



FALLEN ENCHANTRESS

MONSTER MANUAL



BEASTS.....06

ALBINO ROCK SPIDER.....	06
BEAR.....	07
BEAR CUB.....	08
BLACK WIDOW.....	09
CAVE BEAR.....	10
COASTAL SKATH.....	11
CORPSE SPIDER.....	12
DOG.....	13
EBBENWOLF.....	14
FAMILIAR.....	15
GATHERER SPIDER.....	16
GIANT ALBINO ROCK SPIDER.....	17
GIANT RAVENOUS HARRIDAN.....	18
GIANT ROCK SPIDER.....	19
GREAT WOLF.....	20
HOARDER SPIDER.....	21
ICE WARG.....	22
MIRE SKATH.....	23
NAJA.....	24
OPHIDIAN.....	25
PLAGUESTALKER.....	26
RAVENOUS HARRIDAN.....	27
ROCK SPIDER.....	28
ROCK SPIDERLING.....	29
SHADOW WARG.....	30
SILT SKATH.....	31
STALKER.....	32
SWARM SPIDER.....	33
THE SPIDER QUEEN.....	34
TIMBER WARG.....	35
UMBERDROTH.....	36
WOLF.....	37

CONSTRUCTS.....38

GUARDIAN IDOL.....	38
GUARDIAN STATUE.....	39

OBSIDIAN GOLEM.....	40
SAND GOLEM.....	41
SCRAP GOLEM.....	42
STONE GOLEM.....	43

DRAGONS.....44

ASHWAKE DRAGON.....	44
CLAMBERCOIL DRAGON.....	45
DRAKE.....	46
FELL DRAGON.....	47
FOREST DRAKE.....	48
PACK DRAKE.....	49
RIVER SLAG.....	50
SAROG.....	51
SLAG.....	52
STORM DRAGON.....	52

ELEMENTALS.....54

ABEIX, WHO DWELLS BENEATH.....	54
AIR ELEMENTAL.....	55
AIR SHRILL.....	56
ASSASSIN DEMON.....	57
BURNING WRAITH.....	58
Crag Spawn.....	59
CROW DEMON.....	60
CYNDRUM DEMON.....	61
DEATH DEMON.....	62
DELIN, THE PYRE OF MAN.....	63
EARTH ELEMENTAL.....	64
EARTH SHRILL.....	65
FIRE ELEMENTAL.....	66
FIRE SHRILL.....	67
GRAVE ELEMENTAL.....	68
ICE ELEMENTAL.....	69
IGNYS.....	70
IMP.....	71
IMP OF THE TITAN.....	72

LURK	73
MIRROR ELEMENTAL	74
MORIAN, THE RUIN OF SUMMER	75
SHRILL LORD	76
TORAX, WHO GRINDS MOUNTAINS TO DUST	77
VETRAR, GUARDIAN OF THE WORLD'S END	78
WATER SHRILL	79
 MEN	 80
BANDIT	80
BANDIT ARCHER	81
BANDIT CAPTAIN	82
SYNDICATE ASSASSIN	83
SYNDICATE ENFORCER	84
TITAN	85
 TWISTED	 86
AMHAH	86
BANISHED OGRE	87
BAX	88
BONE OGRE	89
BONE OGRE LORD	90
BUTCHERMAN	91
DARK WIZARD	92
DARKLING	93
DARKLING LURKER	94
DARKLING RIDER	95
ESCAPED JUGGERNAUT	96
FORSAKEN MARTYR	97
GARROTE	98
HAUNTER	99
HECATOMB	100
KRIGOTH	101
MAGICIAN	102
MITES	103
OGRE	104

RAVAGER	105
RITUALIST	106
STINGING GUARD	107
TROLL	108
TROLL SHAMAN	109
TROLL WARRIOR	110
WILDING	111
WILDING ARCHER	112
WILDING RIDER	113
WILDING SHAMAN	114
WILDING WARRIOR	115
YOUNG OGRE	116



ALBINO ROCK SPIDER



LEVEL 6

Abilities

Spit Acid III

Tough

There are some who say these monsters - rare, unnaturally ferocious - were made by the Titan Curgen on his arrival to this world. Others believe they evolved naturally, within the depths of the great caverns dug by the dragon broods of old, and that their pale skin comes from being born in darkness, far from the sight of man. The truth may never be known.

What is fact: these creatures are protected by plates larger and thicker than those of normal Rock Spiders, which makes it easier to extract usable material from them.

BEAR



LEVEL 3

Abilities

Maul

Tough

Normally reclusive and mild-tempered, bears are territorial creatures, and relentless when disturbed. Despite their nature, their sheer size and strength make them deadly.

Recall the story of Samman the Gentle Bear, in Erwynn's Tales, and how he pursued the Bandit Boy of Amin Fer all across the plains of Engar to retrieve the berries the boy had stolen from him. The wise traveler learns to avoid the forest and hillsides these creatures call home.

BEAR CUB



LEVEL 2

Abilities

Endurance I

Inaccurate

Maul

Normally reclusive and mild-tempered, bears are territorial creatures, and relentless when disturbed. Despite their nature, their sheer size and strength make them deadly.

Recall the story of Samman the Gentle Bear, in Erwynn's Tales, and how he pursued the Bandit Boy of Amin Fer all across the plains of Engar to retrieve the berries the boy had stolen from him. The wise traveler learns to avoid the forest and hillsides these creatures call home.

