



# AGE OF AMBITION



Bestiary



# Bestiary

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# Introduction

## In which an author's forward is presented for the perusal for the discerning reader

The world of Trystell is home to many elusive creatures, both mundane and extraordinary, from ancient undead mummies to nigh extinct dragons, and from the formidable manticore to the common slime. Wherever the heroes may tread, fearsome foes and dangers await.

The stat blocks in this book use the format first presented in the *Age of Ambition* core rulebook. For brevity's sake, page references to the core rulebook are given specifying only "core rulebook" and the page number.

## Author's Forward

This book is something of a paradox.

When we first proposed *Age of Ambition*, we pitched it as a fantasy roleplaying game set in changing times—a game not so much about killing things, as it is about the mark the heroes make on the world and the effect they have on society at large, whether for better or for worse.

On the surface then, it might seem odd for one of the first supplements to be a book focusing on formidable foes and the monstrous denizens of the world. After all, monsters by definition are rarely regarded as people and are largely outside the context of society.

On the other hand, fantastic beasts are a staple of roleplaying games and of the greater

fantasy genre. Looking to fantasy literature, they frequently appear even in works that don't focus on glorious heroes and perilous combat.

This book seeks to reconcile those two themes, whether one is focusing on world-changing endeavors or more traditional monster hunting play. In doing so, we aim to support a wide range of playstyles, allowing the game to be tailored to best fit each individual group.

Remember, too, that monsters and other beasts can be the tools of society. Mages create golems to do their bidding. Criminal overlords may keep guard beasts. Vampires masquerade as the living and manipulate events from afar. We've even included plenty of stat blocks for scheming humanoid foes.

Finally, there are many interesting stories waiting to be told at the intersection of monsters and society. As civilization pushes ever outwards, it encroaches on monstrous domains. What happens when new a settlement is established in those lands? What happens when intelligent monsters begin to be recognized as people?

No matter your playstyle, we hope you find this book useful and we hope that its entries inspire you for many campaigns to come.

Thorin Tabor  
April 2020



# Bestiary

In which is contained a multitude of fearsome foes to challenge even the most stalwart of heroes

This chapter contains a variety of animals, monsters and other non-player characters. The given stats are for generic examples of their ilk. You are encouraged to customize them by adding traits, skills or bonds as desired.

## Expert People

While the *Age of Ambition* core rulebook contains a variety of stat blocks for people whom the party might encounter, it largely contains entries for novice individuals.

The stat blocks presented in this section, on the other hand, are designed to model experts of their type. They are best used to represent competent individuals who may become significant friends or foes of the party.

### Expert Agitator

Agitator (Common 3)

**Ambition:** Take down the man!

**Bonds:** Malcontents (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	5	4	6	4	7	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	4	7	0/0	8	4	0	5

**Dagger:** +6 vs. Defense (7/6/5/4/3 pi). Close.

**Skills** 🟢: Expression, Language (Standard), Streetwise

### Expert Assassin

Killer (Common 4)

**Ambition:** Get the most money from each kill.

**Bonds:** Criminal or Noble Patron (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	7	7	3	5	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	0/0	8	5	0	5

**Crossbow:** +6 🟢 vs. Defense (8/7/6/5/4 pi). Crank, Hands 2, Range 12.

**Dagger:** +6 🟢 vs. Defense (8/7/6/5/4 pi). Close.

**Skills** 🟢: Athletics, Shadows-style, Stealth, Thievery, Tradecraft (poisoner)

**Traits:** Beneath Notice

### Expert Bandit

Brigand (Common 3)

**Ambition:** Gain a fearsome reputation for the gang.

**Bonds:** Bandit Gang (membership), Fence (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	7	5	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	4	4/2	12	5*	0	5

**Bow:** +5 🟢 vs. Defense (9/8/7/6/5 pi). Hands 2, Range 12, Reload 2.

**Club:** +5 vs. Defense (7/6/5/4/3 sm). Parry 3.

**Skills** 🟢: Awareness, Persuade, Skirmisher-style, Survival

### Expert Bodyguard

Protector (Common 4)

**Ambition:** Stop trouble before it starts.

**Bonds:** Employer (patron)

**Influence:** Intimidating (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
7	6	5	5	5	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	6/3	12	3*	0	5

**Spear:** +5 + vs. Defense (10/9/8/7/6 pi). Parry 2, Reach 2.

**Shield:** +5 + vs. Defense (6/5/4/3/2 sm). Parry 5.

**Skills** +: Awareness, Athletics, Empathy, Guard-style

**Traits:** Danger Sense

### Expert City Watchman

Watch Sergeant (Common 4)

**Ambition:** Protect the city streets from criminals.

**Bonds:** City Watch (patron), Watchmen (obligation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	5	5	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	5	4/2	10	4*	0	5

**Club:** +5 + vs. Defense (7/6/5/4/3 sm). Parry 3.

**Sword:** +5 + vs. Defense (9/8/7/6/5 cut). Parry 4.

**Skills** +: Awareness, Empathy, Investigate, Streetwise, Tactician-style

### Expert Commoner

Yeoman (Common 4)

**Ambition:** Build a meaningful legacy that she can leave behind to her children.

**Bonds:** Family (ally), Neighbors (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	5	6	5	5	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	12	5	0	5

**Dagger:** +5 vs. Defense (8/7/6/5/4 pi).

**Skills** +: Animals, Athletics, Tradecraft (varies), Vehicles (varies)

**Traits:** Moxie

### Expert Engineer

Journeyman Engineer (Gentle 1)

**Ambition:** Perfect a design that incrementally makes a small task more efficient.

**Bonds:** Trade Guild (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	4	8	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	5	5	0/0	9	4	0	5

**Arquebus:** +7 vs. Defense (8/7/6/5/4 pi). Firearm, Hands 2, Range 8, Reload 10.

**Skills** +: Academics (math), Language (Standard), Tradecraft (engineering), Vehicles (land)

**Traits:** Scrounge

### Expert Entertainer

Thespian (Common 2)

**Ambition:** Land a breakout role.

**Bonds:** Performance Troupe (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	6	5	5	5	8	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	0/0	9	5	0	5

**Dagger:** +5 vs. Defense (7/6/5/4/3 pi). Close, Parry 2.

**Skills** +: Deception, Expression

### Expert Kalid Mage

Journeyman Mage (Gentle 1)

**Ambition:** Probe the arcane secrets of the universe!

**Bonds:** Familiar (ally), Mentor (patron)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	3	4	8	7	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	6	2/1	8	3	0	5

**Sword:** +6 vs. Defense (9/8/7/6/5 cut). Parry 4.

**Skills** +: Academics (kalid magic), Language (Standard), Lore of Harm, Lore of Illusion, Tradecraft (textidermist)

**Traits:** Mystic Affinity (kalid magic)

### Expert Lunar Mage

Journeyman Mage (Common 4)

**Ambition:** Perform arcane experiments.

**Bonds:** Homunculus (ally), Mentor (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
3	4	4	5	6	6	7	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	7	2/1	8	4	0	5

**Crossbow:** +5 vs. Defense (7/6/5/4/3 pi). Crank, Hands 2, Range 15.

**Skills** ⊕: Academics (lunar magic), Language (Standard), Lore of Fire, Lore of Protection, Tradecraft (machinist), Warcaster-style

**Traits:** Mystic Affinity (lunar magic)

### Expert Masked Avenger

Woman of Mystery (Gentle 1)

**Ambition:** Rescue those who would be wrongfully convicted of a crime or put to death.

**Bonds:** Secret Supporters (ally)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	7	5	6	5	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	0/0	10	6	0	5

**Sword:** +6 ⊕ vs. Defense (9/8/7/6/5 cut). Parry 4.

**Skills** ⊕: Athletics, Deception, Fencer-style, Investigate, Stealth, Streetwise, Thievery

**Traits:** Secret Identity

### Expert Merchant

Trader (Gentle 3)

**Ambition:** Amass a fortune and purchase a noble title.

**Influence:** Shrewd Haggler (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	5	5	6	6	7	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	0/0	9	5	0	5

**Dagger:** +5 vs. Defense (7/6/5/4/3 pi). Close, Parry 2.

**Skills** ⊕: Empathy, Language (Standard), Persuade, Socialize, Tradecraft (merchant)

**Traits:** Honeyed Tongue

### Expert Missionary

Deacon (Common 5)

**Ambition:** Further her understanding of theology.

**Bonds:** Religious Sect (patron)

**Influence:** Pious (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	4	4	6	6	4	7	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	7	0/0	11	5	0	5

