

## SE:20 Encounter Cards


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### SE:20

The Sundered Epoch: d20 RPG System, or SE:20, is a role-playing game designed for the “action hero” style of fiction. It is a universal system and can be used in any timeline or setting. The following cards are converted to the SE:20 System from Dungeons & Dragons. For more information on these creatures, visit [www.dndbeyond.com](http://www.dndbeyond.com) and the associated Monster Manuals.

SE:20 Ankheg		
<b>Skills</b>	<b>SA</b>	
Initiative	0	
Intimidate	2	
Magic Defense	0	
Melee Combat	5	
Moxie	3	
Ranged Combat	0	
Ranged Defense	2	
Stamina	2	
Stealth	-2	
Stun	4	
Perception	1	
<b>Stun Table</b>		
Stun Num.	9	2/-
2x	18	6/1
3x	27	12/7
4x	36	18/13
Over x4	37+	20/15
<b>Armor/TAR</b>		
Natural/5		
<b>Weapons/SA/Glance</b>		
Unarmed/5c/1d6+2		
Claw/5s4p/2d6+2		
Bite/4p/2d6+2, +1d6 Acid		
<b>Special Abilities/Notes</b>		
Large: -2 Luck, 3.5m, 300kg	Acid Spray (Recharge 6): 2 targets in 1 zone, T# 13 half, 3d6 Glance	
Burrow, Dark Vision, Tremorsense		


  

SE:20 Ankheg	
	
Init.	0
Magic	10
Size T#	8
Melee	13
Ranged	10
Agility	0
Physique	2
Focus	-5
Guile	0
Move	4z/2b
Criticals	28/42
Max Dmg	140
Endur.	7
Glance	+2

SE:20 Bandit Captain		
<b>Skills</b>	<b>SA</b>	
Initiative	3	
Intimidate	2	
Magic Defense	2	
Melee Combat	5	
Moxie	5	
Ranged Combat	5	
Ranged Defense	5	
Stamina	2	
Stealth	3	
Stun	7	
Acrobatics	4	
Deception	4	
Perception	2	
<b>Stun Table</b>		
Stun Num.	12	2/-
2x	24	6/1
3x	36	12/7
4x	48	18/13
Over x4	49+	20/15
<b>Armor/TAR</b>		
Studded Leather Armor/3		
<b>Weapons/SA/Glance</b>		
Unarmed/5c/1d6+2t		
Scimitar/5s4p/3d6+4		
Dagger/5s4p/2d6+3		
Crossbow/5p/2d6+2		
<b>Special Abilities/Notes</b>		
Medium: 1-2m, 90kg		

SE:20 Bandit Captain	
	
Init.	3
Magic	12
Size T#	10
Melee	15
Ranged	15
Agility	3
Physique	2
Focus	2
Guile	1
Move	4z
Criticals	28/42
Max Dmg	140
Endur.	7
Glance	+2

## SE:20 Encounter Cards

**SE:20 Bandit**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	6	2/-	
Intimidate	2	2x	12	6/1	
Magic Defense	0	3x	18	12/7	
Melee Combat	3	4x	24	18/13	
Moxie	1	Over x4	25+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Leather Armor/2			
Stamina	0	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/3c/1d6t			
Stun	1	Scimitar/3s2p/3d6+2			
Perception	0	Dagger/3s2p/2d6+1			
		Light Crossbow/3p/2d6+2			

**Special Abilities/Notes**  
Medium: 1-2m, 90kg

**SE:20 Bandit**



Init.	Magic	Size T#	Melee	Ranged
1	10	10	13	13
Agility	Physique	Focus	Guile	
1	0	0	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

**SE:20 Barghest**

Skills	SA	Stun Table			
Initiative	6	Stun Num.	11	2/-	
Intimidate	5	2x	22	6/1	
Magic Defense	5	3x	33	12/7	
Melee Combat	6	4x	44	18/13	
Moxie	5	Over x4	45+	20/15	
Ranged Combat	6	<b>Armor/TAR</b>			
Ranged Defense	6	Natural Hide/6			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	5	Unarmed/6c/1d6+2t			
Stun	6	Claw & Bite/6s5p/1d6+2			
Perception	4	Spear/5p/4d6+4			
Persuasion	5				
Magic (4 SP)	6				

**Special Abilities/Notes**  
Medium: 1-2m, 50kg  
Darkvision, Keen Hearing & Smell: +1d6 Control  
Resist: Non-Magic Weapons  
Shapechange: Goblin/Wolf  
Magic: Dimensional, Waking Dream

**SE:20 Barghest**



Init.	Magic	Size T#	Melee	Ranged
6	15	10	16	16
Agility	Physique	Focus	Guile	
2	2	2	2	
Move	Criticals	Max Dmg	Endur.	Glance
3z/4z	28/42	140	7	+2

**SE:20 Basilisk**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	10	2/-	
Intimidate	5	2x	20	6/1	
Magic Defense	-1	3x	30	12/7	
Melee Combat	5	4x	40	18/13	
Moxie	4	Over x4	41+	20/15	
Ranged Combat	-1	<b>Armor/TAR</b>			
Ranged Defense	2	Natural Hide/6			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/5c/1d6+3t			
Stun	5	Bite*/4p/2d6+3			
Perception	6	*If bite causes damage, +2d6 Poison Damage			

**Special Abilities/Notes**  
Medium: 1-2m, 50-150kg  
Vision: Normal  
Petrifying Gaze: T# 12 vs. Stamina or Magic Defense

**SE:20 Basilisk**



Init.	Magic	Size T#	Melee	Ranged
-1	9	10	15	12
Agility	Physique	Focus	Guile	
-1	3	-4	-1	
Move	Criticals	Max Dmg	Endur.	Glance
2z	32/48	160	8	+3

**SE:20 Behr**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	22	2/-	
Intimidate	6	2x	44	6/1	
Magic Defense	2	3x	66	12/7	
Melee Combat	10	4x	88	18/13	
Moxie	8	Over x4	89+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	8	Natural/4			
Stamina	5	<b>Weapons/SA/Glance</b>			
Stealth	7	Unarmed/10c/2d6+6			
Stun	17	Bite/9p/5d6+6			
Perception	6				

**Special Abilities/Notes**  
Huge: -4 Luck, 7m, 1200kg  
Dark Vision  
Swallow Medium: If entangled, +6d6 Acid Dmg  
Immune: Lightning  
Constrict: If target is entangled, +5d6+6 Slashing.  
Lightning Breath (Recharge 5-6): 4 Targets, 2 Zones, T# 16 or 12d6 Glance

**SE:20 Behr**



Init.	Magic	Size T#	Melee	Ranged
3	12	6	16	14
Agility	Physique	Focus	Guile	
3	5	-2	2	
Move	Criticals	Max Dmg	Endur.	Glance
5z	40/60	200	10	+5

## SE:20 Encounter Cards

### SE:20 Black Pudding

Skills	SA	Stun Table		
Initiative	-3	Stun Num.	14	2/-
Intimidate	3	2x	28	6/1
Magic Defense	-3	3x	42	12/7
Melee Combat	5	4x	56	18/13
Moxie	-3	Over x4	57+	20/15
Ranged Combat	-1	<b>Armor/TAR</b>		
Ranged Defense	-1	Natural/0		
Stamina	3	<b>Weapons/SA/Glance</b>		
Stealth	-5*	Unarmed/5c/1d6+2*		
Stun	9	*Acid +6d6 Glance		
Perception	-2			

#### Special Abilities/Notes

Large: -2 Luck, 3.5m, 300kg, Blindsight, Liquid Form, Spider Climb  
 Immune: Blindness, Mental Effects, Fear, Prone  
 Acid: Damages nonmagical armor & weapons.  
 Camouflage: Appears to be a pool of black water.

