G), 4(I)
Dwarf	-	3	7	3	3	39	9	Damage 1d8 hammer.	10(G), 1(I)
Eel, Giant	-	4	9	6	2	49	12	Damage 1d6 electric shock. Ability Check with Strength or be shocked (immobile) for 1d4 turns.	-
Elemental, Air	Elemental	5	8	5	10	58	15	Damage 1d8 wind. Ability Check with Strength or be knocked over for 1 turn.	28(G)
Elemental, Blood	Elemental	10	23	14	24	138	30	Damage 1d10. Ability Check with Sorcery or be diseased with Dark Fever, Cave Rot and Brain Worm.	150(G), 3(I)
Elemental, Earth	Elemental	2	7	1	3	23	6	Damage 1d8 slam.	10(G), 1(I)
Elemental, Fire	Elemental	6	12	8	17	75	18	Damage 1d8 magical fire. Ability Check with Sorcery or suffer double damage.	23(G), 1(I)

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Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Elemental, Lightning	Elemental	7	16	15	17	101	21	Damage 1d10 electrical damage. Ability Check with Strength or become shocked (immobile) for 2d4 turns.	48(G)
Elemental, Mud	Elemental	4	10	2	4	50	12	Damage 1d8 slam. Ability Check with Strength when one hits this creature with a melee weapon. If failed, then their weapon is pulled from their hands and into the mud. It can be recovered if the Mud Elemental is slain.	12(G), 1(I)
Elemental, Shadow	Elemental	9	22	15	19	127	27	Damage 1d10 shadow force spell. Ability Check with Sorcery or suffer double damage.	3(I)
Elemental, Water	Elemental	3	8	3	5	40	9	Damage 1d6. Ability Check with Sorcery or suffer from drowning (lose breathe for 1d4 turns then die).	12(G), 1(I)
Elf	-	2	5	2	4	21	6	Damage 1d6 short sword.	7(G)
Ettin	Giant	7	18	8	10	103	21	Damage 1d12 club.	45(G), 2(I)
Fiend	Planar	6	17	8	17	80	18	Damage 1d10 dark bolt spell. Ability Check with Sorcery or suffer double damage.	36(G), 3(I)
Fly, Giant	Insect	1	4	4	1	12	3	Damage 1d4 melee bite.	-
Frog, Giant	Beast	2	5	3	1	21	6	Damage 1d6 bite.	-
Froglok	-	3	7	3	3	39	9	Damage 1d6 spear. An amphibious race of frog men.	9(G)
Gargoyle	Beast	7	17	9	10	102	21	Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage.	40(G), 2(I)
Ghast	Undead	4	9	3	4	49	12	Damage 1d8 bite. Ability Check with Strength or suffer paralysis for 1d4 turns. This flesh eater is immune to sleep and charm spells.	15(G)
Ghost	Undead	5	4	5	10	54	15	Damage 1d8. Ability Check with Sorcery or suffer from fear for 1d6 turns. They are immune to sleep and charm spells.	25(G), 1(I)
Ghoul	Undead	2	5	2	3	21	6	Damage 1d6 bite. Ability Check with Strength or suffer paralysis for 1d4 turns. This flesh eater is immune to sleep and charm spells.	6(G)
Giant, Cloud	Giant	13	31	18	22	176	39	3 attacks. Damage 1d12 fist. The other 2 are summoned magical tornadoes that will do a ranged attack of 2d6 damage. If one fails a Ability Check with Speed, then they suffer double damage from the tornadoes.	265(G), 4(I)
Giant, Fire	Giant	11	27	15	18	152	33	Damage 1d12 battle axe. Ability Check with Sorcery or take double damage from the fiery axe.	183(G), 3(I)
Giant, Frost	Giant	10	25	13	17	140	30	Damage 1d12 war hammer. Ability Check with Strength or be frozen in ice (immobile) for 1d4 turns.	148(G), 2(I)
Giant, Hill	Giant	8	21	10	10	116	24	Damage 1d10 club.	80(G), 2(I)
Giant, Mountain	Giant	9	23	9	12	128	27	Damage 1d12 club.	120(G), 2(I)
Giant, Stone	Giant	12	29	15	19	164	36	3 attacks. Damage 1d12 fist. The other 2 are thrown boulders that will do a ranged attack of 1d10 damage.	209(G), 4(I)
Giant, Storm	Giant	14	33	18	24	188	42	3 attacks. Damage 1d12 fist. The other 2 are thrown bolts of lightning that will do a ranged attack of 2d6 damage. If one fails a Ability Check with Sorcery, then they suffer double damage from the lightning.	285(G), 4(I)

