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Archetypes

When playing miniatures battle and random dungeons, this fixed list of abilities should be used for troops and encounters. Bare Bones uses a system of cultural packages for Green, Veteran, and Elite troops with the various races being given a specific culture.

Barbarians

Tribal cultures that are led by warrior chieftains and lack a formal hierachal structure are considered barbarians. Barbarians subsist by hunting, fishing, gathering, and light agriculture.

Hunters (Green)

Gear: Bows & Swords

Fighting 1, Shooting 1, Woodcraft 1

Warriors (Veteran)

Gear: Light Chainmail, Spears, Shields, & Swords

Fighting 1, Shooting 1, Woodcraft 1

Thegns (Elite)

Gear: Heavy Chainmail, Battle Axes, & Swords

Fighting 1, Shooting 1, Woodcraft 1, Might +1

Reavers

Tribal cultures with a highly developed seafaring culture that are given to raiding, piracy, and the occasional mercantile adventure are considered reavers. When they can't pillage, they subsist by hunting, fishing, gathering, and light agriculture

Dogs (Veteran)

Gear: Bows or Spears & Shields

Fighting 1, Shooting 1, Sailor 1

Wolves (Elite)

Gear: Chainmail, Battle Axes or Swords & Shields

Fighting 2, Shooting 1, Sailor 1

Nomads

Plains, tribal cultures that subsist by herding and riding beasts are considered nomads. Nomads subsist by herding, hunting, and gathering.

Riders (Green)

Gear: Bows & Knives

Fighting 1, Shooting 1, Horsemanship 1

Raiders (Veteran)

Gear: Heavy Leather, Shields, Swords, Bows, & Knives

Fighting 1, Shooting 1, Horsemanship 1

Ravagers (Elite)

Gear: Light Chain, Shields, Lances, Swords & Knives

Fighting 1, Shooting 1, Horsemanship 1

Feudal

Feudal Cultures have developed a strong hierarchal state with a hereditary noble class. Feudal cultures primarily subsist on intensive, organized agriculture and trade.

Levy (Green)

Gear: Light Leather, Spear & Shield or Long Bow

Fighting 1, Shooting 1,

Men at Arms (Veteran)

Gear: Light Chainmail, Polearm or Spear & Shield or Crossbow

Fighting 1, Shooting 1, Discipline 1

Retainers (Elite)

Gear: Heavy Leather, Shield, Spear, & Warhorse

Fighting 1, Shooting 1, Horsemanship 1, Discipline 1

Knights (Elite)

Gear: Heavy Chainmail or Light Plate, Shield, Lance, Sword, & Warhorse

Fighting 2, Shooting 1, Horsemanship 1

Citizens

Those who dwell in cities have different cultural structures than most lands. Cities are primarily ruled by the guild masters and merchants rather than hereditary nobles or mighty war chiefs. Cities are very dependant on trade though they often own and control the farm land for miles around.

Militia (Green)

Gear: Heavy Leather, Polearm or Spear & Shield or Crossbow
Fighting 1, Shooting 1

Soldiers (Veteran)

Gear: Light Plate, Polearm or Spear & Shield or Crossbow
Fighting 1, Shooting 1, Discipline 1

Cavalry (Elite)

Gear: Heavy Chainmail, Lance, Sword, Shield, & Warhorse
Fighting 1, Shooting 1, Horsemanship 1, Discipline 1

Mercenaries

Sometimes an army winds up without a homeland and turns to selling its services to the highest bidder. All of the troop types are available for hire to those who are willing to take a chance on scoundrels and cutthroats. In addition to the normal cultural troop types, there are some who are only available as mercenaries.

Thieves

Cities and large towns often have organized criminal gangs. In times of war their services are often available to the highest bidder

Gear: Knives

Veterans: Fighting 1, Shooting 1, Thievery 1

Elites: Fighting 1, Shooting 1, Thievery 2

Brigands

Feudal and barbarian cultures are often plagued by outcasts and disadents who are half rebel hero and half murderous cut throat at heart.

Gear: Long Bows & Knives

Veterans: Fighting 1, Shooting 1, Wood Craft 1

Elites: Fighting 1, Shooting 2, Woodcraft 1

Renegades

Nomad cultures often shun or banish unruly young men. Sometimes these individuals band together to form dangerous rogue bands or raiders

Gear: Warhorse, Bow, Sword, Dagger

Veterans: Fighting 1, Shooting 2

Elites: Fighting 2, Shooting 2

Pirates

Reaver, citizen, and feudal cultures all build ships along their coasts and they all suffer from the occasional mutiny. Mutineers almost without exception turn to piracy for their keep.