### SE:20 Black Pudding



### SE:20 Blink Dog

Skills	SA	Stun Table		
Initiative	3	Stun Num.	7	2/-
Intimidate	1	2x	14	6/1
Magic Defense	1	3x	21	12/7
Melee Combat	3	4x	28	18/13
Moxie	2	Over x4	29+	20/15
Ranged Combat	3	<b>Armor/TAR</b>		
Ranged Defense	3	Natural Hide/0		
Stamina	1	<b>Weapons/SA/Glance</b>		
Stealth	5	Unarmed/3c/1d6+1t		
Stun	2	Bite/3s2p/1d6+1		
Perception	3			

#### Special Abilities/Notes

Medium: 1-2m, 30kg  
 Keen Hearing & Smell: +1d6 Control  
 Teleport (Recharge 4-6):  
 Visual Range

### SE:20 Blink Dog



### SE:20 Brown Bear

Skills	SA	Stun Table		
Initiative	0	Stun Num.	8	2/-
Intimidate	4	2x	16	6/1
Magic Defense	1	3x	24	12/7
Melee Combat	6	4x	32	18/13
Moxie	2	Over x4	33+	20/15
Ranged Combat	2	<b>Armor/TAR</b>		
Ranged Defense	2	Natural Hide/1		
Stamina	4	<b>Weapons/SA/Glance</b>		
Stealth	-2	Unarmed/6c/1d6+4		
Stun	3	Claw & Bite/7s6p/2d6+4		
Perception	3			

#### Special Abilities/Notes

Large: -2 Luck, 4m, 400kg  
 Keen Smell: +1d6 Control

### SE:20 Brown Bear



### SE:20 Bulette

Skills	SA	Stun Table		
Initiative	0	Stun Num.	14	2/-
Intimidate	5	2x	28	6/1
Magic Defense	-1	3x	42	12/7
Melee Combat	7	4x	56	18/13
Moxie	5	Over x4	57+	20/15
Ranged Combat	0	<b>Armor/TAR</b>		
Ranged Defense	4	Natural/7		
Stamina	5	<b>Weapons/SA/Glance</b>		
Stealth	-2	Unarmed/7c/1d6+5		
Stun	9	Bite/7p/7d6+5		
Perception	6			

#### Special Abilities/Notes

Large: -2 Luck, 4m, 400kg  
 Dark Vision, Tremorsense  
 Deadly Leap: T# 16 or take  
 6d6+4 damage and prone

### SE:20 Bulette





## SE:20 Encounter Cards

SE:20
Cloaker

Skills	SA	Stun Table			
Initiative	2	Stun Num.	13	2/-	
Intimidate	2	2x	26	6/1	
Magic Defense	2	3x	39	12/7	
Melee Combat	6	4x	52	18/13	
Moxie	6	Over x4	53+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	6	Natural/2			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	5	Unarmed/6c/1d6+2			
Stun	8	Bite/5p/2d6+2			
Perception	1	Tail/6s/2d6+2			

**Special Abilities/Notes**

Large: -2 Luck, 3.5m, 300kg, Dark Vision

Damage Transfer: If entangled, both creatures take 1/2 damage.

False Appearance: Cloak

Wrecked in bright light

Moan: Morale Check T# 13

Phantasms: 1/rest, x3 illusionary duplicates

SE:20
Cloaker





SE:20
Cockatrice

Skills	SA	Stun Table			
Initiative	1	Stun Num.	8	2/-	
Intimidate	-1	2x	16	6/1	
Magic Defense	-1	3x	24	12/7	
Melee Combat	3	4x	32	18/13	
Moxie	3	Over x4	33+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/0			
Stamina	-1	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/3c/1d6-lt			
Stun	3	Claw/3s2p/1d6-1			
Perception	1	Bite*/3s2p/1d6-1			

**Special Abilities/Notes**

Small: +2 Luck

Darkvision

Stone Bite: Stamina T# 11 or paralyzed. Reroll next round or turned to stone 1 day.

SE:20
Cockatrice





SE:20
Couatl

Skills	SA	Stun Table			
Initiative	5	Stun Num.	15	2/-	
Intimidate	5	2x	30	6/1	
Magic Defense	7	3x	45	12/7	
Melee Combat	8	4x	60	18/13	
Moxie	7	Over x4	61+	20/15	
Ranged Combat	5	<b>Armor/TAR</b>			
Ranged Defense	10	Natural Hide/4			
Stamina	6	<b>Weapons/SA/Glance</b>			
Stealth	5	Unarmed/8c/1d6+3t			
Stun	10	Bite*/7p/1d6+3			
Perception	5	*Poison T# 13 or Unconscious 1 day			

**Special Abilities/Notes**

Medium: 2m, 150kg

Truesight, Telepathy

Constrict: 2d6+3 Glance

Change Shape: Humanoid or Beast

SE:20
Couatl





SE:20
Darkmantle

Skills	SA	Stun Table			
Initiative	1	Stun Num.	7	2/-	
Intimidate	3	2x	14	6/1	
Magic Defense	-1	3x	21	12/7	
Melee Combat	5	4x	28	18/13	
Moxie	3	Over x4	29+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/0			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	3	Unarmed/5c/1d6+2t			
Stun	2	Tentacle/5c/1d6+2*			
Perception	0	*Bonus: Entangle, gain +1d6 Control for Tentacle attacks			

**Special Abilities/Notes**

Small: +2 Luck

Blindsight

False Appearance: Stalagmite

Darkness Aura: Magic darkness, 1z

SE:20
Darkmantle







## SE:20 Encounter Cards

**SE:20 Death Dog**

Skills	SA	Stun Table		
Initiative	2	Stun Num.	8	2/-
Intimidate	2	2x	16	6/1
Magic Defense	1	3x	24	12/7
Melee Combat	4	4x	32	18/13
Moxie	3	Over x4	33+	20/15
Ranged Combat	2	<b>Armor/TAR</b>		
Ranged Defense	4	Natural Hide/0		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	4	Unarmed/4c/1d6+2t		
Stun	4	Bite*/4s3p/1d6+2		
Perception	5	*Disease: T#12, 2d6 Damage, Dur 1d		

**Special Abilities/Notes**

Medium: 1-2m, 40kg  
Darkvision

Two-Headed: +1d6 Control vs. Mental Magic, Morale, Stun

**SE:20 Death Dog**



Init.	Magic	Size T#	Melee	Ranged
2	11	10	14	14
Agility	Physique	Focus	Guile	
2	2	-4	0	
Move	Criticals	Max Dmg	Endur.	Glance
4z	28/42	140	7	+2

**SE:20 Doppelganger**

Skills	SA	Stun Table		
Initiative	4	Stun Num.	10	2/-
Intimidate	2	2x	20	6/1
Magic Defense	2	3x	30	12/7
Melee Combat	6	4x	40	18/13
Moxie	4	Over x4	41+	20/15
Ranged Combat	6	<b>Armor/TAR</b>		
Ranged Defense	6	Natural Hide/0		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	4	Unarmed/6c/1d6+2t		
Stun	5	Claw & Bite/6s5p/1d6+2		
Perception	1	Med Sword/6s5p/3d6+4		
Persuasion	6	Knife/6s5p/2d6+3		

**Special Abilities/Notes**

Medium: 1-2m, 50-150kg  
Darkvision

Immune: Mental Magic  
Read Thoughts 2z, SA 2 vs. Magic Defense or Moxie

Shapechanger: Medium to Small creature.