**Staff:** +4 vs. Defense (7/6/5/4/3 sm). Parry 4.

**Skills** ⊕: Academics (theology), Empathy, Language (Standard), Lore of Healing

**Traits:** Mystic Affinity (kalid magic)

### Expert Ne'er-do-well

Whipjack (Common 4)

**Ambition:** Carve out a criminal territory.

**Bonds:** Fence (contact)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	7	6	4	6	5	6	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	5	2/1	9	5	0	5

**Crossbow:** +6 ⊕ vs. Defense (8/7/6/5/4 pi). Crank, Hands 2, Range 10.

**Dagger:** +6 ⊕ vs. Defense (8/7/6/5/4 pi). Close, Parry 2.

**Skills** ⊕: Shadows-style, Stealth, Streetwise, Thievery

### Expert Noble

Countess (Noble 3)

**Ambition:** Consolidate power and take down her rivals.

**Bonds:** Servants (ally), Vassals (obligation)

**Influence:** Extravagant (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	4	6	4	7	5	6	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	0/0	9	5	0	5

**Sword:** +5 ⊕ vs. Defense (9/8/7/6/5 cut). Parry 4.

**Skills** ⊕: Academics (politics), Fencing-style, Language (Standard), Socialize, Tradecraft (ruler)

**Traits:** Fashion Sense



### Expert Pioneer

Guide (Common 4)

**Ambition:** Found a new settlement in the wilds.

**Bonds:** Trusted Pet (ally)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	4	8	4	6	3	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	13	6	0	5

**Bow:** +4 + vs. Defense (9/8/7/6/5 pi). Hands 2, Range 12, Reload 2.

**Skills +:** Animals, Awareness, Skirmisher-style, Survival

**Traits:** Acclimated (varies), Direction Sense

### Expert Pirate

Boatswain (Common 3)

**Ambition:** Become the captain some day.

**Bonds:** Pirate Crew (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	5	5	5	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	11	5	0	5

**Dragon:** +5 vs. Defense (6/5/4/3/2 pi). Cone 9, Close, Firearm, Reload 10.

**Sword:** +5 + vs. Defense (10/9/8/7/6 cut). Parry 4.

**Skills +:** Athletics, Fencer-style, Socialize, Vehicles (watercraft)

### Expert Ruffian

Thug (Common 3)

**Ambition:** Gain respect through fear.

**Bonds:** Gang (membership)

**Influence:** Crazy & Dangerous (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	5	7	4	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	13	6	0	5

**Club:** +5 + vs. Defense (8/7/6/5/4 sm). Parry 3.

**Skills +:** Heavy-Style, Streetwise, Thievery

**Traits:** Smash!

### Expert Scholar

Fellow (Gentle 2)

**Ambition:** Gain a tenured position.

**Bonds:** Students (obligation)

**Influence:** Expert in her Field (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	6	4	8	4	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	5	6	0/0	8	5	0	5

**Staff:** +6 vs. Defense (6/5/4/3/2 sm). Parry 4.

**Skills +:** Academics (varies), Expression, Language (Standard), Socialize

**Traits:** Eidetic Memory

### Expert Sellsword

Corporal (Common 4)

**Ambition:** Gain a commission.

**Bonds:** Military Unit (membership)

Str	Dex	Spd	End	Int	Per	Chr	Det
8	6	6	6	4	4	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	6/3	14	4*	0	5

**Arquebus:** +5 + vs. Defense (8/7/6/5/4 pi). Firearm, Hands 2, Range 8, Reload 10.

**Halberd:** +5 + vs. Defense (12/11/10/9/8 cut). Hands 2, Parry 2, Reach 3.

**Skills +:** Athletics, Pikeman-style, Sniper-style, Socialize

### Expert Zealot

Militant (Common 4)

**Ambition:** See the cause prevail!

**Influence:** True Believer (reputation)

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	6	5	4	4	5	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	2/1	10	5	0	5

**Arquebus:** +5 vs. Defense (8/7/6/5/4 pi). Firearm, Hands 2, Range 8, Reload 10.

**Whip:** +5 + vs. Defense (8/7/6/5/4 cut). Parry 1, Reach 4, Wraps.

**Skills +:** Athletics, Expression, Pikeman-style, Socialize

# Animals

Wild beasts come in all shapes and sizes. The stat blocks below can be used to supplement the more generic animal stat blocks found in the *Age of Ambition* core rulebook.

## Ape

Str	Dex	Spd	End	Int	Per	Chr	Det
8	5	5	5	2	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	13	5	0	5

**Strike:** +5 vs. Defense (8/7/6/5/4 sm).

♥♦: The target is grappled and the ape gains 4 Control points.

**Bestial:** See the core rulebook, page 284.

Apes are large, hairy primates that live in groups and display a keen animal intelligence.

## Bear

Str	Dex	Spd	End	Int	Per	Chr	Det
9	5	5	7	1	6	5	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	4	2/1	17	14	+1	5

**Claws:** +4 ⊕ vs. Defense (12/11/10/9/8 cut).

**Bestial:** See the core rulebook, page 284.

Bears are omnivorous animals that scavenge for food. This stat block represents a larger bear species.

## Cat

Str	Dex	Spd	End	Int	Per	Chr	Det
2	8	6	5	1	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
9	8	5	0/0	3	6	-2	5

**Claws:** +9 ⊖ vs. Defense (5/4/3/2/1 cut).

**Bestial:** See the core rulebook, page 284.

**Catfall:** See the core rulebook, page 121.

Cats are small, furry predators that are frequently domesticated to keep vermin in check.

## Crocodile

Str	Dex	Spd	End	Int	Per	Chr	Det
9	5	6	6	1	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	5	4/2	16	12	+1	5

**Bite:** +4 ⊕ vs. Defense (11/10/9/8/7 pi)

**Bestial:** See the core rulebook, page 284.

**Semi-aquatic:** See the core rulebook, page 286.

Crocodiles are large semi-aquatic reptiles with long jaws and jagged teeth.

## Dog

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	5	5	1	7	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	5	0/0	8	8	-1	5

**Bite:** +7 vs. Defense (6/5/4/3/2 pi).

**Bestial:** See the core rulebook, page 284.

**Scent:** See the core rulebook, page 286.

Dogs have long been domesticated and are known for their loyalty. This stat block represents a medium breed.

## Elephant

Str	Dex	Spd	End	Int	Per	Chr	Det
12	4	5	8	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	5	4/2	40	16	+2	5

**Gore:** +3 ⊕⊕ vs. Defense (13/12/11/10/9 pi).

**Trample:** +3 ⊕⊕ vs. Defense (13/12/11/10/9 sm).

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

Elephants are large animals with a prehensile trunk, incisors that grow into tusks and large ear flaps used to control their body temperatures. Some societies use them as beasts of burden or even beasts of war.

### Falcon

Str	Dex	Spd	End	Int	Per	Chr	Det
2	6	7	4	1	8	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
9	9	5	0/0	3	6	-2	5

**Talons:** +9 vs. Defense (5/4/3/2/1 pi).

♥♦: The target gains a Bleeding consequence.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.

Falcons are birds of prey that are swift and kept for sport by many nobles.

### Horse

Str	Dex	Spd	End	Int	Per	Chr	Det
9	5	6	6	1	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	5	2/1	16	12	+1	5

**Kick:** +4 vs. Defense (10/9/8/7/6 sm)

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

Horses are a common beast of burden and are a staple of many societies around the world.

### Rat Swarm

Str	Dex	Spd	End	Int	Per	Chr	Det
2	7	6	6	1	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	4	0/0	11	6	0	5

**Bites:** +6 vs. Defense (6/5/4/3/2 cut).

**Bestial:** See the core rulebook, page 284.

**Diseased:** Those bitten by a rat swarm may contract a fevered disease with the following extended action: **End-12 (Tally 5, 1 day)**. On any failed flip, the victim takes Margin toxic damage.

**Engulf:** At the beginning of its turn, all adjacent creatures gain the Hindered consequence.

**Swarm:** See the core rulebook, page 287.

Sometimes a colony of rats is whipped into a bloodthirsty frenzy by starvation or fear.

### Shark

Str	Dex	Spd	End	Int	Per	Chr	Det
11	7	6	5	1	7	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	5	4/2	32	14	+2	5

**Bite:** +5 vs. Defense (13/12/11/10/9 pi).

**Aquatic:** See the core rulebook, page 284.

**Bestial:** See the core rulebook, page 284.

**Scent:** See the core rulebook, page 286.

Sharks are large undersea predators. This stat block represents one of the larger species, such as a great white shark.