Gear: Cutlasses, Clubs, Knives

Veterans: Fighting 2, Shooting 1

Elites: Fighting 2, Shooting 2

Standard Characters

Champion

+1 Might, +1 Fighting, +1 Horsemanship

Captain

+1 Fighting, +1 Horsemanship, +1 Leadership

Hero

+2 Might, +2 Fighting, +2 Horsemanship

General

+1 Might, +1 Fighting, +1 Horsemanship, +2 Leadership, +1 Discipline

Magician

+2 Sorcery, +1 Lore

Wizard

+4 Sorcery, +2 Lore

Enchanter

+6 Sorcery, +3 Lore

BESTIARY

The blend of natural and unnatural creatures is one of the sources of fantasy's broad appeal. The contrast of the familiar and homey with the bizarre gives the reader a strong sense of belonging while still exciting the sense of wonder.

Anubians

Across the trackless deserts, lie the fabled cities of the Anubians. Their sleek, grey hound like bodies stand on two legs like humans and their upper arms end in fully usable hands. Gifted magicians, the Anubians build pyramids and worship gods of death and rebirth. Anubian armies are made up of trained soldiers. Anubians begin with no Faith skill and one level of Discipline.

Preferred Light: Day

Awareness	4
Cunning	3
Speed	3
Might	3
Will	4
Mettle	5

Ethicals

Beings of light have appeared to aid the down trodden throughout the ages. These beings normally appear human, but glow with holy light and often have wings. Ethicals are powerful creatures and often follow their own conscience without regard to the selfish ends of others. While they don't have the sharp teeth and claws of their demonic foes, an ethical will always be armed with a holy spear or sword. Ethicals begin with two levels of Faith, no levels of Craft or Husbandry and can never learn Sorcery.

Preferred Light: Day

Wings: Ethicals can fly

Ethical Proclaimer

The least of the host, proclaimers are the messengers of the celestial directors, little more than particularly beautiful winged humans with a pathological fear of falling.

Preferred Light: Day

Awareness	4
Cunning	4
Speed	4
Might	4
Will	4
Mettle	10

Ethical Avenger

The warriors and watchmen of the host, avengers are truly holy terrors.

Awareness	5
Cunning	4
Speed	4
Might	5
Will	5
Mettle	13

Battle Bird

Some warriors are so hard up for a mount that they go into battle riding these giant ostriches, its true, I've seen the miniatures!

Preferred Light: Day

Awareness	3
Cunning	0
Speed	4
Might	6
Will	1
Mettle	3

Mount: Battle birds have no hands and move at mounted rates.

Natural Weapons: Battle birds never count as unarmed.

Bear

There are a wide variety of bears, ranging from the huge polar and grizzly bears to the smaller black and sun bears. All bears are dangerous opponents, fast moving and well equipped with claws and teeth.

Preferred Light: Day

Awareness	4
Cunning	1
Speed	3
Might	5
Will	3
Mettle	4

Natural Weapons: Bears never count as unarmed.

Boark

At least some of the bad reputation the ork race suffers from has to be blamed on the Boarks, a race of pig headed humanoids that are all too common. Bad tempered, short sighted, given to theft, drinking, and murder, one can at least be thankful that the Boarks get along together so poorly that their bands are always small. Orks, being as disciplined and warlike as they are, have a standing genocide order with regard to any Boarks they meet. Boarks get one level of Woodcraft instead of Faith.

Preferred Light: Night

Awareness	3
Cunning	2
Speed	3
Might	4
Will	2
Mettle	2

Camel

A creature of bizarre appearance and legendary foul temper and tendency to spit, camels are the ultimate desert mount. Equipped with one or two humps of fat in which it can store water and broad splayed feet, camels suffer no difficult ground penalty for crossing deep sand and can go for days without water.

Preferred Light: Day

Awareness	3
Cunning	1
Speed	3
Might	7
Will	3
Mettle	5

Mount: Camels have no hands and move at mounted rates.

Splayed Feet: Camels treat deep sand as open ground.

Humps: A camel can go four times as long without water.

Centaur

A nomadic race with a human torso attached to the body of a horse where the neck would begin. Centaurs are proud, haughty, prone to strong drink, magic, and stargazing. Centaurs get one level of Woodcraft instead of Faith.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	4
Will	3
Mettle	5

Half horse: Centaurs move as mounted creatures but must buy armour as if they were a mounted unit. Their Might is two points higher for the purpose of dragging and carrying things.