**SE:20 Doppelganger**



Init.	Magic	Size T#	Melee	Ranged
4	12	10	16	16
Agility	Physique	Focus	Guile	
4	1	0	2	
Move	Criticals	Max Dmg	Endur.	Glance
3z	24/36	120	6	+1

**SE:20 Drider**

Skills	SA	Stun Table		
Initiative	3	Stun Num.	17	2/-
Intimidate	4	2x	34	6/1
Magic Defense	2	3x	51	12/7
Melee Combat	6	4x	68	18/13
Moxie	7	Over x4	69+	20/15
Ranged Combat	6	<b>Armor/TAR</b>		
Ranged Defense	6	Natural/6		
Stamina	4	<b>Weapons/SA/Glance</b>		
Stealth	9	Unarmed/6c/1d6+4		
Stun	12	Claw & Bite/6s5p/1d6+4*		
Perception	5	Med Sword/6s5p/3d6+6*		
Magic (3 SP)	5	Hvy Bow/5p/2d6+2*		

**Special Abilities/Notes**

Large: -2 Luck, 4m, 350kg  
Dark Vision, Tremorsense, Spider Climb, Sunlight Sensitive, +1d6 Control vs. Mental Magic

\*Poison: +3d6 Damage  
Magic: Illusion  
Vices: Vocal, Gestures

**SE:20 Drider**



Init.	Magic	Size T#	Melee	Ranged
0	12	8	14	14
Agility	Physique	Focus	Guile	
3	4	1	2	
Move	Criticals	Max Dmg	Endur.	Glance
3z	36/54	180	9	+4

**SE:20 Dryad**


Skills	SA	Stun Table		
Initiative	1	Stun Num.	7	2/-
Intimidate	0	2x	14	6/1
Magic Defense	8	3x	21	12/7
Melee Combat	2	4x	28	18/13
Moxie	3	Over x4	29+	20/15
Ranged Combat	2	<b>Armor/TAR</b>		
Ranged Defense	2	Natural Hide/0, Barkskin/6		
Stamina	0	<b>Weapons/SA/Glance</b>		
Stealth	5	Unarmed/2c/1d6t		
Stun	2	Club/2c/1d6+1		
Perception	4	Staff/2c/3d6+2		
Magic (4 SP)	6			

**Special Abilities/Notes**

Medium: 1-2m, 50kg  
Darkvision

Magic: Animalism, Floragenesis  
Vices: Gestures, Heart Wood  
Spells: Barkskin (TAR +6, 1m), Entangle (1z, T# 10), Tree Stride, Shillelagh (+4 SA)

**SE:20 Dryad**



Init.	Magic	Size T#	Melee	Ranged
1	18	10	12	12
Agility	Physique	Focus	Guile	
1	0	2	3	
Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

## SE:20 Encounter Cards

**SE:20 Etercap**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	9	2/-	
Intimidate	2	2x	18	6/1	
Magic Defense	0	3x	27	12/7	
Melee Combat	4	4x	36	18/13	
Moxie	4	Over x4	37+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/1			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	4	Unarmed/4c/1d6+2t			
Stun	4	Claw & Bite*/4s3p/1d6+2			
Perception	3	Web/4 Entangle/T# 11 MER 2z			
Survival	3				

**Special Abilities/Notes**

Medium: 1-2m, 50-150kg  
Darkvision, Spider Climb, Web Sense

\*Venom: +1d6 Damage  
Web: Recharge 5-6

**SE:20 Etercap**



Init.	Magic	Size T#	Melee	Ranged
2	10	10	14	14
Agility	Physique	Focus	Guile	
2	2	-2	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	28/42	140	7	+2

**SE:20 Gargoyle**

Skills	SA	Stun Table			
Initiative	0	Stun Num.	10	2/-	
Intimidate	3	2x	20	6/1	
Magic Defense	-1	3x	30	12/7	
Melee Combat	4	4x	40	18/13	
Moxie	4	Over x4	41+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural Hide/5			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	0	Unarmed/4c/1d6+3t			
Stun	5	Claw & Bite/6s5p/1d6+3			
Perception	0				

**Special Abilities/Notes**

Medium: 1-2m  
Darkvision  
Immune: Petrify, Poison  
Resistant: non-magic weapons

False Appearance: Statue

**SE:20 Gargoyle**



Init.	Magic	Size T#	Melee	Ranged
0	9	10	14	12
Agility	Physique	Focus	Guile	
0	3	-2	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z/6z	32/48	160	8	+3

**SE:20 Ghost**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	9	2/-	
Intimidate	3	2x	18	6/1	
Magic Defense	0	3x	27	12/7	
Melee Combat	5	4x	36	18/13	
Moxie	4	Over x4	37+	20/15	
Ranged Combat	5	<b>Armor/TAR</b>			
Ranged Defense	5	Natural Hide/0			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	3	Unarmed/5c/1d6+2t			
Stun	4	Claw & Bite/5s4p/2d6+2*			
Perception	0	*Stamina T# 10 or Paralyzed 1m. Reroll each turn.			

**Special Abilities/Notes**

Medium: 1-2m, 50-150kg  
Darkvision  
Immune: Mental Magic, Poison  
Resist: Necrotic

Stench: Creature in melee range, T# 10 or Wrecked. Reroll each turn.  
+1d6 Control vs. Banishment Magic

**SE:20 Ghost**



Init.	Magic	Size T#	Melee	Ranged
3	10	10	15	15
Agility	Physique	Focus	Guile	
3	2	0	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	28/42	140	7	+2

**SE:20 Ghoul**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	7	2/-	
Intimidate	1	2x	14	6/1	
Magic Defense	-1	3x	21	12/7	
Melee Combat	4	4x	28	18/13	
Moxie	3	Over x4	29+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/0			
Stamina	1	<b>Weapons/SA/Glance</b>			
Stealth	2	Unarmed/4c/1d6+1t			
Stun	2	Claw & Bite/4s3p/2d6+1*			
Perception	0	*Stamina T# 10 or Paralyzed 1m. Reroll each turn.			