BLACK WIDOW



LEVEL 3

Abilities

Beguile

Tangled Web

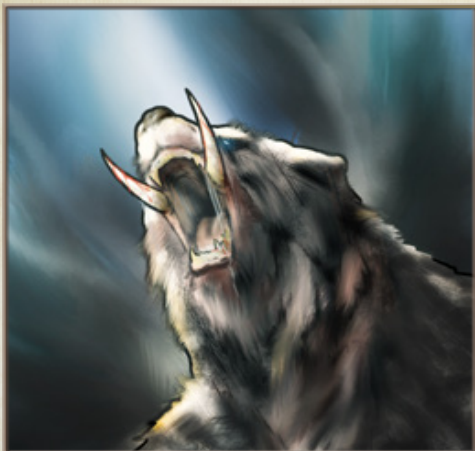
Tough

Venomous I

Black Widows are the most common of the Great Spiders and are often found in forests and ruins. These creatures paralyze their prey and drain them of their blood before discarding the remains amongst their drones.

Adventurers foolish enough to pursue the Black Widow are sometimes rewarded with their highly valued silk, but more often with death.

CAVE BEAR



LEVEL 4

Abilities

- Large
- Maul
- Resist Cold

Native to the high mountain reaches, the cave bear is one of the largest - and deadliest - creatures in all the world. Some believe these animals evolved naturally; others believe that they were bred by Morrigan in the depths of N'it'Vaganesh. Despite (or perhaps because of) their size, there are numerous recorded instances of these bears being trapped when young and subsequently raised as servants. They are quite trainable, albeit very destructive.

COASTAL SKATH



LEVEL 5

Abilities

- Counterattack
- Deadly Bite
- Tough
- Vulnerable To Fire

The Coastal Skath is the largest and most intelligent of the Skath species. Coastal Skaths take advantage of the easy meals provided by the nets of careless fisherman. Many fishing vessels have been overturned by these beasts, who never pass at the chance to dine on the floundering crew.

Skath Fins are rare indeed and can be sold to merchants for a hefty amount of gildar.

CORPSE SPIDER



LEVEL 5

Abilities

- ⚔ Counterattack
- 🕸 Tangled Web
- 👊 Tough
- ☠ Venomous III

These are smaller and quicker than the typical Poison Spider, but their venom is just as potent. They are called 'Corpse Spiders' because they feed on the dead and rotting flesh of their victims.

Corpse Spiders hold more individual Venom Glands than Poison Spiders, which makes them a favored target for adventurers seeking such glands for alchemical purposes or sale.

DOG



LEVEL 1

Abilities

- ⚔ Counterattack
- 🐾 Endurance I

These are the domesticated cousins of those wolves that haunt the wild north. First tamed by the tribes of the Nimer, these animals are loyal to a fault, and quite dangerous to anyone who threatens their master.

EBBENWOLF



LEVEL 2

Abilities

- ⚔ Counterattack
- 🐾 Deadly Bite
- 🌀 Endurance I

Ebben Wolves are lighter of pelt than their brethren, and somewhat larger. It is said they are solitary creatures, who prefer to hunt alone rather than as part of a pack.

The pelt of the Ebben Wolf is highly valued; one in good condition will fetch a fair price from any merchant.

FAMILIAR



LEVEL 1

Abilities

- ⚔ Counterattack
- 🌀 Sovereign Bond

A Familiar is a portion of a channeler's magic given form and life. Some channelers use them as messengers, others as spies. Do not mistake them for mere summons, the channelers power can reach out through them as easily as his voice or sight.

GATHERER SPIDER



LEVEL 2

Abilities

Frail

These are drones, devoted to the care, protection, and well-being of a Hoarder Spider Queen. They prowl the land near the lair, searching for victims to bring back to their mistress. Easily dispatched on their own, these spiders can be deadly in groups.

Their silk is quite valuable; most merchants will pay a high price for it.

GIANT ALBINO ROCK SPIDER



LEVEL 12

Abilities

Large

Spit Acid III

There are some who say these monsters - rare, unnaturally ferocious - were made by the Titan Curgen on his arrival to this world. Others believe they evolved naturally, within the depths of the great caverns dug by the dragon broods of old, and that their pale skin comes from being born in darkness, far from the sight of man. The truth may never be known.

What is fact: these creatures are protected by plates larger and thicker than those of normal Rock Spiders, which makes it easier to extract usable material from them.

GIANT RAVENOUS HARRIDAN



LEVEL 18

Abilities

- Large
- Tangled Web
- Venomous III

These eight-legged monstrosities, spiders twisted and mutated by fell magic, have been known to not just consume but seek out the flesh of men. They paralyze their prey and drain them of their blood before discarding the remains amongst their drones.

Adventurers foolish enough to pursue the Harridan (sometimes called the Giant Black Widow) in the hopes of harvesting some of its highly valued silk are usually rewarded with death.

GIANT ROCK SPIDER



LEVEL 8

Abilities

- Large
- Spit Acid II

There are some who say these monsters - the largest, most powerful of the Great Spiders - were fashioned by Curgen long ago, in his first days upon the world of Elemental. They have a powerful bite and their thick carapace is almost impenetrable to any but the mightiest of blades. They are often found near ore deposits, which they tend to use as nurseries for their young.

The armored plates of these spiders are highly valued; more than one adventurer has made a small fortune trading them.

GREAT WOLF



LEVEL 5

Abilities

- ⚔ Counterattack
- 🌪 Endurance I
- 🐾 Howl

These are the eldest and most powerful of their kind - those who lead the pack. Larger in size, more cunning, more intelligent, and by some accounts, far more aggressive, their pelts are rare indeed and highly prized by traders.

HOARDER SPIDER



LEVEL 10

Abilities

- 🌀 Daze
- 🌪 Large
- 🔥 Uncontrolled Rage

Reclusive, defensive, brutally powerful, this monster is extremely territorial and violently aggressive. Hoarder Spiders are drawn to objects possessed of great arcane power; they often make their lairs near such relics to protect them.