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Gnoll	-	4	9	4	3	49	12	Damage 1d8 axe.	18(G)
Gnome	-	1	3	5	2	11	3	Damage 1d6 melee weapon.	10(G)
Goblin	-	1	3	5	2	11	3	Damage 1d6 melee weapon.	8(G)
Golem, Bone	Construct	4	10	3	3	50	12	Damage 1d10 slam.	2(I)
Golem, Clay	Construct	1	8	3	1	16	3	Damage 1d6 slam.	-
Golem, Flesh	Construct	3	9	2	3	41	9	Damage 1d10 slam.	10(G)
Golem, Gem	Construct	10	26	12	18	141	30	Damage 1d12 slam. Can only be harmed with spells and magic weapons.	240(G)
Golem, Iron	Construct	7	19	6	7	104	21	Damage 1d12 slam. Ability Check with Strength or be knocked over for a turn.	42(G), 1(I)
Golem, Stone	Construct	6	17	5	8	80	18	Damage 1d12 slam.	40(G)
Gorilla	Animal	2	6	3	1	22	6	Damage 1d6 club.	-
Griffon	Beast	5	11	6	5	61	15	2 attacks. Damage 1d8 bite. Damage 1d6 claw.	20(G), 2(I)
Hag	-	6	5	7	17	68	18	Damage 1d10 sickness spell. Ability Check with Sorcery or suffer from Dark Fever and Brain Worm.	26(G), 1(I)
Harpy	Beast	2	5	3	3	21	6	Damage 1d6. Ability Check with Sorcery or be charmed from their song for 1d4 turns.	10(G)
Hell Hound	Planar	2	5	4	3	21	6	Damage 1d6 fire breathing spell. Ability Check with Sorcery or suffer double damage.	6(G), 1(I)
Hippogriff	Beast	6	16	8	9	79	18	2 attacks. Damage 1d8 bite. Damage 1d8 claw.	35(G), 1(I)
Hobgoblin	-	4	8	5	3	48	12	Damage 1d8 short sword.	13(G)
Horse	Animal	1	3	3	1	11	3	Damage 1d2 bite.	-
Hydra	Dragon	10	24	15	20	139	30	8 attacks. Each head is a 1d6 damage bite. There will always be at least 1 head, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	150(G), 4(I)
Imp	Planar	1	3	3	6	11	3	Damage 1d6 fire spell. Ability Check with Sorcery or suffer double damage.	1(I)
Insecture	Insect	5	12	7	6	62	15	Damage 1d8 spear.	20(G), 1(I)
Leech, Giant	-	3	7	3	1	39	9	Damage 1d6. Ability Check with Strength or be diseased with Cave Rot.	-
Leprechaun	-	3	3	5	7	35	9	Damage 0. Ability Check with Sorcery or fall asleep for 1d4 turns. These little creatures will not do any harm, but they will attempt to make their enemies fall asleep so they can escape with their gold.	100(G)
Lich	Undead	9	16	9	23	121	27	Damage 1d12 spell. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery to be unaffected. Liches are unaffected by sleep and charm spells.	140(G), 3(I)
Lion	Animal	3	8	5	1	40	9	2 attacks. Damage 1d6 bite. Damage 1d4 claw.	-
Lizard, Fire	Reptile	8	20	9	17	115	24	Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage.	-
Lizard, Giant	Reptile	6	16	8	6	79	18	Damage 1d10 bite.	-
Lizardman	Reptile	1	6	4	2	14	3	Damage 1d8 melee weapon.	6(G)