**Special Abilities/Notes**

Medium: 1-2m, 50-150kg  
Darkvision  
Immune: Mental Magic, Poison  
Resist: Necrotic

Stench: Creature in melee range, T# 10 or Wrecked. Reroll each turn.  
+1d6 Control vs. Banishment Magic

**SE:20 Ghoul**



Init.	Magic	Size T#	Melee	Ranged
3	9	10	14	14
Agility	Physique	Focus	Guile	
2	1	-2	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z	28/42	140	7	+2

## SE:20 Encounter Cards

### SE:20 Gibbering Mauther

Skills	SA	Stun Table		
Initiative	-1	Stun Num.	12	2/-
Intimidate	2	2x	24	6/1
Magic Defense	-1	3x	36	12/7
Melee Combat	2	4x	48	18/13
Moxie	5	Over x4	49+	20/15
Ranged Combat	1	<b>Armor/TAR</b>		
Ranged Defense	1	Natural Hide/0		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	-1	Unarmed/2c/1d6+2t		
Stun	7	Bite/2p/5d6		
Perception	0	Spit (Recharge 5-6): 1z, T# 13 or blind 1 turn.		

#### Special Abilities/Notes

Medium: 1-2m, 150kg  
 Darkvision, Immune: Prone  
 Aberrant Ground: Before melee attack vs Mauther, Stamina T# 10 or end move.

Gibbering: T# 10 or 1-2: Do nothing. 3-4: Move random direction. 5-6: Melee attack vs random target in LOS.

### SE:20 Gibbering Mauther



### SE:20 Grick

Skills	SA	Stun Table		
Initiative	2	Stun Num.	8	2/-
Intimidate	2	2x	16	6/1
Magic Defense	2	3x	24	12/7
Melee Combat	4	4x	32	18/13
Moxie	3	Over x4	33+	20/15
Ranged Combat	4	<b>Armor/TAR</b>		
Ranged Defense	4	Natural Hide/2		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	2	Unarmed/4c/1d6+2t		
Stun	3	Tentacle/4s3p/2d6+2		
Perception	2	Bite/3p/1d6+2		

#### Special Abilities/Notes

Medium: 1-2m, 50-150kg  
 Darkvision  
 Resist: Non-magic Weapons  
 Stone Camouflage: +1d6 Control

Tentacle: Entangle on bonus.  
 Bite attack gains +1d6 Control

### SE:20 Grick



### SE:20 Griffon

Skills	SA	Stun Table		
Initiative	2	Stun Num.	11	2/-
Intimidate	4	2x	22	6/1
Magic Defense	1	3x	33	12/7
Melee Combat	6	4x	44	18/13
Moxie	4	Over x4	45+	20/15
Ranged Combat	2	<b>Armor/TAR</b>		
Ranged Defense	4	Natural/0		
Stamina	4	<b>Weapons/SA/Glance</b>		
Stealth	0	Unarmed/6c/1d6+4		
Stun	6	Bite/5p/1d6+4		
Perception	5	Claw/6s5p/2d6+4		

#### Special Abilities/Notes

Large: -2 Luck, 4m, 400kg  
 Keen Sight: +1d6 Control

### SE:20 Griffon



### SE:20 Guard

Skills	SA	Stun Table		
Initiative	1	Stun Num.	6	2/-
Intimidate	1	2x	12	6/1
Magic Defense	0	3x	18	12/7
Melee Combat	3	4x	24	18/13
Moxie	1	Over x4	25+	20/15
Ranged Combat	3	<b>Armor/TAR</b>		
Ranged Defense	3	Chain Shirt & Shield/5		
Stamina	0	<b>Weapons/SA/Glance</b>		
Stealth	1	Unarmed/3c/1d6+1t		
Stun	1	Spear/3s2p/3d6+2 MER 1z		
Perception	2	Shield/3c/1d6+3		

#### Special Abilities/Notes

Medium: 1-2m, 90kg

### SE:20 Guard





## SE:20 Encounter Cards

### SE:20 Harpy

Skills	SA	Stun Table			
Initiative	1	Stun Num.	9	2/-	
Intimidate	1	2x	18	6/1	
Magic Defense	1	3x	27	12/7	
Melee Combat	3	4x	36	18/13	
Moxie	4	Over x4	37+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/0			
Stamina	1	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/3c/1d6+1			
Stun	4	Claw/3s2p/1d6+1			
Perception	0	Club/3c/1d6+1			

#### Special Abilities/Notes

Medium: 1-2m, 50kg  
Luring Song: 10z Range, T# 11 or Sprint towards Harpy. Reroll each turn or Stun Check. Success: Immune for 1 day.

### SE:20 Harpy



### SE:20 Hell Hound

Skills	SA	Stun Table			
Initiative	1	Stun Num.	11	2/-	
Intimidate	3	2x	22	6/1	
Magic Defense	0	3x	33	12/7	
Melee Combat	5	4x	44	18/13	
Moxie	4	Over x4	45+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/6			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/5c/1d6+3			
Stun	5	Claw & Bite*/5s4p/1d6+3			
Perception	5	*2d6 Fire Damage			
		Fire Breath/3/MER 1z			

#### Special Abilities/Notes

Medium: 1-2m, 50kg  
Darkvision, Keen Hearing & Smell: +1d6 Control  
Immune: Fire  
Fire Breath (Recharge 5-6): 2 Targets in 1z, 6d6 Glance

### SE:20 Hell Hound



### SE:20 Hippogriff

Skills	SA	Stun Table			
Initiative	1	Stun Num.	7	2/-	
Intimidate	3	2x	14	6/1	
Magic Defense	0	3x	21	12/7	
Melee Combat	5	4x	28	18/13	
Moxie	2	Over x4	29+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	3	Natural/0			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/5c/1d6+2			
Stun	2	Bite*/4p/2d6+2			
Perception	5	Claw/5s4p/2d6+2			

#### Special Abilities/Notes

Large: -2 Luck, 4m, 400kg  
Keen Sight: +1d6 Control

### SE:20 Hippogriff



### SE:20 Homunculus

Skills	SA	Stun Table			
Initiative	2	Stun Num.	5	2/-	
Intimidate	-1	2x	10	6/1	
Magic Defense	0	3x	15	12/7	
Melee Combat	4	4x	20	18/13	
Moxie	2	Over x4	21+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/1			
Stamina	-2	<b>Weapons/SA/Glance</b>			
Stealth	6	Unarmed/4c/1d6-2i			
Stun	0	Bite*/3p/1d6-2t			
		*Poison: T# 10 or Unconscious 1 min.			