### Tiger

Str	Dex	Spd	End	Int	Per	Chr	Det
10	7	6	6	1	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	5	2/1	16	12	+1	5

**Claw:** +4 vs. Defense (12/11/10/9/8 cut)

♥♦: The target is grappled and the tiger gains 5 Control points.

**Bestial:** See the core rulebook, page 284.

**Catfall:** See the core rulebook, page 121.

Tigers are large cats which patrol massive areas of land, looking for fresh game to hunt and eat.

### Wolf

Str	Dex	Spd	End	Int	Per	Chr	Det
5	6	5	6	1	7	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	5	0/0	11	10	0	5

**Bite:** +5 vs. Defense (8/7/6/5/4 pi).

**Bestial:** See the core rulebook, page 284.

**Scent:** See the core rulebook, page 286.

Wolves are powerful canine predators with a keen sense of smell.

## Giant Animals

Giant animals are massive, but otherwise mundane, versions of their smaller cousins.

### Giant Crab

Str	Dex	Spd	End	Int	Per	Chr	Det
9	5	5	7	1	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	4	6/3	17	7	+1	5

**Pincer:** +4  $\oplus$  vs. Defense (8/7/6/5/4 sm). The target is grappled and the crab gains 4 Control points.

**Aquatic:** See the core rulebook, page 284.

**Bestial:** See the core rulebook, page 284.

### Giant Scorpion

Str	Dex	Spd	End	Int	Per	Chr	Det
6	5	5	6	1	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	4	6/3	12	5	0	5

**Pincer:** +5 vs. Defense (8/7/6/5/4 sm). The target is grappled and the scorpion gains 3 Control points.

**Stinger:** +5 vs. Defense (8/7/6/5/4 pi). The target is poisoned, gaining a Bleeding consequence.

**Bestial:** See the core rulebook, page 284.

### Giant Spider

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	6	5	1	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	5	4/3	8	8	-1	5

**Bite:** +7 vs. Defense (7/6/5/4/3 pi). The target is poisoned, gaining a Bleeding consequence.

**Web:** +7 vs. Defense. The target is grappled and the spider gains 4 Control points.

**Bestial:** See the core rulebook, page 284.

**Wall-walker:** See the core rulebook, page 287.

## Dire Animals

Dire animals are thought to be a natural phenomenon, which occurs most frequently deep in the wilderness, far from civilized lands. The cause of this is unknown, though some suspect otherworldly energies are to blame.

### Dire Boar

Str	Dex	Spd	End	Int	Per	Chr	Det
9	5	6	6	1	7	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	16	14	+1	5

**Gore:** +5  $\oplus\oplus$  vs. Defense (11/10/9/8/7 pi).

**Bestial:** See the core rulebook, page 284.

**Corrupted:** See the core rulebook, page 285.

**Scent:** See the core rulebook, page 286.

### Dire Rat

Str	Dex	Spd	End	Int	Per	Chr	Det
4	6	6	6	1	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	4	0/0	9	10	-1	5

**Bite:** +7  $\oplus$  vs. Defense (7/6/5/4/3 pi).

**Bestial:** See the core rulebook, page 284.

**Corrupted:** See the core rulebook, page 285.

**Diseased:** Those bitten by a dire rat may contract a feverish disease with the following extended action: End-12 (Tally 5, 1 day). On any failed flip, the victim takes Margin toxic damage.

### Dire Wolf

Str	Dex	Spd	End	Int	Per	Chr	Det
9	6	5	6	1	7	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	5	2/1	16	12	+1	5

**Bite:** +4  $\oplus\oplus$  vs. Defense (11/10/9/8/7 pi).

**Howl:** +4  $\oplus$  vs. Willpower. Targets all foes within earshot. The target gains a Fear consequence.

**Bestial:** See the core rulebook, page 284.

**Corrupted:** See the core rulebook, page 285.

**Scent:** See the core rulebook, page 286.

# Monsters

All manner of beasts and other creatures inhabit Trystell, from mundane animals to legendary monsters.

## Basilisk

The basilisk is a near-legendary creature that inhabits the wastelands—and with good reason: its merest glance is a poison so potent that it can turn people to stone, its touch means death and its passage causes plants to shrivel and die.

On the surface, the basilisk appears to be a serpent almost as large as a horse. However, its scales are pock-marked and dull, and its stench lingers for days. Those attempting to track the creature find this surprisingly easy, both because of its potent scent and because of the dead vegetation it leaves in its wake.

### Basilisk

Str	Dex	Spd	End	Int	Per	Chr	Det
12	8	8	8	2	7	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
6	6	6	6/3	20	9	+1	5

**Bite:** +6 + vs. Defense (12/11/10/9/8 pi). On a hit, the target gains a Disabled consequence. Once she gains a third Disabled consequence in this way, she permanently turns to stone.

**Petrifying Gaze:** +6 vs. Willpower. Reaction to being targeted by an attack, spell or other effect. The target takes gains a Disabled consequence. Once she gains a third Disabled consequence in this way, she permanently turns to stone.

**Bestial:** See the core rulebook, page 284.

## Carnivorous Jackalope

Ridiculed by some who have merely heard the tales, the carnivorous jackalope is indeed a very real creature with a very real appetite for flesh. This murderous beast looks something like a rabbit that is 6 feet (2m) long, with a set of razor-sharp horns protruding from its head. It leaps after its prey with frightening speed.

Carnivorous jackalopes lay large speckled eggs, which are prized by some foolish and decadent nobles with a taste for the exotic

### Carnivorous Jackalope

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	7	6	1	5	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	6	5	2/1	12	12	0	5

**Bite:** +5 + vs. Defense (8/7/6/5/4 pi).

♥♦: The target is grappled and the jackalope gains 3 Control points. If already grappled, the target instead gains a Bleeding consequence.

**Horns:** +5 + vs. Defense (8/7/6/5/4 pi). Parry 2.

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.



## Chupacabra

Chupacabras are notorious predators with a thirst for blood. They prefer the blood of livestock, but are not above drinking the blood of anyone, particularly lone travelers or those who disturb their nests. Once satiated, chupacabras usually leave the bodies of their blood-drained victims behind.

Physically, chupacabras resemble a cross between a lizard and a mangy dog. Most have a row of spines along their backs and pale eyes that reflect light in the darkness.

### Chupacabra

Str	Dex	Spd	End	Int	Per	Chr	Det
5	7	7	5	2	6	5	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	5	2/1	10	5	-1	5

**Bite:** +7 vs. Defense (7/6/5/4/3 pi).

♥♦: The chupacabra drains its victim's blood, dealing 5 fatigue if the initial damage penetrated the target's armor.

**Screech:** +5 vs. Willpower. Targets all foes within earshot. May be used once per encounter. On a success, the target gains a Fear consequence.

**Bestial:** See the core rulebook, page 284.

**Super Jump:** A chupacabra is able to make great leaps of up to 20 ft (6 m) in height or distance.



## Cranium Squirrel

Cranium squirrels appear similar to common squirrels, except that each has a brain-like protrusion on the top of its head. These strange rodents share a hive-mind that gains intelligence as the number of squirrels in close proximity increases. Although a lone cranium squirrel is no match for a typical character, en masse they have been known to eat people alive, particularly favoring their victim's brain meats.

### Cranium Squirrel

Str	Dex	Spd	End	Int	Per	Chr	Det
1	7	5	5	2	5	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	8	6	0/0	2	4	-3	5

**Bite:** +7 vs. Defense (3/2/1/0/0 cut).

**Brain Blast:** +7 vs. Willpower (7/6/5/4/3 fat). Ignores Armor.

♥♦: Add the number of cranium squirrels present to the damage.

**Collective Intelligence:** Cranium squirrels grow more intelligent in large numbers, as their thoughts align and their minds work in parallel. If two or more cranium squirrels are present, add their number as a bonus to Intelligence and Willpower, to a maximum of +10.



# Dragon

Dragons are titanic winged serpents that lair in caves and other subterranean locations. Most are truly ancient beasts that have survived since prehistoric times, going through cycles of ravenous activity and eons-long hibernation.

According to popular myth, dragons are creations of the Old Ones—a relic of an age before the first peoples walked Trystell. Whether this is true or not, the few remaining dragons refuse to comment.

It is known that the Blaugh'ocks hold a particular enmity towards dragons. During the Lunar Occupation their forces hunted Trystel's dragons—even then not especially numerous—to near extinction. Today, only a handful remain, hidden away in the forgotten corners of the world.