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Manticore	Beast	4	8	4	4	48	12	2 attacks. Melee Damage 1d8 bite. Ranged Damage 1d4 stinger.	14(G), 1(I)
Medusa	-	7	10	12	16	95	21	Damage 1d8 bow. This creature has a magical gaze. Ability Check with Sorcery or be turned to stone.	50(G), 3(I)
Minotaur	-	5	15	6	5	65	15	Damage 1d10 battle axe.	30(G)
Mosquito, Giant	Insect	3	6	5	1	38	9	Damage 1d6 bite. Ability Check with Strength or be diseased with Dark Fever.	-
Mule	Animal	1	3	2	1	11	3	Damage 1d2 bite.	-
Mummy	Undead	7	18	7	12	103	21	Damage 1d10. Ability Check with Strength or be diseased with Dark Fever.	50(G), 2(I)
Naga	Reptile	9	21	14	20	126	27	Damage 1d8 bite or damage 1d8 drain spell. Ability Check with Sorcery to be unaffected by the drain spell. Ability Check with Strength to resist the poison bite.	132(G), 4(I)
Necromental	Elemental	8	21	13	16	116	24	Damage 1d12 slam.	63(G), 5(I)
Neptar	-	6	15	8	11	78	18	Damage 1d10 trident. Aquatic race of fish men that live underwater.	24(G), 1(I)
Nightmare	Planar	5	9	7	15	59	15	Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage.	3(I)
Octopus, Giant	Beast	7	19	8	7	104	21	8 attacks. Each one is a 1d4 damage tentacle. There will always be at least 1 tentacle, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	-
Ogre	-	7	18	9	9	103	21	Damage 1d10 club.	52(G), 1(I)
Ooze	-	4	9	3	2	49	12	Damage 1d6. This ooze will rot away non-magical weapons and armor. A roll of 1 on 1d4 will destroy one item from a character hit by this slime (Story Teller chooses).	-
Orc	-	2	7	3	2	23	6	Damage 1d6 axe.	8(G)
Owl, Giant	Beast	3	8	3	3	40	9	2 attacks. Damage 1d6 bite. Damage 1d6 claw.	5(G)
Panther	Animal	2	5	4	1	21	6	2 attacks. Damage 1d4 bite. Damage 1d4 claw.	-
Pegasus	Beast	7	17	11	19	102	21	2 attacks. Each one is a 1d6 hoof.	2(I)
Pixie	-	4	4	6	9	44	12	Damage 1d6. Ability Check with Sorcery or be charmed for 1d6 turns. When charmed, the pixie will have you attack a comrade, unless there are none, then the pixie will escape.	10(G), 2(I)
Rat, Giant	Animal	1	3	2	1	11	3	Damage 1d4 melee bite. Ability Check with Strength or be diseased with Dark Fever.	-
Sakleth	Reptile	3	7	4	3	39	9	Damage 1d8 spear. A barbaric lizardman race with brownish scales and red eyes.	12(G)
Satyr	-	5	8	7	13	58	15	Damage 1d6. Ability Check with Sorcery or become charmed, from the song they play on their pipes, for 1d6 turns.	20(G), 2(I)
Scorpion, Giant	Beast	3	8	3	2	40	9	Damage 1d8 stinger. Ability Check with Strength or be poisoned.	-
Sea Serpent	Reptile	10	25	14	17	140	30	Damage 1d12 bite.	162(G), 3(I)
Shadow	Undead	6	14	10	15	77	18	Damage 1d8 shadow magic. Ability Check with Sorcery or suffer double damage. They are immune to sleep and charm spells.	2(I)
Shark	-	4	9	6	1	49	12	Damage 1d8 bite.	-

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Skeleton	Undead	1	3	2	1	11	3	Damage 1d6 melee weapon.	4(G)
Slime	-	2	5	2	3	21	6	Damage 1d4. This slime will rot away non-magical weapons and armor. A roll of 1 on 1d6 will destroy one item from a character hit by this slime (Story Teller chooses).	-
Snake, Giant	Reptile	5	15	9	5	65	15	Damage 1d8. Ability Check with Strength or be poisoned.	-
Spectre	Undead	3	2	3	8	34	9	Damage 1d6. Ability Check with Sorcery or lost 1d10 AP. Immune to sleep and charm spells.	1(I)
Spider, Giant	Insect	5	13	10	5	63	15	Damage 1d8. Ability Check with Speed or be wrapped in a web (immobile). Make an Ability Check with Strength every turn to try and break free.	-
Sprite	-	4	4	5	9	44	12	Damage 1d8. Ability Check with Sorcery or be dazed (immobile) for 1d6 turns. When dazed, the sprite will steal something from their attacker.	10(G), 2(I)
Squid, Giant	Beast	8	21	12	8	116	24	8 attacks. Each one is a 1d4 damage tentacle. There will always be at least 1 tentacle, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	-
Statue, Bronze	Construct	8	20	8	11	115	24	Damage 1d12 slam.	84(G)
Statue, Golden	Construct	9	23	9	14	128	27	Damage 1d12 slam. Can only be harmed with spells and magic weapons.	200(G)
Statue, Iron	Construct	5	15	3	5	65	15	Damage 1d12 slam.	25(G)
Statue, Stone	Construct	2	7	1	1	23	6	Damage 1d8 slam.	12(G)
Tick, Giant	Insect	3	6	4	1	38	9	Damage 1d6 bite. Ability Check with Strength or be diseased with Brain Worm.	-
Titan	Giant	15	35	25	29	200	45	3 attacks. Damage 1d12 fist. There are 2 damage 1d12 spells. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery or suffer double damage.	300(G), 4(I)
Toad, Giant	Beast	1	4	2	1	12	3	Damage 1d6 bite	-
Troglodyte	Reptile	4	10	4	2	50	12	Damage 1d8 spear.	12(G)
Troll	-	6	17	9	8	80	18	Damage 1d10 axe.	42(G)
Turtle, Giant	Beast	9	24	9	9	129	27	Damage 1d12 bite.	-
Unicorn	Beast	7	17	10	19	102	21	3 attacks. 2 of them are a 1d6 hoof. The other is a 1d12 horn.	2(I)
Vampire	Undead	8	20	15	20	115	24	Damage 1d8 bite. Ability Check with Sorcery or be cursed. The curse will cause the victim to turn into a Vampire the next time they rest, attacking others around them. They are immune to sleep and charm spells.	85(G), 3(I)
Warlock	-	4	3	3	13	43	12	Damage 1d8 spell. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery to be unaffected.	20(G), 2(I)
Wasp, Giant	Insect	7	15	12	7	100	21	Damage 1d10 stinger. Ability Check with Strength or be poisoned.	-