Find a Hoarder Queen's nest, and you will almost certainly have found such an artifact as well... one that can fetch a fine price on the market.

ICE WARG



LEVEL 3

Abilities

- ⚔ Counterattack
- 🌊 Endurance I
- ❄ Resist Cold
- 🔥 Vulnerable To Fire

Wargs are fell creatures, wolves mutated by dark magics thousands of years ago. They are stronger and more cunning than their non-magical counterparts. They prefer to hunt alone, and will fight over territory rather than ally themselves with their brethren.

The Ice Warg is characterized by its whitish-gray pelt and affinity for cold regions.

MIRE SKATH



LEVEL 3

Abilities

- ⚔ Counterattack
- 🦷 Deadly Bite
- 🌊 Tough
- 🔥 Vulnerable To Fire

Skaths are aggressive, amphibious creatures that thrive in damp environments. They rarely stray far from bodies of water, which serve as both a reliable food source and a hatchery for their young.

The Mire Skath is the smallest of the breed; yet it is dangerous still. Recall the fate of Grandmother Chun, who (as is told in the Fables of Ang Wakat), sought to enslave the Skath of Amuga to harvest her husband's rice paddies.

Skath Fins are rare indeed and can be sold to merchants for a hefty amount of gildar.

NAJA



LEVEL 5

Abilities

- Dodge III
- Endurance I
- Immune To Counterattack
- Venomous II

No serpent hates men as much as these, for the Naja were bred within N'it'Vaganesh as living weapons. They can grow to three times a man's length, with fangs as long and sharp as short swords. Yet it is the Naja's venom that is its most deadly weapon. The poison is so toxic that even a glancing strike causes near-instant necrosis, killing all flesh around the bite radius; if even a single drop enters the bloodstream, fatality follows.

OPHIDIAN



LEVEL 6

Abilities

- Deadly Bite
- Dodge II
- Immune To Counterattack
- Immune To Magic
- Tough

Sages say the Ophidian were once great pythons, related to the bonefield morelia, but they were changed after generations of nesting near crystal deposits. Those crystals became embedded in their scales. The Ophidian are now over twice as long as their ancestors, and immune to spells. Their bite causes a feeling of numbness and euphoria in the victim; a sensation that helps numb the horror of being swallowed whole.

Those brave enough to capture or kill Ophidian can make a great deal of money selling their scales to enchanters and their venom to those of less repute.

PLAGUESTALKER



LEVEL 5

Abilities

- 🔥 Charge
- ⚔️ Counterattack
- 🏃 Dodge II
- 🛡️ Immune To Counterattack
- 👊 Tough
- ☠️ Venomous I

Plaguestalkers are a variety of the great cats known as stalkers, whose bite carries a virulent disease that can weaken and sometimes kill their prey. Some claim this plague was given to them deliberately by Morrigan the Mad, who sought to create a way to spread disease and death among his enemies.

RAVENOUS HARRIDAN



LEVEL 6

Abilities

- 🌐 Large
- 🕸️ Tangled Web
- ☠️ Venomous II

These eight-legged monstrosities, spiders twisted and mutated by fell magic, have been known to not just consume, but seek out the flesh of men. They paralyze their prey and drain them of their blood before discarding the remains amongst their drones.


Adventurers foolish enough to pursue the Harridan (sometimes called the Giant Black Widow) in the hopes of harvesting some of its highly valued silk are usually rewarded with death.

ROCK SPIDER



LEVEL 4

Abilities

 Spit Acid I

 Tough

It is said by some that these monsters were fashioned by Curgen on his arrival to this world, and that they are the 'Hordes of the Titan' mentioned in the Annals of Az-Bach-Nara. They alone among the creatures of Elemental have thrived since the Cataclysm, expanding their territory from the most desolate of mountains to all of the world's wastelands. They are extremely territorial creatures, who protect their nesting and hunting grounds with horrifying efficiency.

The armored plates of the Rock Spider have a great many uses, and can often be traded for gildar or other objects of value.

ROCK SPIDER DRONE



LEVEL 1

Abilities

 Frail

These are the immature males of the Rock Spider; they are quicker than their mature counterparts, though their mandibles are not fully developed (and thus, not as deadly). These creatures tend to travel in huge, aggressive packs, and are known to ambush unwary travelers. A caution: the carapace of the Spiderling is not fully developed. Any seeking the armored plates of these spiders for use in trade is advised to look elsewhere.

SHADOW WARG



LEVEL 5

Abilities

⚔️ Counterattack

👊 Tough

Wargs are fell creatures, wolves mutated by dark magics thousands of years ago. They are stronger and more cunning than their non-magical counterparts. They prefer to hunt alone, and will fight over territory rather than ally themselves with their brethren.

The Shadow Warg is the largest and most powerful of the breed; it is often domesticated by the many subspecies of Fallen - Urxen, Quendar, etc. - and used as a mount in combat.

SILT SKATH



LEVEL 5

Abilities

⚔️ Counterattack

🦷 Deadly Bite

👊 Tough

🔥 Vulnerable To Fire

The Silt Skath is found exclusively in and around river deltas. It tends to partially bury itself in the mud of the riverbed, waiting patiently for spawning ocean fish to enter the river from the sea.






Skath Fins are rare indeed and can be sold to merchants for a hefty amount of gildar.

STALKER



LEVEL 3

Abilities

-  Charge
-  Counterattack
-  Dodge II
-  Immune To Counterattack
-  Tough

These great cats are solitary hunters, with an uncanny ability to target the weakest member within any group - be it wolf pack, trading caravan, or fighting army - and make a quick kill of them. Recall Erwynn's tale of the Princess's Pet, and the fate of Duke Prandir, who was chased across the deserts of Lombard to his death.