All dragons are slaves to avarice, hoarding gold and other valuables. Most are also capable of speech, although few have bothered to learn the Standard tongue, instead speaking a variety of ancient languages. In the past, some scholars have mistaken these for a draconic language, although the current consensus is that dragons don't have a language of their own—they learned the concept of language from the humanoid peoples that came after them.

## Beast Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
20	6	6	11	1	4	6	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
1	1	5	8/4	124	12	+4	6

**Bite:** +1  $\oplus\oplus$  vs. Defense (19/18/17/16/15 pi). Reach 4.

$\heartsuit\spadesuit$ : The target is grappled and the dragon gains 10 Control points.

**Tail:** +1  $\oplus$  vs. Defense (18/17/16/15/14 sm). Reach 5.

$\heartsuit\spadesuit$ : The target gains a Prone consequence and is knocked back 4 yards.

**Terrifying Roar:** +6  $\oplus\oplus$  vs. Willpower. Targets all foes within earshot. May be used once per encounter. On a success, the target gains a Fear and a Stun consequence.

**Bestial:** See the core rulebook, page 284.

**Draconic Grace:** A dragon gains 4 AP per round. It may attack with each of its attacks once.

**Flight:** See the core rulebook, page 285.

**Scent:** See the core rulebook, page 286.

**Swallow Whole:** See the core rulebook, page 287.

Beast dragons are the largest, most ferocious and least intelligent of all dragons. As their name suggests, they are little more than hulking, flying brutes, locked in a perpetual cycle of eat, hoard, sleep. Alone of the dragon species, they lack a breath weapon, although they make up for it with a terrifying intensity and a keen sense of smell.



### Cave Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
19	7	8	9	6	5	7	
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	6	8/4	84	11	+3	6

**Bite:** +3 ++ vs. Defense (18/17/16/15/14 pi). Reach 3.

♥♦: The target is grappled and the dragon gains 9 Control points.

**Darkness Breath:** +3 ++ vs. Willpower. Cone 9. May not be used two rounds in a row. The target gains a Dazed consequence.

**Tail:** +3 + vs. Defense (17/16/15/14/13 sm). Reach 5.  
♥♦: The target gains a Prone consequence.

**Burrow:** See the core rulebook, page 285.

**Draconic Grace:** A dragon gains 4 AP per round. It may attack with each of its attacks once in the same round.

**Flight:** See the core rulebook, page 285.

**Infravision:** See the core rulebook, page 286.

**Swallow Whole:** See the core rulebook, page 287.

Cave dragons are quick, serpent-like creatures that live deep, deep underground. Most are pale, sickly-looking specimens with large eyes that are unused to seeing in the light of day. Despite their sickly appearance, however, most cave dragons are quite hardy and are able to burrow through rock with a surprising speed.

### Fire Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
19	7	7	9	6	5	7	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	3	6	8/4	84	11	+3	6

**Bite:** +3 ++ vs. Defense (18/17/16/15/14 pi). Reach 3.

♥♦: The target gains a Bleeding consequence from being lit aflame.

**Fire Breath:** +3 ++ vs. Defense (17/16/15/14/13 burn). Cone 9. May not be used two rounds in a row. The targets gain two Bleeding consequence from being lit aflame.

**Tail:** +3 + vs. Defense (17/16/15/14/13 sm). Reach 5.  
♥♦: The target gains a Prone consequence.

**Draconic Grace:** A dragon gains 4 AP per round. It may attack with each of its attacks once in the same round.

**Flight:** See the core rulebook, page 285.

**Resistance (burning):** See the core rulebook, page 286.

**Vulnerability (freezing):** See the core, page 287.

Fire dragons are what most people think of when they talk about dragons. They are giant, flying, fire-breathing lizards that lair in active volcanoes and other mountainous locations. They thrive in extreme heat, but are easily chilled. Many fire dragons are also quite content to melt the precious metals in their hoard into a mound of precious metallic slag.





### Ice Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
16	6	5	9	4	6	6	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	2	7	8/4	75	10	+3	6

**Bite:** +2 ☺☺ vs. Defense (16/15/14/13/12 pi). Reach 3.

♥♦: The target gains a Disabled consequence from the cold.

**Ice Breath:** +2 ☺☺ vs. Defense (15/14/13/12/11 fr).

Cone 9. May not be used two rounds in a row. The targets gain a Disabled consequence from the cold.

**Tail:** +2 ☺ vs. Defense (15/14/13/12/11 sm). Reach 5.

♥♦: The target gains a Prone consequence.

**Draconic Grace:** A dragon gains 4 AP per round.

It may attack with each of its attacks once in the same round.

**Flight:** See the core rulebook, page 285.

**Resistance (freezing):** See the core rulebook, page 286.

**Vulnerability (burning):** See the core, page 287.

Ice dragons make their lairs in glittering caves of ice and snow, high on frozen mountaintops or deep under arctic lowlands. They are cold and calculating creatures with a keen sense for every piece of treasure in their hoard and a penchant for complex schemes that unfold over generations.



### Water Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
18	7	6	12	5	4	6	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	2	5	8/4	90	12	+3	6

**Bite:** +3 ☺☺ vs. Defense (17/16/15/14/13 pi). Reach 3.

♥♦: The target gains a Bleeding consequence from the dragon's venom.

**Toxic Breath:** +3 ☺☺ vs. Defense (16/15/14/13/12 tox).

Cone 9. May not be used two rounds in a row. Each target gains a Dazed consequence.

**Tail:** +3 ☺ vs. Defense (16/15/14/13/12 sm). Reach 4.

♥♦: The target gains a Prone consequence.

**Aquatic:** See the core rulebook, page 284.

**Draconic Grace:** A dragon gains 4 AP per round.

It may attack with each of its attacks once in the same round.

**Flight:** See the core rulebook, page 285.

**Infravision:** See the core rulebook, page 286.

Solitary and reclusive even by dragon standards, water dragons lair in undersea caves and deep ocean vents. They are aquatic creatures that swim through the depths as fast as they could fly through the air. Some have been known to attack ships, not to eat the sailors, but to sink the vessel and add its precious cargo to the dragon's undersea hoard.



## Wyrm Dragon

Str	Dex	Spd	End	Int	Per	Chr	Det
12	9	9	7	8	5	7	11
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	4	9	6/3	57	11	+3	7

**Bite:** +5  $\oplus$  vs. Defense (14/13/12/11/10 pi). Reach 4.

All spells the target is maintaining immediately expire.

**Sleep Breath:** +5  $\oplus\oplus$  vs. Willpower (13/12/11/10/9 fat).

Cone 9. If the target is reduced to 0 HP or below, she immediately falls asleep.

**Tail:** +5  $\oplus$  vs. Defense (13/12/11/10/9 sm). Reach 5.

$\heartsuit\spadesuit$ : The target is grappled and the dragon gains 6 Control points.

**Draconic Grace:** A dragon gains 4 AP per round.

It may attack with each of its attacks once in the same round.

**Draconic Magic:** A wyrm dragon can cast any of the spells from the Lore of Illusion and Lore of Mentalism without a reagent, gaining  $\oplus\oplus$  to the casting flip. See the core rulebook, pages 105 and 106.

**Flight:** See the core rulebook, page 285.

**Resistance (magic):** See the core rulebook, page 286.

Thought to be the most intelligent and magical of all dragon species, wyrm dragons differ from their draconic cousins in many ways. Each has a long snake-like body, which it ungulates in order to fly through the air in a manner similar to swimming. Most also have a number of tendril-like appendages that grow out of their faces, forming a “mane” that trails down their necks. Most wyrm dragons prefer to bargain rather than fight, and they are the dragon species most likely to understand the Standard tongue.

## A Touch of Skepticism

“Dragons are real?” Lin asked, a skeptical smirk just touching her lips. “What’s next? Are you going to tell me that almighty Zuraic has descended down from his celestial abode and graced the merchant district with his presence?” She snorted.

“No, I’m serious!” Agosti insisted. “Sam saw one flying over the mountains the other day, just before it disappeared behind the clouds. And there have been other sightings, too!”

“Sam a drunk a liar,” Lin said, taking a sip of her own drink.

“Then how do you explain the other sightings? Huh? And I’ve read about this in books,” Agosti continued, “Dragons live basically forever. They go through cycles of being asleep and being awake. It takes centuries! And one has recently woken up somewhere in the eastern mountains!”



## Golem

Golems are artificial humanoid beings constructed out of clay or other material. They are animated by magic, the reagent for which is usually strapped to the golem's forehead or placed under its tongue. Once animated, golems display only a very basic intelligence, following a very literal interpretation of commands. They cannot speak.