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Werewolf	Beast	4	10	6	4	50	12	2 attacks. Damage 1d8 bite. Damage 1d4 claw. Ability Check with Sorcery or be cursed. The curse will cause the victim to turn into a Werewolf the next time they rest, attacking others around them.	15(G), 1(I)
Wight	Undead	4	3	5	11	43	12	Damage 1d8. Ability Check with Sorcery or lost 2d8 AP. Immune to sleep and charm spells.	14(G), 1(I)
Witch	-	8	9	14	21	104	24	Damage 1d10 spell. Ability Check with Sorcery or be turned into a toad for 1d4 turns. A toad has 1 Strength, Speed, Sorcery, Armor and Life. The witch will then move on to the next attacker.	80(G), 3(I)
Wolf	Animal	2	5	4	1	21	6	2 attacks. Damage 1d4 bite. Damage 1d4 claw.	-
Worm, Giant	Beast	10	26	12	10	141	30	Damage 1d12 bite.	-
Wraith	Undead	3	3	2	7	35	9	Damage 1d8. Ability Check with Sorcery or lost 1d12 AP. Immune to sleep and charm spells.	10(G), 1(I)
Wyrm	Dragon	12	28	13	25	163	36	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	250(G), 5(I)
Wyrm, Ancient	Dragon	15	35	28	32	200	45	3 attacks. Damage 1d10 claw. Damage 1d12 bite. Damage 1d12 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	500(G), 6(I)
Wyvern	Dragon	8	20	13	10	115	24	2 attacks. Damage 1d10 bite. Damage 1d8 stinger tail. Ability Check with Strength or be poisoned from stinger.	100(G), 4(I)
Zombie	Undead	1	4	2	1	12	3	Damage 1d6 melee bite. Ability Check with Strength or be diseased with Dark Fever.	6(G)



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Bat, Fire	Elemental	1	5	3	3	13	3	Damage 2d4 fire breathing spell (Magical Attack - Sorcery).	5(G)
Bat, Giant	Animal	1	4	3	1	12	3	Damage 1d4 melee bite.	-
Boar	Animal	1	3	2	1	11	3	Damage 1d6 melee tusks.	-
Brownie	-	1	3	3	6	11	3	Damage 1d4 push spell. Ability Check with Strength or be dazed (immobile) for 1d4 turns.	9(G), 1(I)
Fly, Giant	Insect	1	4	4	1	12	3	Damage 1d4 melee bite.	-
Gnome	-	1	3	5	2	11	3	Damage 1d6 melee weapon.	10(G)
Goblin	-	1	3	5	2	11	3	Damage 1d6 melee weapon.	8(G)
Golem, Clay	Construct	1	8	3	1	16	3	Damage 1d6 slam.	-
Horse	Animal	1	3	3	1	11	3	Damage 1d2 bite.	-
Imp	Planar	1	3	3	6	11	3	Damage 1d6 fire spell. Ability Check with Sorcery or suffer double damage.	1(I)
Lizardman	Reptile	1	6	4	2	14	3	Damage 1d8 melee weapon.	6(G)
Mule	Animal	1	3	2	1	11	3	Damage 1d2 bite.	-
Rat, Giant	Animal	1	3	2	1	11	3	Damage 1d4 melee bite. Ability Check with Strength or be diseased with Dark Fever.	-
Skeleton	Undead	1	3	2	1	11	3	Damage 1d6 melee weapon.	4(G)
Toad, Giant	Beast	1	4	2	1	12	3	Damage 1d6 bite	-
Zombie	Undead	1	4	2	1	12	3	Damage 1d6 melee bite. Ability Check with Strength or be diseased with Dark Fever.	6(G)
Ant, Giant	Insect	2	5	3	1	21	6	Damage 1d4 bite.	-
Bandit	-	2	5	2	2	21	6	Damage 1d6 dagger.	14(G)
Banshee	Undead	2	3	2	5	19	6	Damage 1d6. Ability Check with Sorcery or cower in the corner from fear for 1d4 turns.	8(G)
Crocodile	Reptile	2	6	2	1	22	6	Damage 1d6 bite.	-
Elemental, Earth	Elemental	2	7	1	3	23	6	Damage 1d8 slam.	10(G), 1(I)
Elf	-	2	5	2	4	21	6	Damage 1d6 short sword.	7(G)
Frog, Giant	Beast	2	5	3	1	21	6	Damage 1d6 bite.	-
Ghoul	Undead	2	5	2	3	21	6	Damage 1d6 bite. Ability Check with Strength or suffer paralysis for 1d4 turns. This flesh eater is immune to sleep and charm spells.	6(G)
Gorilla	Animal	2	6	3	1	22	6	Damage 1d6 club.	-