#### Special Abilities/Notes

Tiny: +4 Luck, 40cm, 1 kg  
Darkvision  
Immune: Poison, Mental Magic  
Telepathic Bond: Communicate with creator

### SE:20 Homunculus



## SE:20 Encounter Cards

**SE:20 Kobold**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	6	2/-	
Intimidate	-1	2x	12	6/1	
Magic Defense	-1	3x	18	12/7	
Melee Combat	4	4x	24	18/13	
Moxie	1	Over x4	25+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/0			
Stamina	-1	<b>Weapons/SA/Glance</b>			
Stealth	4	Unarmed/4c/1d6-lt			
Stun	1	Dagger/4s3p/2d6			
Perception	-1	Sling/4c/1d6 MER 4z			

**Special Abilities/Notes**

Small: +2 Luck  
Darkvision  
Sunlight Sensitivity

**SE:20 Kobold**



Init.	Magic	Size T#	Melee	Ranged
2	9	12	16	16
Agility	Physique	Focus	Guile	
2	-1	-1	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z	16/24	80	4	-1

**SE:20 Manticore**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	13	2/-	
Intimidate	3	2x	26	6/1	
Magic Defense	0	3x	39	12/7	
Melee Combat	5	4x	52	18/13	
Moxie	4	Over x4	53+	20/15	
Ranged Combat	5	<b>Armor/TAR</b>			
Ranged Defense	5	Natural/4			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/5c/1d6+3			
Stun	7	Claw & Bite/5s4p/2d6+3			
Perception	1	Tail Spike/4p/2d6+3 MER 2z			

**Special Abilities/Notes**

Large: -2 Luck  
Darkvision

**SE:20 Manticore**



Init.	Magic	Size T#	Melee	Ranged
3	10	8	13	13
Agility	Physique	Focus	Guile	
3	3	-2	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z/5f	32/48	160	8	+3


**SE:20 Nothic**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	10	2/-	
Intimidate	3	2x	20	6/1	
Magic Defense	1	3x	30	12/7	
Melee Combat	4	4x	40	18/13	
Moxie	3	Over x4	41+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/2			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	5	Unarmed/4c/1d6+3t			
Stun	5	Claw & Bite/4s3p/1d6+3			
BS Meter	4				
Perception	2				

**Special Abilities/Notes**

Medium: 1-2m  
Truesight, Keen Sight: +1d6  
Control  
Rotting Gaze: MER 1z, Stamina T# 12 or 3d6 Damage  
Weird Insight: BS Meter vs. Magic Defense to learn fact/secret.

**SE:20 Nothic**



Init.	Magic	Size T#	Melee	Ranged
3	11	10	14	14
Agility	Physique	Focus	Guile	
3	3	1	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	32/48	160	8	+3

**SE:20 Dtyugh**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	16	2/-	
Intimidate	4	2x	32	6/1	
Magic Defense	1	3x	48	12/7	
Melee Combat	6	4x	64	18/13	
Moxie	6	Over x4	65+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural/4			
Stamina	7	<b>Weapons/SA/Glance</b>			
Stealth	0	Unarmed/6c/1d6+4			
Stun	11	Bite*/5p/3d6+4			
Perception	1	Tentacle**/6cp/3d6+4			

**Special Abilities/Notes**

Large: -2 Luck, 4m, 500kg  
Dark Vision  
\*Disease: T# 15 or 2d6 Damage, Speed 1hr, Dur 1d  
\*\*Bonus: Entangle

**SE:20 Dtyugh**



Init.	Magic	Size T#	Melee	Ranged
0	11	8	14	10
Agility	Physique	Focus	Guile	
0	4	-2	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	36/54	180	12	+4



## SE:20 Encounter Cards

**SE:20 Owlbear**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	11	2/-	
Intimidate	5	2x	22	6/1	
Magic Defense	1	3x	33	12/7	
Melee Combat	7	4x	44	18/13	
Moxie	3	Over x4	45+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	4	Natural/2			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/7c/1d6+4			
Stun	6	Claw & Bite/7s6p/2d6+4			
Perception	3				

**Special Abilities/Notes**

Large: -2 Luck, 4m, 400kg  
Dark Vision  
Keen Sight & Smell: +1d6  
Control

**SE:20 Owlbear**



Init.	Magic	Size T#	Melee	Ranged
1	11	8	15	12
Agility	Physique	Focus	Guile	
1	4	-4	0	
Move	Criticals	Max Dmg	Endur.	Glance
4z	36/54	180	9	+4

**SE:20 Pegasus**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	11	2/-	
Intimidate	4	2x	22	6/1	
Magic Defense	4	3x	33	12/7	
Melee Combat	6	4x	44	18/13	
Moxie	4	Over x4	45+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	4	Natural/0			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	0	Unarmed/6c/1d6+4			
Stun	6	Kick/6c/2d6+4			
Perception	6				

**Special Abilities/Notes**

Large: -2 Luck, 4m, 400kg

**SE:20 Pegasus**



Init.	Magic	Size T#	Melee	Ranged
2	14	8	14	12
Agility	Physique	Focus	Guile	
2	4	0	2	
Move	Criticals	Max Dmg	Endur.	Glance
6z/9f	36/54	180	9	+4

**SE:20 Diseased Rat**

Skills	SA	Stun Table			
Initiative	+2	Stun Num.	1	2/-	
Intimidate	-2	2x	2	6/1	
Magic Defense	-2	3x	3	12/7	
Melee Combat	-4	4x	4	18/13	
Moxie	-2	Over x4	5+	20/15	
Ranged Combat	+2	<b>Armor/TAR</b>			
Ranged Defense	+2	Natural Hide/0			
Stamina	-4	<b>Weapons/SA/Glance</b>			
Stealth	+8	Unarmed/-4c/1d6-4i			
Stun	-4	Bite/-5p/1d6-4t			
Perception	-2				

**Special Abilities/Notes**

Lowlight Vision  
Diminutive: +6 Stealth/  
Luck, 20cm, 0.5 kg

Disease: Contact, T# 10,  
1 day/1 week  
Fail: 2d6 Damage  
Fail5: -1 Physique  
Fail10: -2 Physique

**SE:20 Diseased Rat**



Init.	Magic	Size T#	Melee	Ranged
2	8	16	18	18
Agility	Physique	Focus	Guile	
2	-4	-2	-2	
Move	Criticals	Max Dmg	Endur.	Glance
1z	4/6	20	1	-4

**SE:20 Remorhaz, Adult**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	25	2/-	
Intimidate	7	2x	50	6/1	
Magic Defense	0	3x	75	12/7	
Melee Combat	11	4x	100	18/13	
Moxie	9	Over x4	101+	20/15	
Ranged Combat	5	<b>Armor/TAR</b>			
Ranged Defense	5	Natural/5			
Stamina	6	<b>Weapons/SA/Glance</b>			
Stealth	-3	Unarmed/6c/2d6+6*			
Stun	20	Bite/5p/10d6+6*			
Perception	0				

**Special Abilities/Notes**

Huge: -4 Luck, 7m, 900kg  
Dark Vision, Tremorsense  
Immune: Cold, Fire  
Swallow: Medium, 6d6 Acid  
Damage

Heated Body: 3d6 Glance to  
any attacker using Melee  
Combat or hit by a bite or  
unarmed attack

**SE:20 Remorhaz, Adult**



Init.	Magic	Size T#	Melee	Ranged
1	10	6	17	11
Agility	Physique	Focus	Guile	
1	6	-3	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z/2b	44/66	220	11	+6



## SE:20 Encounter Cards

### SE:20 Remorhaz, Young

Skills	SA	Stun Table			
Initiative	1	Stun Num.	14	2/-	
Intimidate	4	2x	28	6/1	
Magic Defense	0	3x	42	12/7	
Melee Combat	6	4x	56	18/13	
Moxie	6	Over x4	57+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural/5			
Stamina	6	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/6c/1d6+4*			
Stun	9	Bite/5p/4d6+4*			
Perception	0				

#### Special Abilities/Notes

Large: -2 Luck, 3.5m, 300kg  
Dark Vision, Tremorsense  
Immune: Cold, Fire

Heated Body: 2d6 Glance to any attacker using Melee Combat or hit by a bite or unarmed attack

### SE:20 Remorhaz, Young



### SE:20 Roper

Skills	SA	Stun Table			
Initiative	-1	Stun Num.	14	2/-	
Intimidate	4	2x	28	6/1	
Magic Defense	3	3x	42	12/7	
Melee Combat	7	4x	56	18/13	
Moxie	6	Over x4	57+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural/10			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/7c/1d6+4			
Stun	9	Bite/7p/6d6+4			
Perception	6	Tendrils/7/MER 1z, Entangle			

#### Special Abilities/Notes

Large: -2 Luck, 4m, 400kg  
Dark Vision, Spider Climb  
False Appearance: Stalagmite

Tendrils (6): TAR 10, Max Damage 10. Damage to tendrils does not affect Roper.