Deepling

In the depths of the oceans and the silent seas beneath the earth lie the cities and fields of the Deeplings. Herding fish and farming the strange red weeds of the depths while fighting off the barbaric mermen is the foundation of this strange silent race's culture.

Preferred Light: Night

Awareness	3
Cunning	4
Speed	3
Might	3
Will	4
Mettle	5

Water Breathers: Deeplings have gills and cannot breathe air. They have finned legs and hands that allow them to move in water as if it were open ground.

Demons

While philosophers may argue over "the question of evil", there are supernatural creatures that prey on mortals. From their otherworldly lairs, they seek to tempt and defile all good people. Imps are small, twisted, man-like creatures with wings and a slender tail. Deniers are the foot soldiers of hell, larger than a man with wings and thick spines instead of hair. A fiend is a diabolically evil supernatural creature in the form of a huge winged man with claws, sharp teeth and glowing eyes. All demons have one level of Sorcery instead of Faith, which they cannot ever learn.

Preferred Light: Night
Wings - Demons can fly.

Demonic Imp	
Awareness	3
Cunning	4
Speed	4
Might	1
Will	3
Mettle	6

Demonic Denier

Awareness	3
Cunning	4
Speed	4
Might	4
Will	4
Mettle	9

Demonic Fiend

Awareness	4
Cunning	5
Speed	4
Might	6
Will	6
Mettle	13

Dragon

A dragon (like you didn't know) is a large winged reptile that breathes fire. They are vain, greedy, lazy, and terrible neighbors. It is not only possible but common for dragons to learn magic. They start with one extra level in Fighting instead of Faith.

Preferred Light: Any

Awareness	4
Cunning	4
Speed	2
Might	8
Will	4
Mettle	16

Scaley Hide: Dragons have a natural armour value of three.

Wings: Dragons can fly.

Natural Weapons: A dragon never counts as unarmed.

Firey Breath: Dragons can make ranged fire attacks.

Dream Shadow

There is a plane where dreams are reality. Dream shadows are creatures of that realm. These strange warriors are fair fighters but their greatest power is their aura of fear.

Preferred Light: Any

Awareness	2
Cunning	2
Speed	3
Might	3
Will	2
Mettle	3

Not Real: Can dematerialize and pass through scenery as if it were open ground but cannot materialize and dematerialize in the same turn.

Aura of Fear: Being charged by Dream Shadows causes a morale check.

Dream Steed

A Dream Warrior on a Dream Steed moves as if it were mounted but the steed is really just an extension of the Dream Warrior and has no independant existence.

Dwarf

A husky breed of bearded miners, dwarves are known for their trustworthiness, greed, stubbornness, and bearing family grudges over many of their long generations. Extraordinary miners and craftsmen, dwarves normally live in cities tunneled out beneath the mountains. Their troops are civilized, city units but there are also dwarfish berserkers. While they live underground, dwarves do need light to see and are renowned for their lamp makers. are highly resistant to magic and acts of faith whether harmful or beneficial, as such, few Dwarves ever practice either. Dwarves have two additional levels of Craft and no levels of Faith or Sorcery.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	3
Will	4
Mettle	4

Elemental

A body of air, earth, fire, or water, can be magically animated by an elemental spirit. The elemental trump cycle: Earth absorbs Water. Water quenches Fire. Fire pollutes Air. Air weathers Earth.

Air Elemental

Mercurial and moody, air elementals delight in causing mischief and are easily distracted by stacks of unbound paper and the skirts of fair maidens.

Preferred Light: Any

Awareness	3
Cunning	3
Speed	6
Might	6
Will	3
Mettle	13

Made of Air: Air Elementals can fly and they can seep through incredibly small spaces. Because they are by no means a solid object, Air Elementals are immune to most non-magical attacks. They can, however be attacked and driven off with smoke which chokes them and fire which makes them uncomfortably hot.

Earth Elemental

Ponderous and analytical, earth elementals are deep thinkers, conservative in their views, and slow to take action.

Preferred Light: Any

Awareness	3
Cunning	4
Speed	3
Might	7
Will	4
Mettle	13

Made of Earth: An earth Elemental has an inherent Armour value of 4 that is not reduced by weapon types. Because they are aware of the power of wind to erode them over time and being long term thinkers by their very nature, Earth Elementals seem irrationally afraid of Air Elementals and air spell attacks even though these do them no noticable harm.