# Enemies

# Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Harpy	Beast	2	5	3	3	21	6	Damage 1d6. Ability Check with Sorcery or be charmed from their song for 1d4 turns.	10(G)
Hell Hound	Planar	2	5	4	3	21	6	Damage 1d6 fire breathing spell. Ability Check with Sorcery or suffer double damage.	6(G), 1(I)
Orc	-	2	7	3	2	23	6	Damage 1d6 axe.	8(G)
Panther	Animal	2	5	4	1	21	6	2 attacks. Damage 1d4 bite. Damage 1d4 claw.	-
Slime	-	2	5	2	3	21	6	Damage 1d4. This slime will rot away non-magical weapons and armor. A roll of 1 on 1d6 will destroy one item from a character hit by this slime (Story Teller chooses).	-
Statue, Stone	Construct	2	7	1	1	23	6	Damage 1d8 slam.	12(G)
Wolf	Animal	2	5	4	1	21	6	2 attacks. Damage 1d4 bite. Damage 1d4 claw.	-
Cave Man	-	3	7	5	3	39	9	Damage 1d6 club.	3(G)
Centipede, Giant	Insect	3	7	2	3	39	9	Damage 1d6 bite. Ability Check with Strength or suffer from poison.	-
Dwarf	-	3	7	3	3	39	9	Damage 1d8 hammer.	10(G), 1(I)
Elemental, Water	Elemental	3	8	3	5	40	9	Damage 1d6. Ability Check with Sorcery or suffer from drowning (lose breathe for 1d4 turns then die).	12(G), 1(I)
Froglok	-	3	7	3	3	39	9	Damage 1d6 spear. An amphibious race of frog men.	9(G)
Golem, Flesh	Construct	3	9	2	3	41	9	Damage 1d10 slam.	10(G)
Leech, Giant	-	3	7	3	1	39	9	Damage 1d6. Ability Check with Strength or be diseased with Cave Rot.	-
Leprechaun	-	3	3	5	7	35	9	Damage 0. Ability Check with Sorcery or fall asleep for 1d4 turns. These little creatures will not do any harm, but they will attempt to make their enemies fall asleep so they can escape with their gold.	100(G)
Lion	Animal	3	8	5	1	40	9	2 attacks. Damage 1d6 bite. Damage 1d4 claw.	-
Mosquito, Giant	Insect	3	6	5	1	38	9	Damage 1d6 bite. Ability Check with Strength or be diseased with Dark Fever.	-
Owl, Giant	Beast	3	8	3	3	40	9	2 attacks. Damage 1d6 bite. Damage 1d6 claw.	5(G)
Sakleth	Reptile	3	7	4	3	39	9	Damage 1d8 spear. A barbaric lizardman race with brownish scales and red eyes.	12(G)
Scorpion, Giant	Beast	3	8	3	2	40	9	Damage 1d8 stinger. Ability Check with Strength or be poisoned.	-
Spectre	Undead	3	2	3	8	34	9	Damage 1d6. Ability Check with Sorcery or lost 1d10 AP. Immune to sleep and charm spells.	1(I)
Tick, Giant	Insect	3	6	4	1	38	9	Damage 1d6 bite. Ability Check with Strength or be diseased with Brain Worm.	-
Wraith	Undead	3	3	2	7	35	9	Damage 1d8. Ability Check with Sorcery or lost 1d12 AP. Immune to sleep and charm spells.	10(G), 1(I)
Balruk, Lower Demon	Planar	4	10	3	7	50	12	Damage 2d8 fire column spell (Magical Attack - Sorcery).	15(G), 2(I)
Bear	Animal	4	10	3	2	50	12	2 attacks. Damage 1d6 bite. Damage 1d6 claw.	-
Bee, Giant	Insect	4	9	4	2	49	12	Damage 1d6 stinger. Ability Check with Strength or be poisoned.	-