The prevailing theory is that golems work by coercing a spirit into the physical body prepared for the golem. The active magic of the reagent then serves as a link between the spirit and the physical. This makes golems something of an artificial cousin to elementals.

The earliest golems date back to the ancient Yirdril Desert civilization. These were animated by kalid magic and used as guardians or laborers. They were common throughout the millennium that followed, but had largely fallen out of favor by the start of the Golden Age.

In the last century, the Blaugh'ocks have demonstrated the ability to create golems through lunar magic—presumably using the Lore of Earth—but on Trystell this practice hasn't yet caught on.



### Clay Golem

Str	Dex	Spd	End	Int	Per	Chr	Det
12	5	5	8	3	5	5	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	5	6	5/5	20	6	0	5

**Slam:** +4 🟢 vs. Defense (11/10/9/8/7 sm).

♥♦: The golem grabs the target's weapon, who must make a **Strength** flip with a TN equal to the attack total. If she fails, she is disarmed and the golem throws the weapon 10 yards in a random direction. If not armed, she instead gains a Prone consequence.

**Construct:** See the core rulebook, page 285.

**Word of Animation:** A golem is animated by a mystic word written on a slip of paper and wrapped around a kalid part. This is then tucked under the golem's tongue or strapped to its forehead. The paper can be targeted with a Called Shot (see the core rulebook, page 162). On a critical hit, the word is successfully removed and the golem ceases to be animated.

### Iron Golem

Str	Dex	Spd	End	Int	Per	Chr	Det
14	4	4	10	3	5	5	9
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	3	7	8/8	25	8	+1	5

**Slam:** +2 🟢🟢 vs. Defense (14/13/12/11/10 sm).

Whether or not the attack was a success, if the target parried, the parrying weapon is damaged. Fine quality becomes normal. Normal becomes Poor quality. Poor quality weapons break. Unarmed parries automatically fail.

**Construct:** See the core rulebook, page 285.

**Word of Animation:** A golem is animated by a mystic word written on a slip of paper and wrapped around a kalid part. This is then tucked under the golem's tongue or strapped to its forehead. The paper can be targeted with a Called Shot (see the core rulebook, page 162). On a critical hit, the word is successfully removed and the golem ceases to be animated.

## Griffin

Griffins are powerful and majestic animals with the head and wings of an eagle, body of a horse and back legs and tail of a lion. They usually dwell in open plains, preying on herd animals and livestock. These they take back to an underground den, where they lay their eggs and feed their young. Some griffins also have a strange affinity for gold, as an unusual number of gold nuggets have been found in griffin dens.

### Griffin

Str	Dex	Spd	End	Int	Per	Chr	Det
11	6	6	7	1	7	6	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	4/2	19	12	+1	5

**Beak:** +5 + vs. Defense (13/12/11/10/9 cut).

**Talons:** +5 + vs. Defense (13/12/11/10/9 cut).

♥♦: The target gains a Bleeding consequence.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.



## Hell Hound

Hell hounds are supernatural dog-like creatures with glowing eyes and a distinct lack of fur. They are stronger and faster than normal canines, with a howl that can send a chill down the spines of even the bravest warriors.

Native to the Kalid Realm, hell hounds rarely venture far from the gates, and some seem to act as guardians, protecting the kalid gates any who would venture too close.

### Hell Hound

Str	Dex	Spd	End	Int	Per	Chr	Det
7	7	7	5	2	9	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
9	9	6	4/2	11	10	-1	5

**Bite:** +9 vs. Defense (8/7/6/5/4 pi). The hell hound's flaming bite causes the target to catch fire. She gains a Bleeding consequence.

♥♦: The target takes an extra 5 burning damage.

**Terrifying Howl:** +5 + vs. Willpower. Targets all foes within earshot. May be used once per encounter.

On a success, the target gains a Fear consequence.

**Bestial:** See the core rulebook, page 284.



## Hippogriff

A hippogriff is a rare hybrid, born of a union between a griffin and a mare. The resulting creature has the front half and wings of an eagle and the back half of a horse. Unlike griffins, hippogriffs can be successfully domesticated, although their rarity ensures that a new foal always fetches an astronomical price. As with most hybrids, all hippogriffs are sterile.

### Hippogriff

Str	Dex	Spd	End	Int	Per	Chr	Det
10	6	6	5	1	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	2/1	16	12	+1	5

**Beak:** +5 + vs. Defense (11/10/9/8/7 cut).

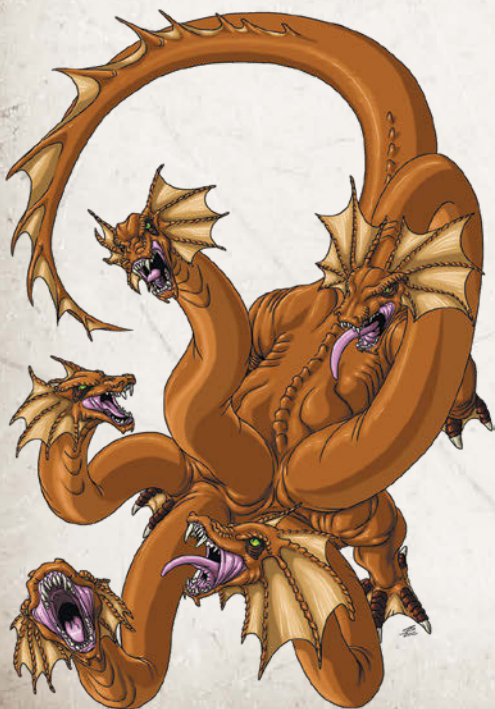
**Talons:** +5 + vs. Defense (12/11/10/9/8 cut).

♥♦: The target gains either a Bleeding or Dazed consequence.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.

**Infravision:** See the core rulebook, page 286.



## Hydra

Hydras are large, serpent-like monsters with numerous heads. They are solitary creatures, usually living deep in the wilderness and coming together only once every few decades to mate and lay a clutch of 3–5 eggs.

One fascinating feature of hydras is their ability to regrow their severed heads. Indeed, some tales claim that they grow back two heads for every one that gets removed! Other tales say that a hydra's body can't be harmed so long as at least one head remains.

Many classical sources attribute the creation of the hydra to Archmage Gukkal, who lived during the early Golden Age. This claim has long since been debunked, and no modern scholars take it seriously.

### Cave Hydra

Str	Dex	Spd	End	Int	Per	Chr	Det
9	9	9	7	2	5	7	9
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	8	6/3	32	10	+2	5

**Bite:** +5 + vs. Defense (12/11/10/9/8 pi). Reach 2.

♥♦: The target is knocked back 2 yards.

**Bestial:** See the core rulebook, page 284.

**Infravision:** See the core rulebook, page 286.

**Many-Headed:** Cave hydras have nine heads. They are not restricted to one attack per round, but each attack must come from a different head. Any cutting attack targeting one of the heads and dealing at least 7 damage (before Armor) severs that head. A hydra cannot be reduced below 0 HP or gain the Dying consequence so long as at least one head remains.

**Regrowth:** As an action, a hydra may regrow one of its severed heads. This does not work if the neck stump has been cauterized.

Cave hydras are the larger and more powerful of the two hydra species. As their name suggests, they lair in caves and other locales

deep underground, emerging only to occasionally to feed or ransack the nearby countryside. Cave hydras are usually a pale off-white color, with large eyes and poison blood.

### Swamp Hydra

Str	Dex	Spd	End	Int	Per	Chr	Det
7	11	11	6	2	6	6	9
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	7	4/2	14	9	+1	5

**Bite:** +7 vs. Defense (10/9/8/7/6 pi).

♥♦: The target gains a Prone consequence and the hydra may make a reaction to step on her, initiating a grapple and gaining 3 Control points.

**Bestial:** See the core rulebook, page 284.

**Many-Headed:** Swamp hydras have six heads. They are not restricted to one attack per round, but each attack must come from a different head. Any cutting attack targeting one of the heads and dealing at least 5 damage (before Armor) severs that head. A hydra cannot be reduced below 0 HP or gain the Dying consequence so long as at least one head remains.

**Regrowth:** As an action, a hydra may regrow one of its severed heads. This does not work if the neck stump has been cauterized.

**Semi-aquatic:** See the core rulebook, page 286.

Swamp hydras are the smaller of the two hydra varieties—although they are still as large as a horse! They are semi-aquatic creatures, mostly living in fetid swamps or bogs, although some have been known to lair in freshwater lakes. Swamp hydras are usually gray-brown to dark brown, with a light yellow or tan underbelly. Their eyes are amber and their teeth are yellow-white.