Pass Through Earth: An earth elemental can move right through barriers of earth and stone, and travel through the ground, becoming impervious to attacks

but also unable to attack. An earth elemental can “see” right through earth and stone. They cannot melt into the ground and come out of it on the same turn.

Fire Elemental

Angry and tempestuous, Fire Elementals are eternally hungry, though being magical spirits they have no actual need for food.

Preferred Light: Any

Awareness	3
Cunning	3
Speed	5
Might	4
Will	3
Mettle	13

Made of Fire: Any thing that even touches a fire elemental is burned, taking damage equal based on its Might. Being insubstantial they are immune to most non-magical attacks, though water is very harmful to them. A bucket of water counts as an armed attack and immersion will kill a fire elemental instantly.

Water Elemental

Morose, mysterious and silent, the Water Elementals love music and song, they delight in the passage of ships but are equally amused by the death throes of the drowning.

Preferred Light: Any

Awareness	3
Cunning	3
Speed	4
Might	6
Will	4
Mettle	13

Made of Water: Water elementals are liquid and as such cannot be harmed by most non-magical weapons. Even fire is pretty harmless to them. However dirt and absorptive materials can cause them harm, with a shovel or bucket full counting as an armed attack. If the elemental is in water, even this is ineffective. They move through water as if it were open ground but cannot move on dry ground as it absorbs them.

Elephant

Elephants very useful beasts of burden and even have military applications. They can carry three to five warriors on their backs or even a giant. Unfortunately they are also very expensive to keep and only do well in warm environs.

Preferred Light: Day

Awareness	4
Cunning	2
Speed	2
Might	9
Will	4
Mettle	9

No Hands: Elephants have a trunk to manipulate and grapple with but it's not nearly as nimble as a hand.

Elf

A fair and noble race of tall but slender humanoids with pointed ears. At one time, all of the elves lived in the woods and were one with nature. Elves never grow old, never suffer aging penalties to their

Statistics, and have few children. Some elves have since fallen in with human civilizations. Wood elves still follow their traditional barbarian lifestyle and field armies accordingly. Noble elves form feudal societies and armies. Shadow elves have Reaver societies and cities. Elves can see in the light and the dark and are practically immortal, however, because they are not aligned, none of the gods will act on their behalf, this means they cannot be aided by acts of faith, but they can still be cursed or repelled. Elves begin with a level in Sorcery instead of Faith.

Preferred Light: Any

Awareness	4
Cunning	3
Speed	4
Might	3
Will	3
Mettle	5

Giant

Towering, misshapen, man-like, figures, giants are rare but rarely missed. While they are capable of speech, giants are generally as stupid as can be, clumsy, and lack even basic morals. These traits combine to make them highly unpopular wherever they are found. Giant troops are always barbarian warriors or berserkers. Giants start out with two levels of Fighting and none of Faith. Unlike other races, there is no limit on how many points a giant can put into their Might. They just keep getting bigger and hungrier.

Preferred Light: Day

Awareness	2
Cunning	2
Speed	2
Might	6
Will	3
Mettle	3

Goatling

Gifted with a superb sense of balance and cloven hooves which let them climb and balance with supernatural skill, the goatlings are a sad and lonely people. Thanks to a misguided leader in the distant past, they have a reputation as an evil and vile race and are despised by all other good races. Of course, this angers some young, hot headed goatlings who go off to right the injustice but always wind up making things worse. Goatlings start with one level of Woodcraft and none of Faith.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	3
Will	4
Mettle	5

Sure Footed: Goatling hooves are well built for climbing and their sense of balance is superhuman, they treat rocky terrain and steep hills as open ground.

Goblins

Among the faery, it is said, there are two nations or courts: the seelie, which includes such fair races as elves, pixies, and sprites, and the unseelie or goblins. Goblins come in all shapes, sizes, and colors. The common factor is their malicious sense of humor and foul nature. The most terrifying thing about the unseelie court is its tendency to produce monsters. Common goblins and hobgoblins are sometimes wolf, bird, or boar riding nomads but most goblins, of any sort, are barbarians.

Preferred Light: Night

Goblin

The common goblin is a short, gangly creature with an oversized head and a hideous face. They love physical humor and cruel jokes. Goblins get a free level of Thievery instead of Faith.

Awareness	4
Cunning	3
Speed	3
Might	2
Will	2
Mettle	2

Gremlin

Gremlins are bat-winged goblins with a superiority complex. Gremlins get a free level of Thievery instead of Faith.