# Enemies

# Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Bugbear	-	4	8	3	4	48	12	Damage 1d8 short sword.	12(G)
Eel, Giant	-	4	9	6	2	49	12	Damage 1d6 electric shock. Ability Check with Strength or be shocked (immobile) for 1d4 turns.	-
Elemental, Mud	Elemental	4	10	2	4	50	12	Damage 1d8 slam. Ability Check with Strength when one hits this creature with a melee weapon. If failed, then their weapon is pulled from their hands and into the mud. It can be recovered if the Mud Elemental is slain.	12(G), 1(I)
Ghast	Undead	4	9	3	4	49	12	Damage 1d8 bite. Ability Check with Strength or suffer paralysis for 1d4 turns. This flesh eater is immune to sleep and charm spells.	15(G)
Gnoll	-	4	9	4	3	49	12	Damage 1d8 axe.	18(G)
Golem, Bone	Construct	4	10	3	3	50	12	Damage 1d10 slam.	2(I)
Hobgoblin	-	4	8	5	3	48	12	Damage 1d8 short sword.	13(G)
Manticore	Beast	4	8	4	4	48	12	2 attacks. Melee Damage 1d8 bite. Ranged Damage 1d4 stinger.	14(G), 1(I)
Ooze	-	4	9	3	2	49	12	Damage 1d6. This ooze will rot away non-magical weapons and armor. A roll of 1 on 1d4 will destroy one item from a character hit by this slime (Story Teller chooses).	-
Pixie	-	4	4	6	9	44	12	Damage 1d6. Ability Check with Sorcery or be charmed for 1d6 turns. When charmed, the pixie will have you attack a comrade, unless there are none, then the pixie will escape.	10(G), 2(I)
Shark	-	4	9	6	1	49	12	Damage 1d8 bite.	-
Sprite	-	4	4	5	9	44	12	Damage 1d8. Ability Check with Sorcery or be dazed (immobile) for 1d6 turns. When dazed, the sprite will steal something from their attacker.	10(G), 2(I)
Troglodyte	Reptile	4	10	4	2	50	12	Damage 1d8 spear.	12(G)
Warlock	-	4	3	3	13	43	12	Damage 1d8 spell. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery to be unaffected.	20(G), 2(I)
Werewolf	Beast	4	10	6	4	50	12	2 attacks. Damage 1d8 bite. Damage 1d4 claw. Ability Check with Sorcery or be cursed. The curse will cause the victim to turn into a Werewolf the next time they rest, attacking others around them.	15(G), 1(I)
Wight	Undead	4	3	5	11	43	12	Damage 1d8. Ability Check with Sorcery or lost 2d8 AP. Immune to sleep and charm spells.	14(G), 1(I)
Basilisk	Beast	5	12	4	4	62	15	Damage 1d8 bite. This eight legged lizard has a magical gaze. Ability Check with Sorcery or be turned to stone.	23(G)
Centaur	-	5	10	4	6	60	15	Melee damage 1d8 short sword or range damage 1d6 bow. They will always shoot at people further back if they can. They carry 20 arrows.	25(G), 1(I)
Crab, Giant	Beast	5	11	5	3	61	15	Damage 1d10 pincer.	-
Elemental, Air	Elemental	5	8	5	10	58	15	Damage 1d8 wind. Ability Check with Strength or be knocked over for 1 turn.	28(G)
Ghost	Undead	5	4	5	10	54	15	Damage 1d8. Ability Check with Sorcery or suffer from fear for 1d6 turns. They are immune to sleep and charm spells.	25(G), 1(I)
Griffon	Beast	5	11	6	5	61	15	2 attacks. Damage 1d8 bite. Damage 1d6 claw.	20(G), 2(I)

# Enemies

# Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Insecture	Insect	5	12	7	6	62	15	Damage 1d8 spear.	20(G), 1(I)
Minotaur	-	5	15	6	5	65	15	Damage 1d10 battle axe.	30(G)
Nightmare	Planar	5	9	7	15	59	15	Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage.	3(I)
Satyr	-	5	8	7	13	58	15	Damage 1d6. Ability Check with Sorcery or become charmed, from the song they play on their pipes, for 1d6 turns.	20(G), 2(I)
Snake, Giant	Reptile	5	15	9	5	65	15	Damage 1d8. Ability Check with Strength or be poisoned.	-
Spider, Giant	Insect	5	13	10	5	63	15	Damage 1d8. Ability Check with Speed or be wrapped in a web (immobile). Make an Ability Check with Strength every turn to try and break free.	-
Statue, Iron	Construct	5	15	3	5	65	15	Damage 1d12 slam.	25(G)
Beetle, Giant	Insect	6	16	5	6	79	18	Damage 1d8 bite.	-
Chimera	Beast	6	13	7	12	76	18	3 attacks. The goat head bites for 1d6 damage. The lion head bites for 1d8 damage. The dragon head breathes fire for 1d8 damage, unless a Ability Check for Sorcery can be made, then the damage is avoided. The tail stinger does 1d4 damage. Ability Check with Strength or be poisoned from stinger.	28(G), 2(I)
Crayfish, Giant	Beast	6	17	5	6	80	18	Damage 1d12 pincer.	-
Cyclops	Giant	6	17	6	10	80	18	Damage 1d12 war hammer.	32(G), 3(I)
Elemental, Fire	Elemental	6	12	8	17	75	18	Damage 1d8 magical fire. Ability Check with Sorcery or suffer double damage.	23(G), 1(I)
Fiend	Planar	6	17	8	17	80	18	Damage 1d10 dark bolt spell. Ability Check with Sorcery or suffer double damage.	36(G), 3(I)
Golem, Stone	Construct	6	17	5	8	80	18	Damage 1d12 slam.	40(G)
Hag	-	6	5	7	17	68	18	Damage 1d10 sickness spell. Ability Check with Sorcery or suffer from Dark Fever and Brain Worm.	26(G), 1(I)
Hippogriff	Beast	6	16	8	9	79	18	2 attacks. Damage 1d8 bite. Damage 1d8 claw.	35(G), 1(I)
Lizard, Giant	Reptile	6	16	8	6	79	18	Damage 1d10 bite.	-
Neptar	-	6	15	8	11	78	18	Damage 1d10 trident. Aquatic race of fish men that live underwater.	24(G), 1(I)
Shadow	Undead	6	14	10	15	77	18	Damage 1d8 shadow magic. Ability Check with Sorcery or suffer double damage. They are immune to sleep and charm spells.	2(I)
Troll	-	6	17	9	8	80	18	Damage 1d10 axe.	42(G)
Alligator, Giant	Reptile	7	19	11	7	104	21	Damage 1d10 bite.	-
Demon, Lesser	Planar	7	19	9	19	104	21	Damage 2d6 wrath spell. Ability Check with Sorcery or suffer double damage.	50(G), 4(I)
Elemental, Lightning	Elemental	7	16	15	17	101	21	Damage 1d10 electrical damage. Ability Check with Strength or become shocked (immobile) for 2d4 turns.	48(G)
Ettin	Giant	7	18	8	10	103	21	Damage 1d12 club.	45(G), 2(I)
Gargoyle	Beast	7	17	9	10	102	21	Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage.	40(G), 2(I)