## Kraken

A kraken is a gargantuan octopus-like sea monster that lives in the murky depths of the ocean, surfacing occasionally to feed on schools of fish or to attack passing ships. Few other beings inspire as much terror in sailors, as krakens seem to particularly target ships laden down with treasure or other precious cargo. How they are able to sense this is unknown, but it has been suggested that krakens are able to detect metals in a way similar to sharks.

### Kraken

Str	Dex	Spd	End	Int	Per	Chr	Det
20	13	10	10	1	4	7	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	3	7	6/3	120	14	+4	6

**Tentacle:** +4 Ⓢ vs. Defense (18/17/16/15/14 sm).

Reach 6. Since a kraken is in the water, attacking targets on the deck of a ship is awkward. These attacks lose the Ⓢ and are made for half damage.

♥♦: The target is grappled and the kraken gains 5 Control points. If the target is in water, she must also make an End-10 flip to avoid suffocation, gaining the Margin in fatigue.

**Aquatic:** See the core rulebook, page 284.

**Bestial:** See the core rulebook, page 284.

**Many Tentacles:** A kraken has ten tentacles, gains 4 AP each round and may make up to two attacks. Its tentacles may be targeted with a Called Shot. Doing at least 6 cutting damage severs a tentacle.



## Lich

Liches are a powerful variety of skeletal undead. They are usually created from the corpse of an arch-kalid mage. Most commonly lichdom is self-inflicted, with an elaborate ritual resulting in the archmage's suicide and false-resurrection. These necromancers see lichdom as a way to achieve a sort of faux-immortality. Certainly, liches appear to retain their memories, intelligence and spellcasting ability.

Most scholars, however, believe that upon death, the archmage's soul moves on, and the lich left behind is simply a corpse inhabited by a spirit—much like any other form of undead. What makes liches unique is simply that the spirit has access to the archmage's memories and power. If true, this means that a lich is little more than a powerful undead spirit masquerading as the original mage.

Upon creation, every lich is bound to a phylactery—a vessel that ties it to this world. A phylactery usually takes the form of a small, durable container, such as a jar, leather box or locket. Phylacteries are frequently stuffed with kalid parts, which help sustain the arcane connection. As long as its phylactery remains intact, a lich cannot be permanently killed; instead its body reforms several days after the apparent death. It usually then seeks revenge.

### Human Lich

Str	Dex	Spd	End	Int	Per	Chr	Det
5	7	6	5	8	6	7	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	6	6	4/2*	10	5	0	7

**Paralyzing Aura:** +7 + vs. Willpower. Free reaction to the first time a target comes within 10 yards. The target gains a Fear and a Disabled consequence.

**Paralyzing Grasp:** +7 + vs. Defense (8/7/6/5/4 fr). Ignores Armor. The lich heals HP equal to the damage dealt and the target gains a Disabled consequence.

**Fearful Boost:** A lich increases to Armor 6/6 against anyone with a Disabled or Fear consequence. Additionally, a lich gains + to Attack, Defense and Willpower so long as anyone within 10 yards has one of those consequences.

**Kalid Magic:** Almost every lich is a master of several kalid magic lores, including the Lore of Necromancy (see the core rulebook, page 108). In addition, a lich never has to spend an action to maintain an ongoing spell.

**Phylactery:** A lich is never truly destroyed unless its phylactery is also destroyed. When “killed,” the lich begins to form anew near its phylactery. Make a 10-Flip. The process takes that many days.

**Resistance (piercing):** See the core rulebook, page 286.

**Undead:** See the core rulebook, page 287.



## Manticore

A manticore is a fierce beast with the head and body of a lion and a bizarrely human face. They have scorpion-like tails covered in vicious spines similar to porcupine quills. These they are able to flick in a way that shoots their quills like arrows. Each quill is covered in a potent venom. A manticore's face has a wide mouth and a triple set of sharp, serrated teeth, which it uses to eat its victims whole.

Manticores are one of several beasts whose creation has classically been attributed to the Archmage Gukkal. Certainly, their bizarre appearance speaks to a not entirely natural origin. However, as with most beasts attributed to Gukkal, the veracity of this claim has been disputed.

### Manticore

Str	Dex	Spd	End	Int	Per	Chr	Det
11	8	7	7	2	5	5	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	4/2	19	16	+1	5

**Claws:** +5 🟢 vs. Defense (13/12/11/10/9 cut).

**Tail Spike:** +5 🟢 vs. Defense (12/11/10/9/8 pi).

Range 10. The target gains a Bleeding consequence from the manticore's venom.

♥♦: The target must succeed on an End-12 flip or take Margin toxic damage.

**Bestial:** See the core rulebook, page 284.

## Mokélé-Mbèmbé

Mokélé-Mbèmbés are huge semi-aquatic reptiles with smooth, brownish-gray skin and a long, flexible neck. They live in rivers and swamps found deep in the jungle. Many describe them as dinosaur-like, with a powerful tail like that of a crocodile. Despite their size, they are rarely seen.

The rarity of Mokélé-Mbèmbé encounters has caused some scholars to suggest that the beast is either extinct or never existed in the first place.

### Mokélé-Mbèmbé

Str	Dex	Spd	End	Int	Per	Chr	Det
12	6	5	8	1	6	5	4
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	3	4	2/1	40	8	+2	5

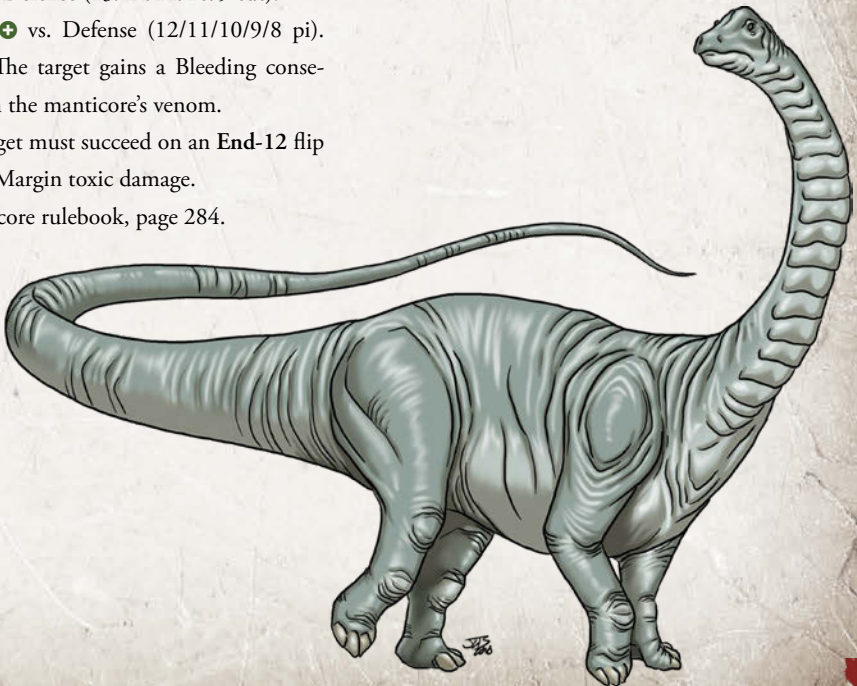
**Trample:** +4 🟢 vs. Defense (13/12/11/10/9 sm).

♥♦: The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

**Semi-aquatic:** See the core rulebook, page 286.

**Surprising Stealth:** The Mokélé-Mbèmbé gains 🟢🟢 on all Stealth flips made while in a swamp or river.





## Mummy

Mummies are an ancient variety of corporeal undead, appearing as dried corpses loosely wrapped in strips of linen. Those encountered today are usually found acting as guardians in some sort of ancient tomb or temple. They are known for the sense of despair they can provoke in the living, as well as for their dreaded ability to curse those who disturb their slumber.

Unlike most undead, mummies often seem to retain the memories and intelligence they possessed in life—although how much they retain is highly variable from mummy to mummy. Because of this, mummies are thought to in many ways be a predecessor of the lich.

The earliest mummies can be traced back to the ancient Yirdril Desert civilization, whose despotic god-kings were preserved “so that they might live forever.” The practice of creating mummies had, however, largely fallen out of favor by the dawn of the Golden Age.

### Human Mummy

Str	Dex	Spd	End	Int	Per	Chr	Det
7	5	5	7	5	5	7	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	6	4/4	14	6	0	6

**Aura of Despair:** +7 vs. Willpower. Targets all characters within 10 yards. The target falls to her knees, gaining a Fear and a Prone consequence.