SWARM SPIDER



LEVEL 3

Abilities

-  Frail
-  Venomous I




These are small, quick, and dangerous creatures that stalk in groups. They communicate with an unnatural quickness which many believe was bred into them by the Titans thousands of years ago. Their digestive systems are equally quick and efficient; they tend to leave little trace of their prey, save for gildar or metal items they may excrete.

THE SPIDER QUEEN



LEVEL 12

Abilities

-  Large
-  Spit Acid III
-  Venomous III



The Queen of the spiders has a name known only to their own kind. The world of Elemental is theirs, by right. Long they waited for the beings of the world to ruin themselves and upon doing so the spiders took the world by storm. Now, they mean to keep it.

TIMBER WARG



LEVEL 3

Abilities

-  Counterattack
-  Endurance I

Wargs are fell creatures, wolves mutated by dark magics thousands of years ago. They are stronger and more cunning than their non-magical counterparts. They prefer to hunt alone, and will fight over territory rather than ally themselves with their brethren.

Timber wargs are the most common of the breed, though their pelts are rare enough that they can still be sold to merchants for a fair amount of gildar.

UMBERDROTH



LEVEL 9

Abilities

-  Bash
-  Charge
-  Dodge I
-  Large
-  Overpower
-  Spell Resistance

These were bred by the Lady Umber, in the time before this one, for use in those battles now known as the Umbran Wars. Some of these monsters survived the Cataclysm, and have now been captured and tamed by the great channelers of the East.


Umberdroth plates are highly valued by merchants and can be exchanged for a good amount of gildar.

WOLF



LEVEL 1

Abilities

-  Counterattack

In Erwynn's Tales, wolves are often found as companions of men. As far back as the Age of the Magi, there are stories of wolf packs accompanying the great armies of men to war. Now though, in the aftermath of the cataclysm, their natural prey has become scarce, and these creatures must be regarded as dangerous by all who encounter them.

Wolf pelts remain rare enough that merchants are still willing to pay a fair price for them.

GUARDIAN IDOL



LEVEL 8

Abilities

- Immune To Criticals
- Immune To Poison
- Large
- Sovereign Bond

Within the third quarto of the Varis Reliquaria is contained the spell Anima Tsal Animana - life from lifelessness. This incantation, first mastered by Ereog in his time of solitude, imbues stone with the semblance of life.

A Guardian Idol is the next stage of that design. It is not only given a portion of life by its enchanter, but a portion of their power as well. And through the Idol, the enchanter's magic can act.

GUARDIAN STATUE



LEVEL 6

Abilities

- Immune To Criticals
- Immune To Poison
- Large

Within the third quarto of the Varis Reliquaria is contained the spell Anima Tsal Animana - life from lifelessness. This incantation, first mastered by Ereog in his time of solitude, imbues stone with the semblance of life.

The constructs commonly known as Guardian Statues awaken when the cities they are bonded to come under a specific kind of attack.

OBSIDIAN GOLEM



LEVEL 9

Abilities

- 🛡️ Immune To Criticals
- 🔮 Immune To Magic
- 🦠 Immune To Poison
- 👊 Large
- 🔥 Overpower
- 🔒 Imprison

It is believed that the Anima Tsa Animana - the spell of life from lifelessness - animates these, the rarest of Elemental's golems, though some among the Padars say that it is the soul of a once-living being that inhabits these creatures. Crafted from volcanic glass or lava rock, these creatures are most often found among the ruins of the great cities of man, though from time to time they are uncovered in more unusual locales.

When an Obsidian Golem is destroyed it reverts back to the lava rock it was prior to enchantment.

SAND GOLEM



LEVEL 4

Abilities

- 🛡️ Immune To Criticals
- 🦠 Immune To Poison
- 🎯 Inaccurate
- 👊 Tough

Within the third quarto of the Varis Reliquaria is contained the spell Anima Tsal Animana - life from lifelessness. This incantation, first mastered by Ereog in his time of solitude, imbues stone with the semblance of life.

This same spell is believed to animate the Sand Golems that wander the wastelands, which are believed to have been created by forces loyal to the Lady Umber in the time immediately before the great Cataclysm, for some dark purpose that was never fulfilled.

When a Sand Golem is destroyed it reverts back to the rock and sand it was prior to enchantment.

SCRAP GOLEM



LEVEL 5

Abilities

- Immune To Criticals
- Immune To Poison
- Inaccurate
- Tough
- Vulnerable To Lightning

In the last days before the cataclysm, as the great Army of Men marched East, they faced troops of these creatures sent forth from Imperium - monsters of metal animated by the will of the Titan Curgen, intent on their annihilation. A century later, many of these golems remain, animated still by Curgen's spell, seeking combat despite their injuries. They remain powerful opponents to all who encounter them.

STONE GOLEM



LEVEL 6

Abilities

- Immune To Criticals
- Immune To Poison
- Tough

Within the third quarto of the Varis Reliquaria is contained the spell Anima Tsal Animana - life from lifelessness. This incantation, first mastered by Ereog in his time of solitude, imbues stone with the semblance of life, creating creatures that have come to be known as golems.

The simpler golems are controlled by the channeler who creates them, and will return to an inert state if the Channeler is killed or is otherwise unable to maintain control.

When a Golem is destroyed, it reverts back to the normal rock it was prior to enchantment.

ASHWAKE DRAGON



LEVEL 15

Abilities

- Bash
- Fire Breath
- Immune To Fire
- Monstrous
- Overpower
- Spell Resistance
- Sweep
- Fear
- Vulnerable To Cold

Long before men walked upon Elemental, dragons filled the skies; for thousands of years, the Nine Broods dominated the world. They dug great caverns in the mountain ranges of the north and west; built burrows of unimaginable size in the deserts and jungles of the south and east.