Awareness	4
Cunning	3
Speed	3
Might	2
Will	2
Mettle	3

Wings: Gremlins can fly.

Hobgoblins

Hobgoblins are the nobility of the unseelie court, possessing a more refined sense of humor, which is to say they are crueler and nastier. They are more human like in form and taller, but still hideous.

Hobgoblins get a free level of Thievery instead of Faith.

Awareness	3
Cunning	3
Speed	3
Might	3
Will	3
Mettle	3

Great Goblin

Great goblins are huge warriors whose arms hang to the ground and are often mistaken for orks. Great goblins get two levels of Fighting instead of Faith.

Awareness	3
Cunning	3
Speed	3
Might	4
Will	2
Mettle	3

Bugbear

Bugbears are huge, hulking creatures with dark skin, long fangs and claws. Worse still are their tempers and tendency to play with their food. Bugbears get two levels of Fighting instead of Faith and a Level of Woodcraft instead of Husbandry or a Craft.

Awareness	4
Cunning	3
Speed	3
Might	4
Will	3
Mettle	3

Natural Weapons: A bugbear is never unarmed.

Gryphon

While these beasts with the forequarters and wings of a giant hawk and the hindquarters of a lion are powerful steeds in battle, they are little desired since their predatory instincts often extend to their allies.

Preferred Light: Day

Awareness	4
Cunning	2
Speed	5
Might	6
Will	4
Mettle	11

Natural Weapons: A gryphon is never unarmed.

Wings: A gryphon can fly.

Hawk

A medium sized bird of prey. It could be an owl, just change its light preference to night.

Preferred Light: Day

Awareness	5
Cunning	1
Speed	6
Might	1
Will	4
Mettle	3

Wings: A hawk can fly.

Horses

The preferred mount of humans, elves, and many other goodly races is the horse.

Preferred Light:

Awareness	4
Cunning	1
Speed	3
Might	7
Will	2
Mettle	5

Mount: A horse has no hands and makes mounted moves.

Hipogryff

The most prestigious of mounts, the hipogryff is a hybrid creature with the wings and forequarters of a giant hawk and the hindquarters of a horse. They are strong, proud animals and easier to train and handle than gryphons.

Preferred Light: Day

Awareness	3
Cunning	1
Speed	6
Might	7
Will	3
Mettle	10

Natural Weapons: A Hipogryff is never unarmed.

Wings: A Hipogryff can fly.

Lagomorphs

The tribal bands of the Lagomorphs would be an imposing sight if they were charging towards you with their long ears flapping in unison with their long bounding strides, instead of running away. But, that never seems to happen. Lagomorphs start with a level in Woodcraft instead of Fighting.

Preferred Light: Night

Awareness	5
Cunning	2
Speed	5
Might	3
Will	2
Mettle	3

Great Bounds: Lagomorphs can leap wide gaps as if they weren't there and thus treat broken ground as open terrain.

Lion

Actually this could be any large hunting cat. Others may have different light preferences.

Preferred Light: Day

Awareness	4
Cunning	2
Speed	4
Might	5
Will	4
Mettle	7

Natural Weapons: A lion never counts as unarmed.

Mount: Lions move as mounted units and have no hands.

Malduck

While they are smaller than most barbarians, and have a laughable appearance, the Malducks are the most feared of all. The Maldacks can fly, so no fortress is safe from their raids, no walled town secure, and few hidden things concealed. Mobility and aerial scouting make the armies of the man-ducks a thing of dread. The Malducks Learn a level of Woodcraft instead of Faith.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	2
Will	3
Mettle	3

Wings: The malducks have wings that also serve as their arms. They can fly but cannot attack with weapons while doing so.

Manticore

A savage, hungry creature, with the face and beard of a man, the body of a lion, wings of a bat, and tail of a scorpion.

Preferred Light: Night

Awareness	4
Cunning	3
Speed	3
Might	6
Will	4
Mettle	10

Natural Weapons: A Manticore is never unarmed.

Tail Stinger: A manticore can attack with their tail to cause poisonous wounds.

Wings: A manticore can fly.

No Hands: Manticores can't wield weapons or use tools.

Mermen

A nation of humans cursed with the tails of fish for a history too evil to be told, the mermen hate all land dwellers. Their maidens crawl out of the water to tempt sailors into wrecks on the rocks. The Mermen often raid the civilized Deepings.