**Touch:** +5  $\oplus$  vs. Defense (8/7/6/5/4 tox). Ignores Armor. The character is cursed. Damage dealt by this attack cannot be healed until the curse is lifted, usually by casting the Lore of Healing’s Cure Malady spell (see the core, page 104).

**♥♦:** The target gains a Fear consequence.

**Lore of Harm:** A mummy may cast any of the Lore of Harm spells without the need for a reagent, gaining  $\oplus$  to the casting flip. See the core, page 103.

**Undead:** See the core rulebook, page 287.

**Vulnerability (burning):** See the core, page 287.

## Pegasus

Pegasi are a rare breed of winged horse. Once common across the plains of southern Trystell, today they are almost extinct in the wild. Pegasi make prized mounts, and the few that remain are mostly found in the stables of kings, nobles and wealthy merchants. Unfortunately, they do not breed when held in captivity, and their desirability as mounts is a large contributor to their declining numbers.

### Pegasus

Str	Dex	Spd	End	Int	Per	Chr	Det
8	6	6	9	1	5	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	4	6	2/1	18	16	+1	5

**Kick:** +4  $\oplus$  vs. Defense (10/9/8/7/6 sm).

**♥♦:** The target gains a Prone consequence.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.



## Phoenix

Phoenixes are large birds that are covered in a living flame. They have bright fire-colored plumage, with a feathered crest atop their heads. Phoenixes are said to possess potent healing abilities and are known for their strange cyclical lifestyle, where the mother bird will die in a burst of flame, only for her chick to arise fully hatched from the ashes.

Native to the Kalid Realm, phoenixes only find their way to Trystell on rare occasions. One popular trope of old folktales is that of a brave young man or woman who ventures into the Kalid Realm and steals a phoenix's tears in order to heal a dying relative.

### Phoenix

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	6	6	2	6	8	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	8	2/1	11	10	-1	6

**Flaming Aura:** +7 vs. Defense (10/9/8/7/6 burn).

Targets all characters within 1 yard.

♥♦: The target catches fire, gaining a Bleeding consequence.

**Bestial:** See the core rulebook, page 284.

**Fiery Resurrection:** When a phoenix dies it is consumed in a burst of flame. The phoenix may perform its Flaming Aura attack one last time for free. Additionally, when a phoenix dies, a new hatchling arises from the ashes.

**Flight:** See the core rulebook, page 285.

**Healing:** The tears of a phoenix may heal a single target for 8 HP. This also cures all maladies from which the target may be suffering. It only works once per set of wounds.

## Roc

Rocs are titanic birds of prey, which are capable of carrying away cattle and other large animals. Their favored tactic is to carry their prey high into the air and release it, letting the fall smash the animal to bits before the roc swoops down and eats the remains at its leisure.

Frequently inhabiting tropical islands, rocs usually make their nests atop volcanoes or other rocky peaks. Their plumage is either dark brown or golden, from head to tail.

### Roc

Str	Dex	Spd	End	Int	Per	Chr	Det
18	8	10	12	1	14	5	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	8	6	4/2	120	15	+4	5

**Talons:** +7 vs. Defense (19/18/17/16/15 pi).

♥♦: The target is grappled and the roc gains 9 Control points.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.

**Swallow Whole:** See the core rulebook, page 287.



## Slime

Slimes are disgusting, mobile masses of ooze that act as scavengers, feeding on and absorbing whatever they can get their pseudopods on. Most can sense nearby metallic and organic objects, which they are mindlessly driven to devour. Slimes comes in many varieties, most of which are corrosive or venomous. Often they leave a trail of secretion behind them, wherever they go.

### Green Slime

Str	Dex	Spd	End	Int	Per	Chr	Det
4	5	2	4	1	3	2	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	3	3	0/0	7	2	-1	5

**Pseudopod:** +4 vs. Defense (7/6/5/4/3 cor).

Reduce Armor by 1. Target gains the Bleeding consequence, representing corrosive goo. An action may be taken to wipe the goo away, but whatever object was used to remove the goo gains the consequence.

♥♦: The target is grappled and the slime gains 2 Control points.

**Mindless:** See the core rulebook, page 286.

**Resistance (cutting, piercing and smashing):** See the core rulebook, page 286.



## Strix

A strix (plural: striges) is a large-headed owl-like bird with transfixed eyes, a rapacious beak, dark plumage and hooked claws. Colloquially known as the “vampire owl,” these creatures feast on the blood of their victims. They use their claws to attach to their targets in difficult to reach spots and suck blood up through their beaks until they’ve had their fill.

Striges are social creatures and usually travel in a flock of three to twelve individuals. They nest hanging upside down, much like bats.

### Strix

Str	Dex	Spd	End	Int	Per	Chr	Det
1	6	7	3	1	8	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
10	10	5	0/0	1	8	-3	5

**Beak:** +10 vs. Defense (3/2/1/0/0 pi). If the strix is grappling its target, it deals an additional 3 fatigue from the blood loss.

♥♦: The target is grappled and the strix gains 1 Control point.

**Attach:** While a strix is grappling its target, any attack that deals the strix damage also deals half as much damage to the attached target.

**Bestial:** See the core rulebook, page 284.

**Flight:** See the core rulebook, page 285.

**Scent:** See the core rulebook, page 286.



## Unicorn

Unicorns are elusive horse-like beasts that are thought to be native to the Kalid Realm. Each one has cloven hooves and a long, singular horn rising from its head. Many have a goat-like beard. Unicorn fur is mostly white or pale gray.

Numerous strange powers have been attributed to unicorn horns, and as such, on Trystell the creatures have been hunted almost to extinction. Today they are found only in the most remote and pristine forests. Unicorns can be vicious opponents, as they have an inborn desire to resist the touch of all but the virginal. How unicorns are able to detect the virginity of others, and why this is the case, is unknown.

### Unicorn

Str	Dex	Spd	End	Int	Per	Chr	Det
10	8	9	10	2	8	9	10
Atk	Def	Will	Arm	HP	Move	Size	Luck
7	7	9	4/2	21	20	+1	6

**Horn:** +7  $\oplus$  vs. Defense (11/10/9/8/7 pi).

**Bestial:** See the core rulebook, page 284.

**Charge:** A unicorn gains  $\oplus$  on any Horn attack it makes immediately after moving.

**Detect Corruption:** A unicorn is automatically able to sense, and reacts hostilely to, any creature with the Corrupted trait.

**Lore of Healing:** A unicorn may cast any of the Lore of Healing spells without the need for a reagent, gaining  $\oplus$  to the casting flip. See the core rulebook, page 104.

**Scent:** See the core rulebook, page 286.



## Vine Trapper

Vine trappers are carnivorous plants that feed by grabbing and crushing nearby wildlife, then depositing the carcasses near their roots. A fully-grown vine trapper produces three to twelve vines, each about 2 inches (5 cm) wide and 10 yards long. These vines are prehensile, and can lay in wait by circling around trees, hiding in the underbrush or stretching across a nearby roadway. Vine trappers can be identified by their distinctive leaves, which always form triangular sets of three.

In the spring, vine trappers produce small red fruits, which are surprisingly sweet. In some remote villages, to pick the fruit of a vine trapper is a task sometimes undertaken to prove one's bravery or speed.

### Vine Trapper

Str	Dex	Spd	End	Int	Per	Chr	Det
8	9	4	4	1	5	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	3	4	2/2	13	1	+1	5

**Branches:** +4 vs. Defense (9/8/7/6/5 sm). Reach 3.

**♥♦:** The target is grappled and the vine trapper gains 4 Control points.

**Camouflage:** A vine trapper gains  $\oplus\oplus$  on all flips made to blend in with the natural foliage.

**Constrict:** When a vine trapper spends Control points to damage a target, it deals 2 damage per point instead of one.

**Mindless:** See the core rulebook, page 286.

**Resistance (Piercing, Smashing):** See the core rulebook, page 286.

**Vulnerability (Burning):** See the core, page 287.

## Wendigo

Wendigos were people that gave into a cannibalistic urge to eat the flesh of their brethren, and in doing so merged with a spirit born of avarice and gluttony. In this new spirit-cannibal state, they became warped, losing their previous identity and descending into a madness driven by their worst vices.

Wendigos quickly become gaunt to the point of emaciation. They turn ash-gray and reek of death and corruption. They inhabit some of the coldest climates on Trystell, particularly the lonely islands and sea ice around the northern pole.

Many scholars have noted the parallels between wendigos and the undead. Both are bodies inhabited by spirits and possessed of unnatural cravings. Unlike the undead, however, wendigos are inhabited while still alive, albeit in a state of starvation and desperation. Understanding how this is possible, some necromancers argue, may be the key to bridging life and unlife.