Then came man; then came the armies of Al-Ashteroth, bent on supremacy, seeking to obliterate any who stood in their path. Individually, the dragons were more than a match for any man; yet even their greatest broods were helpless against the overwhelming numbers of warrior-priests sent against them from the south. Only a few dragons survived the slaughter; they retreated to the fringes of the world, where they remain still.

The Ashwake is the mightiest of those, a dweller of deserts and wastelands, a breed of dragon immune to fire, immune to magic... a creature of near-unimaginable power, and with a ferocious hatred of mankind.

CLAMBERCOIL DRAGON



LEVEL 12

Abilities

- Fire Breath
- Monstrous
- Overpower
- Spell Resistance
- Sweep
- Fear
- Venomous III

Men have tried to make deals with Clambercoil dragons for ages. It never works out. They are haughty, temperamental and cruel. And though they are bright, they aren't very observant when it comes to men. Clambercoil dragons have mistaken horses and pigs for men (though among the Urxen the smell isn't much different).

They have held conversations with boats and have attacked more than one village because the statue they were speaking to was too rude to acknowledge them. There is little hope that can tell any one person from another.

Despite their confusion they have not forgotten the march of the warrior-priests that nearly exterminated their species. They will lord over small villages and attack caravans that come to close but when the civilizations of men draw near they will retreat into the remote corners of the world and leave the larger dragons to deal with them.

DRAKE



LEVEL 11

Abilities

- Fire Breath
- Large
- Overpower
- Sweep

These massive creatures - called Great Drakes by Ezmir in his account of the Long March - are the most powerful of the Dragon's Kin; incredibly powerful, often greatly intelligent beings, they differ from their more powerful cousins in one crucial respect: they possess no inherent magical powers.

The story of Magor the Red, in Erwynn's tales, is said to be an apocryphal retelling of their origin - how Magor, blinded by his desire for the Jewels of Az-Adoras, allowed himself to be trapped by the Dark Prince and ensorcelled into surrendering the magics that were part of his very essence.

The Great Drake has a nigh-impenetrable scale coat and teeth powerful and sharp enough to cut through the toughest steel with ease. Capable of breathing fire, these creatures are drawn to things of magic and make their lairs near shards or magical ruins.

FELL DRAGON



LEVEL 13

Abilities

- Fire Breath
- Monstrous
- Overpower
- Contagion
- Spell Resistance
- Sweep
- Fear

"I stood at the chasm's edge and listened to the whispers of the world below. I saw the place where night escapes when morning comes, and where fear lingers, waiting for the darkness to return." – The Oracle Ceresa at the Aphotic Throne, the ancient nest of the Fell Dragons.

All dragons are terrible and powerful. All dragons hate the men that have stolen and ruined their world. But Fell Dragons are darker still. They seek the annihilation of men, and their desire is so great that they are willing to debase themselves to accomplish it.

They will join with the Fallen, pretend to unite with those that would command them, so that they can encourage war, so that they can taste flesh, and so that they can hope for a time when a single battle calls all the lesser creatures of the world into a great war. And in that time, when the empires are at their greatest need, when they call upon the Fell Dragons for aid, no one knows if the dragons will come.

FOREST DRAKE



LEVEL 9

Abilities

- Large
- Overpower
- Sweep

These are kin to the dragon; scaled, powerful creatures who live in the forests of Elemental. They are both solitary and extremely territorial; though they do not possess the ability to breathe fire, Forest Drakes will fight to the death to protect their hunting grounds.

As an aside, Drake Teeth are highly durable and often used as decor, tools, weapons, and even as fashion ornaments (earrings, rings, etc.) amongst the wealthy.

PACK DRAKE



LEVEL 4

Abilities

- Counterattack
- Tough

Pack Drakes are to the Great Drakes as those creatures are to Dragons; smaller, less powerful, but still unwise to underestimate. Though Pack Drakes do possess an animal cunning, they lack the savage intelligence of their greater cousins. They behave, rather, like wolves, forming territorial packs that defend their territory.

RIVER SLAG



LEVEL 9

Abilities

- Bash
- Large
- Sweep
- Uncontrolled Rage
- Vulnerable To Fire

River Slags are lesser in all ways to the Slag, save for aggression. They claim vast sections of flowing water as their territory, and have been known to track down and attack travelers who cross their holdings.

Slag Tendrils are a delicacy amongst the incredibly wealthy and they are also prized components in alchemical experiments.

SAROG



LEVEL 17

Abilities

- Bash
- Fire Breath
- Immune To Fire
- Monstrous
- Overpower
- Sweep
- Fear
- Vulnerable To Cold

Long before men walked upon Elemental, dragons filled the skies; for thousands of years, the Nine Broods dominated the world. Sarog is said by some to be the last survivor of the greatest of those Broods, the Lazhu... the Red Dragons of ancient Uraq-quong.

They believe it was Sarog's egg that Tan-La-Ur rescued from the caves at Mt. Jiangga, and that Sarog is the dragon who Tan-La-Ur raised in secret in the wilds of the Valgon. Sarog, in this view, is the guardian of Tan-la-Ur's legacy to man... the sacred knowledge belonging to the few remaining acolytes of the Order of the Dragon. This is why, in their view, Sarog stands guard over the Temple of the Dragon.

Others believe differently; they see Sarog as a mindless creature, a near-immortal survivor of the destruction visited upon his race, who inhabits the regions near the Temple out of habit. It is, perhaps, better to be safe than sorry. Should you encounter Sarog, let caution be your watchword, for his power remains beyond compare.