Preferred Light: Night

Awareness	3
Cunning	3
Speed	3
Might	3
Will	3
Mettle	3

Water Breathers: Mermen can't move on land being unable to walk or breathe air at all but treat water as open ground.

Minotaur

A race of giant, muscular humanoid cattle. Minotaurs are ferocious warriors renowned for their blood lust. They travel in herds which resemble barbarian tribes. Minotaurs learn a level of Woodcraft instead of Faith, two levels of Fighting instead of Shooting, and must learn Husbandry instead of a craft.

Preferred Light: Day

Awareness	3
Cunning	1
Speed	3
Might	5
Will	3
Mettle	4

Great Horns: Minotaurs never count as unarmed and receive +1 damage if they charge with their horns.

Mummy

It is not uncommon for the lords of men to become obsessed with death. Indeed, whole kingdoms can become

devoted to the construction of elaborate tombs and the preservation of corpses. Such kingdoms inevitably fall into the unwholesome paths of necromancy and black magic. Such mummified corpses can often rise from their sarcophagus to defend their worldly goods or be called up to defend the realm in death as they did in life. Occasionally, a mummy will be a skilled magician, usually focusing on the aspects of Death and Light.

Preferred Light: Any

Awareness	4
Cunning	6
Speed	2
Might	3
Will	6
Mettle	10

Undead: Being dead, a mummy cannot benefit from acts of faith, be harmed by poison and takes one less point of damage from attacks from piercing weapons.

Night Gaunt

A black, humanoid shadow with raven's wings. They are not particularly deadly fighters, but their aura is terrifying to an extent that few foes stand against them to find out. It is possible that night gaunts come from the same realm as dream shadows. They can only be summoned by magicians skilled in the arts of darkness.

Preferred Light: Night

Awareness	4
Cunning	4
Speed	4
Might	4
Will	4
Mettle	10

Not Real: Can dematerialize and pass through scenery as if it were open ground but cannot materialize and dematerialize in the same turn.

Wings: A night gaunt can fly.

Nuthatch

Tribes of these large for birds, small for men, bird-men soar between the mud huts they build in the rocky cliff faces of deep canyons. Sometimes, a nuthatch tribe will come to the aid of a human kingdom plagued by the Maldauk in exchange for gold, jewels, and metal weapons. Nuthatch start with a level of Woodcraft instead of Faith.

Preferred Light: Day

Awareness	5
Cunning	3
Speed	5
Might	1
Will	3
Mettle	6

Wings: The nuthatch can fly.

Ogre

Large and violent humanoids with very little body hair or brain power. Ogres are limited to barbarian warrior and berserker troop types. Ogres must learn Husbandry instead of a Craft, and two levels of Fighting instead of Shooting.

Preferred Light: Night

Awareness	2
Cunning	2
Speed	3
Might	5
Will	3
Mettle	3

Orks

A vicious and brutal race of creatures often resembling a cross between a human, a large ape, and a pig, though their appearance varies considerably. Orks were created ages ago to be the perfect soldiers for the armies of darkness. Their cultures always resemble organized military forces, so they field armies of trained soldiers. Trogs are the

common orks that make up the bulk of the armies and scouting forces.

Preferred Light: Night

Grog

Grogs are a selectively bred race of officers and special forces troopers. Grogs start with two levels of Fighting instead of Faith.

Awareness	3
Cunning	3
Speed	3
Might	4
Will	4
Mettle	5

Trog

Trogs are the common orks that make up the bulk of the armies and scouting forces. Trogs start with a level of Thievery instead of Faith.

Awareness	3
Cunning	2
Speed	3
Might	3
Will	4
Mettle	3

Pegasus

A winged horse is a fine mount, if less powerful in battle than a hipogriff, they are smarter and more friendly.

Preferred Light: Day

Awareness	4
Cunning	2
Speed	3
Might	7
Will	2
Mettle	8

No Hands: A pegasus cannot use tools or weapons.

Wings: A pegasus can fly.

Pshat

In some exotic lands, the Pshat live among men. They are a small race, rarely taller than two and a half feet that strongly resemble a humanoid house cat. The Pshat have many personality traits in common with cats. They are often thieves or vermin exterminators in the human cities where they live.

Preferred Light: Night

Awareness	4
Cunning	3
Speed	4
Might	2
Will	3
Mettle	4

Natural Weapons: The pshat never count as unarmed.

Ratite

These vermin plague many human cities. Ratites look like a rat, almost as large as a man and standing almost upright. The ratites are thieves and scavengers, living off the refuse of others, or even their bodies. Ratites start with a level in Thievery instead of Faith.