### Wendigo

Str	Dex	Spd	End	Int	Per	Chr	Det
8	6	6	7	3	6	4	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	6	4	2/1	15	6	0	5

**Claws:** +4 ☺ vs. Defense (10/9/8/7/6 cut).

♥♦: The target gains a Bleeding consequence and all creatures within eyesight with a Desire consequence must succeed at a Det-10 flip or spend an action attempting to indulge.

**Maddening Howl:** +4 ☺ vs. Willpower. Targets all foes within earshot. The target gains a Fear consequence and a Desire (cannibalism) consequence.

**Dream Walk:** +4 ☺ vs. Willpower. Targets a sleeping victim within a mile (1.6 km). On a success and upon waking, the target gains a Desire (cannibalism) consequence.

**Infravision:** See the core rulebook, page 286.

**Resistance (freezing):** See the core rulebook, page 286.

## Whisper-in-Darkness

A whisper-in-darkness is an ethereal undead abomination composed of numerous spirits that have been tied together by necromantic energy. It appears as a smoky, roiling mass of screaming ghostly faces and darkness, trapped within a swirling vortex.

As an entity created from an amalgamation of ghosts, whispers-in-darkness cannot be commanded by necromancers—any attempt only results in control of only a single powerless ghost within the mass. Whispers-in-darkness are almost always created as an unwanted byproduct of a botched necromancy spell.

### Whisper-in-Darkness

Str	Dex	Spd	End	Int	Per	Chr	Det
7	8	7	6	5	5	7	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	7	0/0	14	7	+1	5

**Chill Touch:** +5 vs. Defense (8/7/6/5/4 ft). If the target has the Fear consequence, this attack gains ☺ and ignores Armor.

**Terrifying Whispers:** +7 ☺ vs. Willpower. The target gains a Fear consequence. May be performed in the same round as a Chill Touch attack.

**Ethereal:** See the core rulebook, page 285.

**Flight:** See the core rulebook, page 285.

**Lore of Telekinesis:** A whisper-in-darkness may cast any of the Lore of Telekinesis spells without the need for a reagent, gaining ☺ to the casting flip. See the core rulebook, page 118.

**Uncontrollable:** Whispers-in-darkness are immune to the Command Dead spell.

**Undead:** See the core rulebook, page 287.

## Wight

Wights are a type of corporeal undead that are often found near crypts and burial grounds. They look like warped animated corpses, with elongated teeth and glowing red eyes. Often their skin is papery, dry and flaky, barely covering their yellowed bones. The touch of a wight steals the energy of the living.

Wight							
Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	6	5	5	5	4	6
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	11	5	0	5

**Slam:** +5 vs. Defense (8/7/6/5/4 sm).

♥♦: The target's Luck decreases by 1 (min 1). It returns to normal at the next sunrise. The wight also gains a Bolstered consequence.

**Resistance (piercing):** See the core rulebook, page 286.

**Undead:** See the core rulebook, page 287.



## Will-o'-the-Wisp

Will-o'-the-wisps are strange glowing orbs often seen at night in and around marshes or swamps. They have a malign intelligence and are known to lead travelers astray, leaving them to die lost and sinking in the muck. The nature of will-o'-the-wisps is hotly debated, but most scholars assume that they must be some sort of fae.

Will-o'-the-Wisp							
Str	Dex	Spd	End	Int	Per	Chr	Det
1	9	9	2	2	5	6	8
Atk	Def	Will	Arm	HP	Move	Size	Luck
8	10	7	0/0	1	2	-3	7

**Shock:** +8 vs. Defense (8/7/6/5/4 burn). Range 5. Ignores Armor.

**Haunting Lights:** +6 vs. Willpower. The target gains a Fear consequence. May be performed in the same round as a Shock attack.

**Ethereal:** See the core rulebook, page 285.

**Fae:** See the core rulebook, page 285.

**Flight:** See the core rulebook, page 285.



## Wraith

Wraiths are spectral undead monsters that appear as ghostly shadows with glowing embers for eyes. They hunger for the energy of the living and despise the touch of the sun's rays. Wraiths are among the most difficult undead to create, and as such, commanding a wraith is sometimes seen as a status symbol among necromancers.

### Wraith

Str	Dex	Spd	End	Int	Per	Chr	Det
3	6	4	4	5	6	6	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
5	5	5	0/0	7	4	0	5

**Draining Touch:** +5 + vs. Defense (7/6/5/4/3 fr).

Ignores Armor. The wraith heals HP equal to the damage dealt.

**Fearful Aura:** +5 + vs. Willpower. Free reaction to the first time a target comes within 10 yards. The target gains a Fear consequence.

**Ethereal:** See the core rulebook, page 285.

**Sunlight Weakness:** While in direct sunlight, a wraith only gains 1 AP per turn and cannot heal using its Draining Touch.

**Undead:** See the core rulebook, page 287.



## Wyvern

A backward cousin of dragons, a wyvern is a large winged reptile with a scorpion-like stinger for a tail. This sting carries a potent venom which can daze and kill even the hardest foes. The origin of wyverns is sometimes attributed to the Archmage Gukkal, but as with most such claims, this has largely been debunked.

Whatever their origin, wyverns usually lair in the mountains and are far less intelligent than most dragons. They are territorial creatures, fending off interlopers into their lands. However, it is not unheard of for wyverns to be domesticated, as a handful of warlords have had these beasts tamed, using them as personal mounts—a feat which has more than once resulted in the rider's untimely death.

### Wyvern

Str	Dex	Spd	End	Int	Per	Chr	Det
13	6	6	8	2	6	6	7
Atk	Def	Will	Arm	HP	Move	Size	Luck
2	4	6	6/3	42	9	+2	5

**Bite:** +2 + vs. Defense (14/13/12/11/10 pi). Reach 2.

**Stinger:** +2 ++ vs. Defense (14/13/12/11/10 pi). Reach 3. The target gains two Bleeding consequences and a Dazed consequence from the wyvern's venom.

**Flight:** See the core rulebook, page 285.



# Yeti

Yetis are large shaggy creatures that look something like a missing link between apes and humans. They tend to inhabit remote locations, such as primeval forests or remote mountaintops, and are often astonishingly stealthy for their large size. Since yetis are so elusive, in civilized lands, many scholars doubt their existence, chalking them up as nothing more than old wives' tales.

## Forest Yeti

Str	Dex	Spd	End	Int	Per	Chr	Det
6	6	5	5	3	6	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
4	5	5	2/1	11	5	0	5

**Slam:** +4  $\oplus$  vs. Defense (8/7/6/5/4 sm).

$\heartsuit$ : The targets gains a Prone consequence.

**Woods Adept:** Forest yetis are surprisingly adept at hiding in the woods. They gain  $\oplus\oplus$  on all stealth flips made while in a forest.

Despite their large size, forest yetis are surprisingly stealthy in their native forests. They are tall creatures, with a thick layer of shaggy brown fur and a distinctive musky odor. They also have a strange howling mating call that often unsettles visitors to their remote forests.

## Ice Yeti

Str	Dex	Spd	End	Int	Per	Chr	Det
10	5	6	9	3	7	5	5
Atk	Def	Will	Arm	HP	Move	Size	Luck
3	5	5	2/1	20	8	+1	5

**Claws:** +3  $\oplus$  vs. Defense (12/11/10/9/8 cut).

$\heartsuit$ : The target is grappled and the ice yeti gains 5 Control points. If the target is already grappled and Size 0 or smaller, it throws the target backward 5 yards, dealing an additional 5 smashing damage.

**Frenzy:** As a reaction to being wounded, an ice yeti may make a claw attack against the wounding foe.

Ice yetis inhabit distant mountaintops or arctic forests. They are the largest variety of yeti, standing at almost 12 feet tall (4 m). They are elusive and aggressive creatures, sometimes descending from their high elevation homes to capture prey and drag it back to their lairs.







# Fearsome foes to challenge even the most stalwart of heroes

The world of Trystell is home to many elusive creatures, both mundane and extraordinary, from ancient undead mummies to nigh extinct dragons, and from the formidable manticore to the common slime. Wherever the heroes may tread, fearsome foes and dangers await.

*Age of Ambition: Bestiary* contains a treasure trove of new creatures to challenge even the bravest heroes! It is a key supplement, and its features include:

- Almost eighty new monsters and other foes for the *Age of Ambition* roleplaying game!
- Background on dragons, liches, beasts and how to use these creatures in your campaign.
- Numerous stat blocks for expert humanoid foes.



Tab Creations