SLAG



LEVEL 10

Abilities

- Bash
- Monstrous
- Overpower
- Sweep
- Uncontrolled Rage
- Vulnerable To Fire

Slags are kin to the dragon - lesser beings that prefer swamps to ruins and forests. Like other Dragon Kin, Slags are quite intelligent and ferocious, but the closest they come to magic is an uncanny ability for passing unseen in swamps despite their great size.

Slag Tendrils are a delicacy amongst the incredibly wealthy and they are also prized components in alchemical experiments.

STORM DRAGON



LEVEL 13

Abilities

- Fire Breath
- Monstrous
- Overpower
- Storm
- Spell Resistance
- Sweep
- Fear

After building the Forge of the Overlord a storm raged in the skies over Verhallaem for 10 days, a storm without clouds, but with immense lightning, thunder and rain. During the storm dragons dove out of the sky, as blue as cobalt and the air echoed with their cries of pain, panic and anger.

On the morning of the eleventh day Pariden stood in the Forge of the Overlord and the world went silent. The storm had ended and the dragons were gone. These types of dragons had never been seen in Elemental prior to that storm and even now they live apart from the others.

Like most dragons they consider men to be little more than insects scurrying on the face of Elemental, but they will at times speak to men and may even accept tokens of appeasement or worship.

ABEIX, WHO DWELLS BENEATH



LEVEL 15

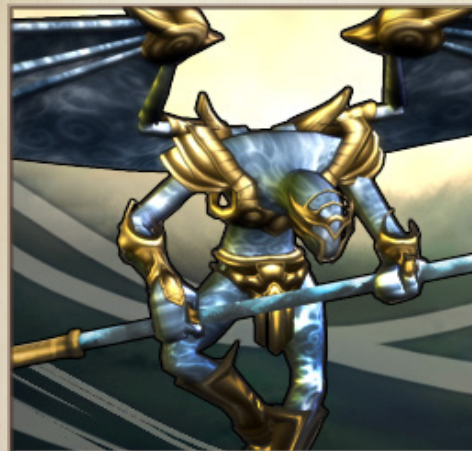
Abilities

- Immune To Poison
- Monstrous
- Overpower
- Spit Acid III
- Fear
- Uncontrolled Rage

Glory to any champion that is able to defeat Abeix. In times of old, he was one of the Five - the Elemental Lords worshipped by the peoples of Anthuane. But the coming of the Titans weakened his powers, and his followers' numbers. And the Cataclysm, some say, drove him mad.

Now he waits beneath the world, guardian of the Bhinadmi and the Bhinmuna, ready to fight any and all who would invade his domain. Know that few weapons can damage his armored hide; few fighters can survive his acidic spittle.

AIR ELEMENTAL



LEVEL 6

Abilities

- Dodge II
- Immune To Counterattack
- Immune To Lightning
- Immune To Poison
- Large
- Titan's Breath

In the time before this one - before the coming of the Titans, before the Cataclysm that sundered the world - lesser Elementals such as these served as attendants to Elemental Lords, those who men worshipped as the Five of Anthuane.

These creatures were called Anathua for this reason; they were thought to be the physical manifestation of the magic of the shards, which they were never far from. That time has passed. The Lesser Elementals know no allegiance now; they are as likely as not to attack without warning.

AIR SHRILL



LEVEL 2

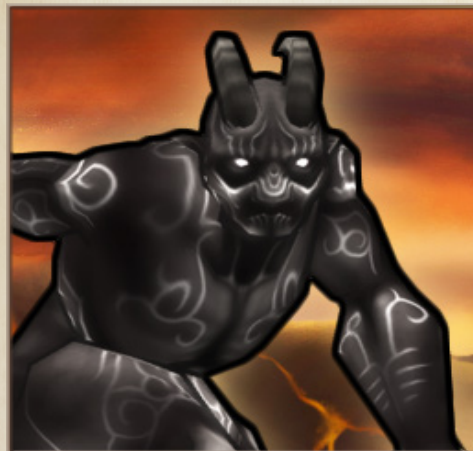
Abilities

- Dodge I
- Immune To Lightning
- Immune To Poison
- Static Blast

These shrills are said to be constructs made by Morrigan the Mad, in the laboratories of N'it'Vaganesh - his attempts to manufacture monsters to rival the giant spiders that the Titan Curgen kept at his beck and call. The air shrill derives its power from the Air Shard.

Their mandibles are potent magical reagents; practicing alchemists and wizards will pay top gildar for them.

ASSASSIN DEMON



LEVEL 5

Abilities

- Counterattack
- Dodge II
- Endurance I
- Harbinger
- Immune To Counterattack
- Immune To Poison
- Vulnerable To Lightning

It was Curgen's brother, the Drednir known as Kir-Tion, who first summoned these creatures (known variously as Drednii, or Demons) to Elemental. Upon the very altar where Josryn the Elder received Great Ereog's blessing, Kir-Tion first bound and then sacrificed the Princess Lansa to open a portal to the outer planes.

Through that portal came these monsters and their brethren (it should be noted that there are some channelers who believe that the Drednii are simply death magic made flesh, and not separate, sentient creatures). All demons draw their strength from devouring the life-force of other beings.

Their horns are often used in various alchemical remedies and magical experiments, and are extremely valuable.

BURNING WRAITH



LEVEL 4

Abilities

- 🌀 Endurance I
- 🔥 Immune To Fire
- 🛡️ Immune To Poison
- 🔥 Feed The Fire
- ❄️ Vulnerable To Cold

Every channeler hears the call of fire. It is eager, violent and hungry. It yearns to consume, to grow and ravage the wilds, to burn cities until there is nothing left but ash. It is easy to summon, but difficult to control.