# Enemies

# Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Golem, Iron	Construct	7	19	6	7	104	21	Damage 1d12 slam. Ability Check with Strength or be knocked over for a turn.	42(G), 1(I)
Medusa	-	7	10	12	16	95	21	Damage 1d8 bow. This creature has a magical gaze. Ability Check with Sorcery or be turned to stone.	50(G), 3(I)
Mummy	Undead	7	18	7	12	103	21	Damage 1d10. Ability Check with Strength or be diseased with Dark Fever.	50(G), 2(I)
Octopus, Giant	Beast	7	19	8	7	104	21	8 attacks. Each one is a 1d4 damage tentacle. There will always be at least 1 tentacle, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	-
Ogre	-	7	18	9	9	103	21	Damage 1d10 club.	52(G), 1(I)
Pegasus	Beast	7	17	11	19	102	21	2 attacks. Each one is a 1d6 hoof.	2(I)
Unicorn	Beast	7	17	10	19	102	21	3 attacks. 2 of them are a 1d6 hoof. The other is a 1d12 horn.	2(I)
Wasp, Giant	Insect	7	15	12	7	100	21	Damage 1d10 stinger. Ability Check with Strength or be poisoned.	-
Beetle, Fire, Giant	Insect	8	18	12	18	113	24	Damage 1d10 flame spit. Ability Check with Strength or suffer double damage.	-
Devil, Lower	Planar	8	21	14	21	116	24	Damage 2d6 trident. Ability Check with Sorcery lose 3d6 AP.	78(G), 4(I)
Giant, Hill	Giant	8	21	10	10	116	24	Damage 1d10 club.	80(G), 2(I)
Lizard, Fire	Reptile	8	20	9	17	115	24	Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage.	-
Necromental	Elemental	8	21	13	16	116	24	Damage 1d12 slam.	63(G), 5(I)
Squid, Giant	Beast	8	21	12	8	116	24	8 attacks. Each one is a 1d4 damage tentacle. There will always be at least 1 tentacle, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	-
Statue, Bronze	Construct	8	20	8	11	115	24	Damage 1d12 slam.	84(G)
Vampire	Undead	8	20	15	20	115	24	Damage 1d8 bite. Ability Check with Sorcery or be cursed. The curse will cause the victim to turn into a Vampire the next time they rest, attacking others around them. They are immune to sleep and charm spells.	85(G), 3(I)
Witch	-	8	9	14	21	104	24	Damage 1d10 spell. Ability Check with Sorcery or be turned into a toad for 1d4 turns. A toad has 1 Strength, Speed, Sorcery, Armor and Life. The witch will then move on to the next attacker.	80(G), 3(I)
Wyvern	Dragon	8	20	13	10	115	24	2 attacks. Damage 1d10 bite. Damage 1d8 stinger tail. Ability Check with Strength or be poisoned from stinger.	100(G), 4(I)
Betrayer of Eyes	-	9	17	13	20	122	27	11 attacks. 10 of the attacks are magical beams from the eyestalks that do 1 damage each. The other is a magical energy attack that does 1d10 damage. If one is able to Ability Check with Sorcery, then they avoid all the attacks that turn.	90(G), 3(I)
Demon	Planar	9	23	14	23	128	27	Damage 2d8 destructive spell. Ability Check with Sorcery or suffer double damage.	126(G), 4(I)