Preferred Light: Night

Awareness	3
Cunning	3
Speed	4
Might	3
Will	2
Mettle	4

Dirty Rats: Ratites are immune to disease and poisons.

Reptikind

Before even the elves were more than tribal gatherers, the cities of the lizard people grew in the swamps and the jungles. These bizarre creatures resemble a cross between a man and a crocodile or iguana. The larger lizard men are actually a separate race that has been enslaved by their smaller, more intelligent cousins. Large reptilians always form barbarian forces, while the small ones form up in units of trained soldiers.

Preferred Light: Day

Cold Blooded: The reptikind take one additional point of damage from cold based attacks and suffer doubled fatigue damage in cold weather.

Natural Weapons: The reptikind never count as unarmed.

Small Reptikind

Small reptikin start with a level in Sorcery instead of Faith.

Awareness	3
Cunning	4
Speed	3
Might	3
Will	3
Mettle	4

Large Reptilians

Large reptikin start with two levels of Fighting instead of Faith.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	4
Will	2
Mettle	3

Riding Lizards

A favourite mount of orks and reptilians, there are two and four legged versions of these strange and dangerous mounts. The bipedal striders are stupid, hard to train and control, but have a savage lust for battle that some find appealing. The saddle back is a four legged lizard with a calm temperament and broad boney plates on its back with a shape that make a saddle unnecessary.

Cold Blooded: Riding lizards take one additional point of damage from cold based attacks and suffer doubled fatigue damage in cold weather.

Mount: Bipedal Striders have simple hands but can't really use weapons or tools with them. They move as mounted units.

Natural Weapons: Riding lizards never count as unarmed.

Bipedal Strider

Preferred Light: Day

Awareness	3
Cunning	1
Speed	4
Might	6
Will	2
Mettle	4

Saddle Back

Preferred Light: Day

Awareness	3
Cunning	1
Speed	5
Might	7
Will	1
Mettle	5

Skeletons

Decomposed corpses animated by dark magic.

Skeletons are possessed by minor evil spirits and are able to perceive the living well enough to attack them.

Preferred Light: Any

Awareness	2
Cunning	2
Speed	4
Might	3
Will	2
Mettle	2

Undead: Being dead, a skeleton cannot benefit from acts of faith, be harmed by poison and takes two less point of damage from attacks from piercing weapons.

Sprite

The classical image of a fairy. Sprites are tiny, human-like creatures with either dragonfly or butterfly wings. Even though they never age, sprites have a reputation for childishness and short attention spans. This is why they never field armies. Sprites learn a level of Sorcery instead of Faith and a Level of Thievery instead of an honest Craft or Husbandry.

Preferred Light: Twilight

Awareness	4
Cunning	4
Speed	5
Might	1
Will	3
Mettle	6

Wings: A sprite can fly but due to their small size they only move at the mounted unit rate.

Titan

While smaller on average than giants, Titans are often larger than ogres. Unlike either of the other races of gigantic humanoids, Titans are fair and well proportioned.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	6
Will	3
Mettle	6

Troll

Trolls are mutant ogres with similar statistics but preferring darkness. Trolls heal from their injuries at an enhanced rate. Trolls learn two levels of Fighting instead of Faith.

Preferred Light: Night

Awareness	2
Cunning	2
Speed	3
Might	5
Will	4
Mettle	5

Natural Weapons: Trolls never count as unarmed.

Thick Rubbery Hide: Trolls have a natural armour value of one that stacks with any other armour they wear.

Ursanar

In the frozen reaches of the far north live the bear men. Their culture is a broad and eclectic one, possessed of fabulous cities noted for their onion-like tower tops, steppe nomads, and savage barbarians all swearing allegiance to the Bear king. The Ursanar are unusual in that they learn a level of Faith just like humans. However, their version of the church is considered a heretical breakaway.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	5
Will	4
Mettle	

Natural Weapons: The ursanar are never unarmed.

Vampire

Vampires are the lords of the undead. Often evil people of noble birth in life, vampires still cling to luxury and finery. The differences in capabilities and weaknesses of various vampires is actually largely a result of the methods by which they work their magic.

Preferred Light: Night

Awareness	4
Cunning	5
Speed	6
Might	6
Will	6
Mettle	15

Undead: Being dead, a vampire cannot benefit from acts of faith, be harmed by poison and takes one less point of damage from attacks from piercing weapons.