With this in mind, Ceresa led her most loyal handmaiden to a fire shrine. Ceresa bound her in the runes of Resoln and summoned a fire elemental into the young girl's pale, white flesh.

The screams echoed through Cyndrum as the girl's body melted like wax. By the time the screams ended she was reborn as something terrible and cruel, but faithfully devoted to Ceresa.

CRAG SPAWN



LEVEL 4

Abilities

- 🛡️ Immune To Poison
- 👊 Tough

The creatures known as Crag Spawn appear to be a variety of Earth Elemental; less powerful but more prone to violence than their larger cousins. They hate men, especially miners, and are fond of collapsing mines by destroying the tunnel braces.








They then use the miners' picks and hammers to pull bones out of the trapped miners in a gross parody of the miners' work. For these reasons, some have speculated that these creatures were created by Morrigan, or his allies among the Fallen.

CROW DEMON



LEVEL 4

Abilities

-  Dodge II
-  Graceful
-  Immune To Counterattack
-  Immune To Lightning
-  Immune To Poison
-  Thunderstrike
-  Titan's Breath

Though the Titans brought death magic to this world, it was the Empress Ceresa who mastered it. She used these energies to corrupt and transform the minor Elementals of this world, twisting their powers to suit her own needs.




These fell creatures - things of sorcery that sometimes take the form of monstrously oversized birds (hence their name) - were once air elementals, things of beauty, but were altered by Ceresa's magic.

CYNDRUM DEMON



LEVEL 3

Abilities

-  Immune To Poison
-  Undying Curse
-  Vulnerable To Lightning

Though the Titans brought death magic to this world, it was the Empress Ceresa who mastered it. She used these energies to corrupt and transform the minor Elementals of this world, twisting their powers to suit her own needs.

According to Ezmir, Cyndrum was the most heavily guarded of all entrances to N'it'Vaganesh - the laboratory of the damned, where first Curgen and then Morrigan the Mad made monsters from the creatures of Elemental.

These demons are said to have been fashioned by Ceresa using the arcane tools she found in Cyndrum's ruins. For every soldier they kill, demons summoned in this manner are able to add another of their own kind to their forces.

DEATH DEMON



LEVEL 9

Abilities

- Immune To Counterattack
- Immune To Poison
- Large
- Overpower
- Spell_TouchOfEntropy
- Spell Resistance
- Fear
- Uncontrolled Rage
- Vulnerable To Lightning

It was Curgen's brother, the Drednir known as Kir-Tion, who first summoned these creatures (known variously as Drednii, or Demons) to Elemental. Upon the very altar where Josryn the Elder received Great Ereog's blessing, Kir-Tion first bound and then sacrificed the Princess Lansa to open a portal to the outer planes.

Through that portal came these monsters and their brethren (it should be noted that there are some channelers who believe that the Drednii are simply death magic made flesh, and not separate, sentient creatures). All demons draw their strength from devouring the life-force of other beings.

The horns of these creatures are often used in various alchemical remedies and magical experiments, and are extremely valuable.

DELIN, THE PYRE OF MAN



LEVEL 15

Abilities

- Immune To Fire
- Immune To Poison
- Monstrous
- Overpower
- Fireball
- Fear
- Uncontrolled Rage
- Vulnerable To Cold

A creature of near-unimaginable power, said by some to be an Elemental Lord, though there is no record of Delin from before the cataclysm. His first appearance was over the city of Anniellum, where 200,000 perished when a volcano exploded and buried the city in lava and ash. Ever since, Delin has wandered the world, burning all he encounters; though he is said to take particular delight in the killing of men.

EARTH ELEMENTAL



LEVEL 6

Abilities

Immune To Poison

Large

Overpower

Hurl Boulder

Shockwave

In the time before this one - before the coming of the Titans, before the Cataclysm that sundered the world - lesser Elementals such as these served as attendants to Elemental Lords, those who men worshipped as the Five of Anthuane.

These creatures were called Anathua for this reason; they were thought to be the physical manifestation of the magic of the shards, which they were never far from. That time has passed. The Lesser Elementals know no allegiance now; they are as likely as not to attack without warning.

Earth Elementals are immune to all poisons of this world.

EARTH SHRILL



LEVEL 2

Abilities

Immune To Poison

Tough

These shrills are said to be constructs made by Morrigan the Mad, in the laboratories of N'it'Vaganesh - his attempts to manufacture monsters to rival the giant spiders that the Titan Curgen kept at his beck and call. The Earth shrill derives its power from the Earth Shard.







Their mandibles are potent magical reagents; practicing alchemists and wizards will pay top gildar for them.

FIRE ELEMENTAL



LEVEL 6

Abilities

-  Immune To Fire
-  Immune To Poison
-  Overpower
-  Embers
-  Tough
-  Vulnerable To Cold

In the time before this one - before the coming of the Titans, before the Cataclysm that sundered the world - lesser Elementals such as these served as attendants to Elemental Lords, those who men worshipped as the Five of Anthuane.

These creatures were called Anathua for this reason; they were thought to be the physical manifestation of the magic of the shards, which they were never far from. That time has passed. The Lesser Elementals know no allegiance now; they are as likely as not to attack without warning.






The Fire Elemental's weakness is cold; it is said to be immune to all poisons, and invulnerable to flame as well.

FIRE SHRILL



LEVEL 2

Abilities

-  Endurance I
-  Immune To Fire
-  Immune To Poison
-  Embers
-  Vulnerable To Cold

These shrills are said to be constructs made by Morrigan the Mad, in the laboratories of N'it'Vaganesh - his attempts to manufacture monsters to rival the giant spiders that the Titan Curgen kept at his beck and call. The fire shrill derives its power from the Fire Shard.