# Enemies

# Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Drake	Dragon	9	23	13	20	128	27	3 attacks. Damage 1d6 claw. Damage 1d8 bite. Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	135(G), 4(I)
Elemental, Shadow	Elemental	9	22	15	19	127	27	Damage 1d10 shadow force spell. Ability Check with Sorcery or suffer double damage.	3(I)
Giant, Mountain	Giant	9	23	9	12	128	27	Damage 1d12 club.	120(G), 2(I)
Lich	Undead	9	16	9	23	121	27	Damage 1d12 spell. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery to be unaffected. Liches are unaffected by sleep and charm spells.	140(G), 3(I)
Naga	Reptile	9	21	14	20	126	27	Damage 1d8 bite or damage 1d8 drain spell. Ability Check with Sorcery to be unaffected by the drain spell. Ability Check with Strength to resist the poison bite.	132(G), 4(I)
Statue, Golden	Construct	9	23	9	14	128	27	Damage 1d12 slam. Can only be harmed with spells and magic weapons.	200(G)
Turtle, Giant	Beast	9	24	9	9	129	27	Damage 1d12 bite.	-
Devil	Planar	10	25	16	25	140	30	Damage 3d6 trident. Ability Check with Sorcery lose 3d6 AP.	158(G), 4(I)
Elemental, Blood	Elemental	10	23	14	24	138	30	Damage 1d10. Ability Check with Sorcery or be diseased with Dark Fever, Cave Rot and Brain Worm.	150(G), 3(I)
Giant, Frost	Giant	10	25	13	17	140	30	Damage 1d12 war hammer. Ability Check with Strength or be frozen in ice (immobile) for 1d4 turns.	148(G), 2(I)
Golem, Gem	Construct	10	26	12	18	141	30	Damage 1d12 slam. Can only be harmed with spells and magic weapons.	240(G)
Hydra	Dragon	10	24	15	20	139	30	8 attacks. Each head is a 1d6 damage bite. There will always be at least 1 head, but one may be disabled from an attack. A roll of 1 on 1d6 determines if this happens.	150(G), 4(I)
Sea Serpent	Reptile	10	25	14	17	140	30	Damage 1d12 bite.	162(G), 3(I)
Worm, Giant	Beast	10	26	12	10	141	30	Damage 1d12 bite.	-
Demon, Greater	Planar	11	27	18	27	152	33	Damage 3d6 oblivion spell. Ability Check with Sorcery or suffer double damage.	183(G), 5(I)
Dragon	Dragon	11	26	16	25	151	33	3 attacks. Damage 1d6 claw. Damage 1d8 bite. Damage 1d8 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	200(G), 5(I)
Giant, Fire	Giant	11	27	15	18	152	33	Damage 1d12 battle axe. Ability Check with Sorcery or take double damage from the fiery axe.	183(G), 3(I)
Devil, Higher	Planar	12	29	21	29	164	36	Damage 4d6 trident. Ability Check with Sorcery lose 4d6 AP.	200(G), 5(I)
Dragon Bones	Undead	12	28	17	28	163	36	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 life drain spell. Ability Check with Sorcery or suffer double damage from the flames.	210(G), 6(I)
Giant, Stone	Giant	12	29	15	19	164	36	3 attacks. Damage 1d12 fist. The other 2 are thrown boulders that will do a ranged attack of 1d10 damage.	209(G), 4(I)
Wyrm	Dragon	12	28	13	25	163	36	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	250(G), 5(I)

## Enemies

## Difficulty

Enemy	Type	Level	STR	SPD	SOR	Life	AP	Description	Loot
Dragon, Old	Dragon	13	30	14	26	175	39	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	270(G), 5(I)
Giant, Cloud	Giant	13	31	18	22	176	39	3 attacks. Damage 1d12 fist. The other 2 are summoned magical tornadoes that will do a ranged attack of 2d6 damage. If one fails a Ability Check with Speed, then they suffer double damage from the tornadoes.	265(G), 4(I)
Dragon, Ancient	Dragon	14	32	17	30	187	42	3 attacks. Damage 1d8 claw. Damage 1d10 bite. Damage 1d10 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	300(G), 6(I)
Giant, Storm	Giant	14	33	18	24	188	42	3 attacks. Damage 1d12 fist. The other 2 are thrown bolts of lightning that will do a ranged attack of 2d6 damage. If one fails a Ability Check with Sorcery, then they suffer double damage from the lightning.	285(G), 4(I)
Titan	Giant	15	35	25	29	200	45	3 attacks. Damage 1d12 fist. There are 2 damage 1d12 spells. The spell cast may be Flames, Shock, Ice Spike or Hurling Stone. Ability Check with Sorcery or suffer double damage.	300(G), 4(I)
Wyrn, Ancient	Dragon	15	35	28	32	200	45	3 attacks. Damage 1d10 claw. Damage 1d12 bite. Damage 1d12 fire breathing spell. Ability Check with Sorcery or suffer double damage from the flames.	500(G), 6(I)