### SE:20 Roper



### SE:20 Rust Monster

Skills	SA	Stun Table			
Initiative	1	Stun Num.	8	2/-	
Intimidate	1	2x	16	6/1	
Magic Defense	1	3x	24	12/7	
Melee Combat	3	4x	32	18/13	
Moxie	3	Over x4	33+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/3			
Stamina	1	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/3c/1d6+1t			
Stun	3	Bite/2p/1d6+1			
Perception	1				

#### Special Abilities/Notes

Medium: 1-2m, 50kg  
Darkvision  
Iron Scent: +1d6 Control

Rust Metal: Touch corrodes nonmagic metal causing 1 DUR damage.

### SE:20 Rust Monster



### SE:20 Shambling Mound

Skills	SA	Stun Table			
Initiative	-1	Stun Num.	19	2/-	
Intimidate	4	2x	38	6/1	
Magic Defense	0	3x	57	12/7	
Melee Combat	7	4x	76	18/13	
Moxie	8	Over x4	77+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural/5			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	2	Unarmed/7c/1d6+4			
Stun	14	Slam/7c/3d6+4			
Perception	0				

#### Special Abilities/Notes

Large: -2 Luck, 3m, 300kg  
Blindsight  
Immune: Lighting, Blindness, Deafness  
Resist: Cold, Fire

Engulf: Medium, On bonus, entangle, blind, suffocation. 3d6+4 Glance/Round

### SE:20 Shambling Mound



## SE:20 Encounter Cards

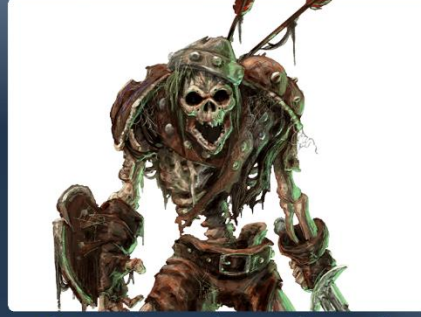
### SE:20 Skeleton

Skills	SA	Stun Table			
Initiative	2	Stun Num.	6	2/-	
Intimidate	1	2x	12	6/1	
Magic Defense	-2	3x	18	12/7	
Melee Combat	4	4x	24	18/13	
Moxie	1	Over x4	25+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Scrap Armor/1			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	2	Unarmed/4c/1d6+1t			
Stun	1	Small Sword/4s3p/2d6+2			
Perception	-1	Bow/3p/2d6+2			

#### Special Abilities/Notes

Medium: 1-2m, 25kg  
 Darkvision  
 Immune: Poison, Pierce  
 Vulnerable: Crushing  
 Undead

### SE:20 Skeleton



### SE:20 Stirge

Skills	SA	Stun Table			
Initiative	+3	Stun Num.	2	2/-	
Intimidate	-1	2x	4	6/1	
Magic Defense	-1	3x	6	12/7	
Melee Combat	-3	4x	8	18/13	
Moxie	-1	Over x4	9+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/0			
Stamina	0	<b>Weapons/SA/Glance</b>			
Stealth	+7	Unarmed/-3c/1d6-3i			
Stun	-3	Bite*/-4p/1d6-3t			
Perception	-1				

#### Special Abilities/Notes

Tiny: +4 Luck, 40cm, 1 kg  
 Darkvision  
 \*Blood Drain: If the bite causes damage, spend 1 CA to drain 1d6 blood until interrupted.

### SE:20 Stirge



### SE:20 Swarm of Bats

Skills	SA	Stun Table			
Initiative	2	Stun Num.	7	2/-	
Intimidate	-2	2x	14	6/1	
Magic Defense	-2	3x	21	12/7	
Melee Combat	4	4x	28	18/13	
Moxie	-2	Over x4	29+	20/15	
Ranged Combat	-2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural Hide/0			
Stamina	-2	<b>Weapons/SA/Glance</b>			
Stealth	2	Swarm Attack/4c/1d6-2t			
Stun	2				
Perception	1				

#### Special Abilities/Notes

Medium: 1-2m, 30kg  
 Blindsight, Keen Hearing:  
 +1d6 Control  
 Resist: C/S/P  
 Vulnerable: Sound  
 Immune: Mental, Fear,  
 Paralysis, Prone, Entangle

### SE:20 Swarm of Bats



### SE:20 Swarm of Insects

Skills	SA	Stun Table			
Initiative	1	Stun Num.	7	2/-	
Intimidate	-3	2x	14	6/1	
Magic Defense	-3	3x	21	12/7	
Melee Combat	3	4x	28	18/13	
Moxie	-3	Over x4	29+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	1	Natural Hide/0			
Stamina	-4	<b>Weapons/SA/Glance</b>			
Stealth	1	Swarm Attack/3c/2d6-4t*			
Stun	2	*Ignore Armor			
Perception	-2				

#### Special Abilities/Notes

Medium: 1-2m, 30kg  
 Blindsight, Spider Climb  
 Resist: C/S/P  
 Immune: Mental, Fear,  
 Paralysis, Prone, Entangle  
 Swarm

### SE:20 Swarm of Insects





## SE:20 Encounter Cards

**SE:20 Troglodyte**

Skills	SA	Stun Table			
Initiative	0	Stun Num.	7	2/-	
Intimidate	2	2x	14	6/1	
Magic Defense	0	3x	21	12/7	
Melee Combat	4	4x	28	18/13	
Moxie	1	Over x4	29+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	2	Natural Hide/1			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	2	Unarmed/4c/1d6+2t			
Stun	2	Claw & Bite/4s3p/1d6+2			
Perception	0	Small Sword/4s3p/2d6+3			
		Bow/1p/2d6+2			

**Special Abilities/Notes**

Medium: 1-2m, 80kg  
 Darkvision  
 Chameleon: +1d6 Control  
 Sunlight Sensitive: Wrecked

Stench: If in Melee combat, T# 12 or Wrecked.