Vaarkdavark

A short, heavy set race with short, grey fur and a long snout. It has been suggested that they may be some sort of uplifted Aardvark. Vaarkdavark civilizations are barbaric but possess a refined sense of humour. Vaarkdavark start with a level in Woodcraft instead of Faith though there was a vaarkdavark supreme pontiff at one point in history.

Preferred Light: Day

Awareness	4
Cunning	4
Speed	3
Might	2
Will	4
Mettle	5

War Pigs

A bad tempered, bristling pig that stands four feet at the shoulder. The war pig is an unusual mount, but those who ride them swear by them as well as at them.

Preferred Light: Day

Awareness	3
Cunning	2
Speed	2
Might	8
Will	4
Mettle	4

Weefolk

A race about half the size of a grown man, given over to stoutness due to a love of ale and rich food. This race has a tendency to dwell in small communities near other, larger races for protection and tends to adopt their host's culture and religion. For this reason, other chroniclers have often incorrectly treated pixies, halflings, leprechauns, and brownies as separate races.

Preferred Light: Day

Awareness	3
Cunning	3
Speed	3
Might	2
Will	4
Mettle	3

Wights

The burial mounds of ancient barbarian lords are often guarded by their undead corpses as they brood over past failures and misdeeds. Because of this, wights will serve a magician, when summoned, without being compelled but require a meaningless task relating to long forgotten vows and debts to be completed in exchange for it's service. If this requirement is not met it will turn on the magician instead of vanishing.

Preferred Light: Night

Awareness	3
Cunning	5
Speed	3
Might	5
Will	5
Mettle	10

Undead: A wight is immune to poison and disease and takes one less point of damage from piercing attacks. They cannot benefit from acts of faith.

Wolves

A wolf is a wild canine predator common in wilderness areas. They are found in packs and singly. These statistics can also be used for large dogs. When a wolf or dog bites successfully, it automatically grapples it's opponent. A war wolf is a gigantic breed, almost as large as a horse that is often ridden by goblins or orks. War wolves can talk and have a low, evil sort of cunning about them.

Wolf

Preferred Light:

Awareness	5
Cunning	2
Speed	4
Might	3
Will	3
Mettle	5

Natural Weapons: A wolf never counts as unarmed.

Mount: A war wolf has no hands and moves as a mounted unit.

War Wolf

Preferred Light:

Awareness	4
Cunning	2
Speed	3
Might	6
Will	3
Mettle	6

Natural Weapons: War wolves are never unarmed.

Mount: A war wolf has no hands and moves as a mounted unit.

Wraith

Sometimes, a misdeed is so foul, a life so spent in evil, that even though there is no body left to return to, the spirit will not rest. These terrible creatures are called wraiths. While they often appear to wield ghostly weapons or wear Armour, it is actually the deadly cold touch of the wraith that causes damage.

Preferred Light: Night

Awareness	3
Cunning	3
Speed	3
Might	3
Will	6
Mettle	10

Chill Touch: The touch of a wraith causes damage as if it were a weapon. Armour doesn't protect against the touch of a wraith.

Ghostly Form: Wraiths have no physical body so they can't be harmed by non-magical weapons. They can never benefit from acts of faith. They can pass through any terrain as if it were not there.

Cry of Despair: At need, the wraith can emit a shrill cry causing all creatures in a 10 pace radius to make a morale check or become panicked.

Wyrm

A wyrm is a legless, serpentine dragon with wings. It has no breath weapon but is wise and has many skills. It is common for Wyrms to be skilled in the use of magic.

Preferred Light: Night

Awareness	4
Cunning	4
Speed	4
Might	8
Will	4
Mettle	15

Scaley Hide: Wyrms have a natural armour rating of two.

Wings: Wyrms can fly.

No Hands: No arms or legs either, but they're handier with their tails than you might expect.

Wyvern

Wyverns are two legged dragons with wings and a scorpion-like stinger in their tails.

Preferred Light: Night

Awareness	4
Cunning	2
Speed	4
Might	7
Will	3
Mettle	11

Natural Weapons: A wyvern never counts as unarmed.

Tail Stinger: A manticore can attack with their tail to cause poisonous wounds.

Scaley Hide: Wyverns have a natural armour rating of two.

Wings: Wyverns can fly.

Zombie

Preferred Light: Any

Awareness	2
Cunning	2
Speed	3
Might	4
Will	2
Mettle	3

Undead: A wight is immune to poison and disease and takes one less point of damage from piercing attacks. They cannot benefit from acts of faith.