**SE:20 Troglodyte**



Init.	Magic	Size T#	Melee	Ranged
0	0	10	14	12
Agility	Physique	Focus	Guile	
0	2	-2	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z	28/42	140	7	+2

**SE:20 Troll**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	13	2/-	
Intimidate	5	2x	26	6/1	
Magic Defense	-1	3x	39	12/7	
Melee Combat	7	4x	52	18/13	
Moxie	4	Over x4	53+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/4			
Stamina	5	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/7c/1d6+5			
Stun	8	Claw & Bite/7s6p/2d6+5			
Perception	1	Med Club/7c/4d6+8			

**Special Abilities/Notes**

Large: -2 Luck, 3.5m, 300kg  
 Darkvision, Keen Smell: +1d6 Control

Regeneration: Heal 10 Damage/round.

**SE:20 Troll**



Init.	Magic	Size T#	Melee	Ranged
1	-1	8	15	11
Agility	Physique	Focus	Guile	
1	5	-2	-1	
Move	Criticals	Max Dmg	Endur.	Glance
3z	40/60	200	10	+5

**SE:20 Vampire Spawn**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	12	2/-	
Intimidate	3	2x	24	6/1	
Magic Defense	3	3x	36	12/7	
Melee Combat	6	4x	48	18/13	
Moxie	6	Over x4	49+	20/15	
Ranged Combat	6	<b>Armor/TAR</b>			
Ranged Defense	6	Natural Armor/2			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	6	Unarmed/6c/1d6+3t			
Stun	8	Claw & Bite/6s5p/2d6+3			
Perception	3	Med Sword/6s5p/4d6+5			

**Special Abilities/Notes**

Medium: 1-2m, 80kg,  
 Darkvision, Undead  
 Resist: Necrotic, Nonmagic  
 Weapons  
 Regenerate 10/rnd

Combat Actions: 4  
 Sunlight/Running Water: 20  
 Damage/rnd  
 Charm: T# 17  
 Misty Escape if Incapacitated

**SE:20 Vampire Spawn**



Init.	Magic	Size T#	Melee	Ranged
3	13	10	16	16
Agility	Physique	Focus	Guile	
3	3	0	1	
Move	Criticals	Max Dmg	Endur.	Glance
3z	32/48	160	8	+3

**SE:20 Vampire**

Skills	SA	Stun Table			
Initiative	4	Stun Num.	19	2/-	
Intimidate	4	2x	38	6/1	
Magic Defense	9	3x	57	12/7	
Melee Combat	9	4x	76	18/13	
Moxie	9	Over x4	77+	20/15	
Ranged Combat	9	<b>Armor/TAR</b>			
Ranged Defense	9	Natural Armor/2			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	9	Unarmed/9c/1d6+4t			
Stun	14	Bite/8p/2d6+4			
Perception	7	Med Sword/9s8p/4d6+6			

**Special Abilities/Notes**

Medium: 1-2m, 80kg,  
 Darkvision, Undead  
 Resist: Necrotic, Nonmagic  
 Weapons  
 Regenerate 20/rnd

Combat Actions: 4  
 Sunlight/Running Water: 20  
 Damage/rnd  
 Charm: T# 17  
 Misty Escape if Incapacitated

**SE:20 Vampire**



Init.	Magic	Size T#	Melee	Ranged
4	19	10	19	19
Agility	Physique	Focus	Guile	
4	4	3	3	
Move	Criticals	Max Dmg	Endur.	Glance
3z	36/54	180	9	+4



## SE:20 Encounter Cards

**SE:20 Veteran**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	11	2/-	
Intimidate	3	2x	22	6/1	
Magic Defense	0	3x	33	12/7	
Melee Combat	5	4x	44	18/13	
Moxie	5	Over x4	45+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	5	Splint Armor/6			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	1	Unarmed/5c/1d6+3t			
Stun	6	Longsword/5s4p/3d6+5			
Acrobatics	5	Shortsword/5s4p/2d6+4			
Perception	2	Heavy Crossbow/3p/2d6+4			

**Special Abilities/Notes**  
Medium: 1-2m, 90kg

**SE:20 Veteran**



Init.	Magic	Size T#	Melee	Ranged
1	10	10	15	15
Agility	Physique	Focus	Guile	
1	3	0	0	
Move	Criticals	Max Dmg	Endur.	Glance
4z	32/48	160	8	+3

**SE:20 Dire Weasel**

Skills	SA	Stun Table			
Initiative	4	Stun Num.	10	2/-	
Intimidate	2	2x	20	6/1	
Magic Defense	1	3x	30	12/7	
Melee Combat	6	4x	40	18/13	
Moxie	1	Over x4	41+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	6	Natural Hide/2			
Stamina	2	<b>Weapons/SA/Glance</b>			
Stealth	8	Unarmed/6c/1d6+2t			
Stun	5	Bite/5p/1d6+2			
Perception	1				

**Special Abilities/Notes**  
Lowlight Vision, Basic Tail (+2 Balance), No Hands  
Bite: Uses bonus to entangle target

**SE:20 Dire Weasel**



Init.	Magic	Size T#	Melee	Ranged
4	11	10	16	16
Agility	Physique	Focus	Guile	
4	2	-4	1	
Move	Criticals	Max Dmg	Endur.	Glance
4z	28/42	140	7	+2

**SE:20 Giant Weasel**

Skills	SA	Stun Table			
Initiative	3	Stun Num.	6	2/-	
Intimidate	0	2x	12	6/1	
Magic Defense	-1	3x	18	12/7	
Melee Combat	5	4x	24	18/13	
Moxie	0	Over x4	25+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	6	Natural Hide/0			
Stamina	0	<b>Weapons/SA/Glance</b>			
Stealth	5	Unarmed/5c/1d6t			
Stun	1	Bite/4p/1d6			
Perception	3				

**Special Abilities/Notes**  
Lowlight Vision, Basic Tail (+2 Balance), No Hands  
Bite: Uses bonus to entangle target

**SE:20 Giant Weasel**



Init.	Magic	Size T#	Melee	Ranged
3	9	10	16	16
Agility	Physique	Focus	Guile	
3	0	-3	-1	
Move	Criticals	Max Dmg	Endur.	Glance
4z	20/30	100	5	+0

**SE:20 Wererat**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	8	2/-	
Intimidate	0	2x	16	6/1	
Magic Defense	0	3x	24	12/7	
Melee Combat	4	4x	32	18/13	
Moxie	3	Over x4	33+	20/15	
Ranged Combat	4	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/0			
Stamina	0	<b>Weapons/SA/Glance</b>			
Stealth	4	Unarmed/4c/1d6t			
Stun	3	Shortsword/4s3p/2d6+2			
Perception	2	Light Crossbow/4p/2d6			
		Bite/3p/1d6 *Lycanthropy			

**Special Abilities/Notes**  
Medium: 1-2m, 90kg  
Keen Smell: +1d6 Control  
Shapechange: Rat or Hybrid  
Rat: Darkvision, Bite  
Hybrid: Bite  
Lycanthropy: T# 11 or become a wererat  
Immune: Nonmagic Weapons unless silvered

**SE:20 Wererat**



Init.	Magic	Size T#	Melee	Ranged
2	10	10	12	12
Agility	Physique	Focus	Guile	
2	0	0	0	
Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

## SE:20 Encounter Cards

**SE:20 Dire Wolf**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	9	2/-	
Intimidate	3	2x	18	6/1	
Magic Defense	1	3x	27	12/7	
Melee Combat	5	4x	36	18/13	
Moxie	3	Over x4	37+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/2			
Stamina	3	<b>Weapons/SA/Glance</b>			
Stealth	4	Unarmed/5c/1d6+3			
Stun	4	Bite/5s4p/2d6+1			
Perception	3				

**Special Abilities/Notes**

Large: -2 Luck, 2-5m, 200kg  
Keen Hearing & Smell: +1d6  
Control

**SE:20 Dire Wolf**



Init.	Magic	Size T#	Melee	Ranged
2	11	8	13	12
Agility	Physique	Focus	Guile	
2	3	-4	0	
Move	Criticals	Max Dmg	Endur.	Glance
5z	32/48	160	8	+3

**SE:20 Wolf**

Skills	SA	Stun Table			
Initiative	2	Stun Num.	6	2/-	
Intimidate	1	2x	12	6/1	
Magic Defense	1	3x	18	12/7	
Melee Combat	4	4x	24	18/13	
Moxie	1	Over x4	25+	20/15	
Ranged Combat	2	<b>Armor/TAR</b>			
Ranged Defense	4	Natural Hide/1			
Stamina	1	<b>Weapons/SA/Glance</b>			
Stealth	4	Unarmed/4c/1d6+1t			
Stun	1	Bite*/5s4p/1d6+1			
Perception	3				

**Special Abilities/Notes**

Medium: 1-2m, 70kg  
Keen Hearing & Smell: +1d6  
Control on Perception

\*Entangle on bonus

**SE:20 Wolf**



Init.	Magic	Size T#	Melee	Ranged
1	11	10	14	14
Agility	Physique	Focus	Guile	
2	1	-4	0	
Move	Criticals	Max Dmg	Endur.	Glance
4z	24/36	120	6	+1

**SE:20 Worg**

Skills	SA	Stun Table			
Initiative	1	Stun Num.	8	2/-	
Intimidate	3	2x	16	6/1	
Magic Defense	0	3x	24	12/7	
Melee Combat	5	4x	32	18/13	
Moxie	2	Over x4	33+	20/15	
Ranged Combat	1	<b>Armor/TAR</b>			
Ranged Defense	3	Natural Hide/2			
Stamina	5	<b>Weapons/SA/Glance</b>			
Stealth	-1	Unarmed/5c/1d6+3			
Stun	3	Claw & Bite/5s4p/2d6+3			
Perception	4				

**Special Abilities/Notes**

Large: -2 Luck, 3m, 300kg  
Darkvision, Keen Hearing & Smell: +1d6  
Control on Perception

**SE:20 Worg**



Init.	Magic	Size T#	Melee	Ranged
1	10	8	13	11
Agility	Physique	Focus	Guile	
1	3	-2	0	
Move	Criticals	Max Dmg	Endur.	Glance
6z	32/48	160	8	+3

**SE:20 Wyvern**

Skills	SA	Stun Table			
Initiative	0	Stun Num.	16	2/-	
Intimidate	4	2x	32	6/1	
Magic Defense	1	3x	48	12/7	
Melee Combat	7	4x	64	18/13	
Moxie	7	Over x4	65+	20/15	
Ranged Combat	3	<b>Armor/TAR</b>			
Ranged Defense	3	Natural/3			
Stamina	4	<b>Weapons/SA/Glance</b>			
Stealth	0	Unarmed/7c/1d6+4			
Stun	11	Claw & Bite/7s6p/3d6+4			
Perception	4	*Poison: T# 15 or 7d6 Dmg			

**Special Abilities/Notes**

Large: -2 Luck  
Darkvision

**SE:20 Wyvern**



Init.	Magic	Size T#	Melee	Ranged
0	11	8	15	11
Agility	Physique	Focus	Guile	
0	4	-3	0	
Move	Criticals	Max Dmg	Endur.	Glance
2z/8f	36/54	180	9	+4



## SE:20 Encounter Cards

**SE:20 Xorn**

Skills	SA	Stun Table		
Initiative	0	Stun Num.	12	2/-
Intimidate	6	2x	24	6/1
Magic Defense	0	3x	36	12/7
Melee Combat	6	4x	48	18/13
Moxie	4	Over x4	49+	20/15
Ranged Combat	3	<b>Armor/TAR</b>		
Ranged Defense	3	Natural Hide/9		
Stamina	6	<b>Weapons/SA/Glance</b>		
Stealth	3	Unarmed/6c/1d6+4t		
Stun	7	Claw/6s5p/1d6+4		
Perception	6	Bite/6p/3d6+4		

**Special Abilities/Notes**

Medium: 1-2m, 50-150kg	Resist: Non-magic S/P Weapons
Darkvision, Tremorsense	
Camouflage: Stone +1d6	
Control	

**SE:20 Xorn**



Init.	Magic	Size T#	Melee	Ranged
0	10	10	16	13
Agility	Physique	Focus	Guile	
0	4	0	0	
Move	Criticals	Max Dmg	Endur.	Glance
2z/2b	36/54	180	9	+4

**SE:20 Kobold Zombie**

Skills	SA	Stun Table		
Initiative	2	Stun Num.	3	2/-
Intimidate	2	2x	6	6/1
Magic Defense	5	3x	9	12/7
Melee Combat	2	4x	12	18/13
Moxie	0	Over x4	13+	20/15
Ranged Combat	2	<b>Armor/TAR</b>		
Ranged Defense	2	Natural Hide/0		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	4	Unarmed/-2c/1d6-2t		
Stun	0	Knife/-2s-3p/2d6-1		

**Special Abilities/Notes**

Small: +2 Luck	Necrotic Stench: Inhaled, T# 10, Instant, 1 Round.
Dark Vision, Basic Tail (+2 Balance), Fearless, Horrific:	Fail: Wrecked, Nausea
Morale check, Lifeless, Undead	Fail 5+: 1d6t
	Fail 10+: 1d6t, Stunned

**SE:20 Kobold Zombie**



Init.	Magic	Size T#	Melee	Ranged
2	5	12	14	14
Agility	Physique	Focus	Guile	
2	-2	-5	-5	
Move	Criticals	Max Dmg	Endur.	Glance
2z	4/6	20	3	-2

**SE:20 Zombie**

Skills	SA	Stun Table		
Initiative	-2	Stun Num.	7	2/-
Intimidate	2	2x	14	6/1
Magic Defense	0	3x	21	12/7
Melee Combat	3	4x	28	18/13
Moxie	2	Over x4	29+	20/15
Ranged Combat	0	<b>Armor/TAR</b>		
Ranged Defense	1	Natural Hide/0		
Stamina	2	<b>Weapons/SA/Glance</b>		
Stealth	-2	Unarmed/3c/1d6+2t		
Stun	2	Club/3c/1d6+3		
Perception	-2			

**Special Abilities/Notes**

Medium: 1-2m, 50kg	Undead Fortitude: If incapacitated, Stamina T# 15 to recover.
Darkvision, Undead	
Immune: Poison	

**SE:20 Zombie**



Init.	Magic	Size T#	Melee	Ranged
-2	10	10	13	11
Agility	Physique	Focus	Guile	
-2	2	-4	-2	
Move	Criticals	Max Dmg	Endur.	Glance
2z	28/42	140	7	+2