Their mandibles are potent magical reagents; practicing alchemists and wizards will pay top gildar for them.

GRAVE ELEMENTAL



LEVEL 4

Abilities

-  Harbinger
-  Immune To Poison
-  Large
-  Regeneration II
-  Hurl Boulder

Though the Titans brought death magic to this world, it was the Empress Ceresa who mastered it. She used these energies to corrupt and transform the minor Elementals of this world, twisting their powers to suit her own needs.






These are corrupted versions of those elementals who draw their magic from the rock and stone of this world.

ICE ELEMENTAL



LEVEL 4

Abilities

-  Frostborn
-  Immune To Cold
-  Immune To Poison
-  Tough
-  Vulnerable To Fire

In the time before this one - before the coming of the Titans, before the Cataclysm that sundered the world - lesser Elementals such as these served as attendants to the Elemental Lords, those who men worshipped as the Five of Anthuane.

These creatures were called Anathua for this reason; they were thought to be the physical manifestation of the magic of the shards, which they were never far from. That time has passed. The Lesser Elementals know no allegiance now; they are as likely as not to attack without warning.

The Ice Elemental's weakness is fire; it is immune to cold, and all poisons of the world as well.

IGNYS



LEVEL 4

Abilities

- Endurance I
- Immune To Fire
- Immune To Poison
- Spit Fire
- Vulnerable To Cold

Ignys - also called Delinaja, or Ash Serpents by some - are kin to the Lesser Fire Elementals. They are usually found nesting near areas of intense heat, such as volcanic rifts, or Fire Shard sanctuaries. In their, normal, quiescent state, they are cool and nearly invisible... but when irritated, they will glow and burst into flames.

IMP



LEVEL 2

Abilities

- Dodge I
- Immune To Poison
- Sovereign Bond
- Vulnerable To Lightning





An Imp is a portion of a channeler's magic given form and life. Some channelers use them as messengers, others as spies. Do not mistake them for mere summons, the channelers power can reach out through them as easily as his voice or sight.

IMP OF THE TITAN



LEVEL 4

Abilities

-  Immune To Poison
-  Cloak Of Fear
-  Tough
-  Vulnerable To Lightning

These are fledglings of the Titans. Rumor has it that they were once of the same race as the Titans but that their essence was drained from them for dark purposes.






Demon Horns are often used in various alchemical remedies and magical experiments and are extremely valuable.

LURK



LEVEL 4

Abilities

-  Counterattack
-  Immune To Poison
-  Cloak Of Fear
-  Tough
-  Vulnerable To Lightning

These are Drednii that primarily inhabit swamplands - weaker Demons who escaped the service of those who summoned them to this plane long ago. Weak though they may be, they still yearn for the souls of Men.

MIRROR ELEMENTAL



LEVEL 4

Abilities

- Damage Reflection
- Endurance II
- Immune To Cold
- Immune To Poison
- Vulnerable To Fire

Though the Titans brought death magic to this world, it was the Empress Ceresa who mastered it. She used these energies to corrupt and transform the minor Elementals of this world, twisting their powers to suit her own needs.

These mirror elementals are said to have been imbued with waters from Ceresa's own scrying pool - hence their ability to reflect any damage done to them back upon their attacker.

MORIAN, RUIN OF SUMMER



LEVEL 15

Abilities

- Monstrous
- Overpower
- Regeneration III
- Fear
- Uncontrolled Rage
- Vulnerable To Cold

An Elemental Lord, one of the Five worshipped by the Padars of old, Morian's power was greatly diminished with the coming of the Titans and their imprisonment of the world's mana within the Elemental shards.

He haunts the swamps of the world now, a dark reflection of his former self, said to have lost all reason when the vast forests he ruled over were destroyed by the cataclysm.

SHRILL LORD



LEVEL 12

Abilities

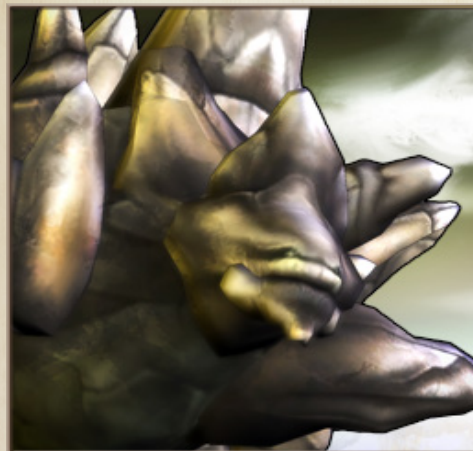
- Immune To Poison
- Monstrous
- Blizzard
- Fireball
- Shockwave
- Titan's Breath
- Uncontrolled Rage

These monsters were created by Morrigan, in the depths of N'it'Vaganesh, to rule over the lesser Shrills the Patricide had summoned into existence.

They earn their name from the paralyzing shriek they emit in combat. On Morrigan's death, the Shrill Lords scattered to the far reaches of the world... only a few are known to remain.

As is the case with the lesser Shrills, the mandibles of the Shrill Lord are rich in magical reagents. Alchemists as well as channelers will pay a hefty price for them.

TORAX, WHO GRINDS MOUNTAINS TO DUST



LEVEL 15

Abilities

- Immune To Poison
- Monstrous
- Overpower
- Fireball
- Titan's Breath
- Uncontrolled Rage

"I feared the sandstorm, until I reached its heart." - Myrimahus

Torax is one of the Five Elemental Lords worshipped by the Padars of old. An Elemental Lord unlike the others, who bears no apparent enmity to man or Fallen for the destruction of much of what he once ruled. When Torax does attack a caravan, or a group of adventures, his actions seem capricious... accidental... he leaves their remains strewn across the sands for the Wildings to salvage.

Though his presence is a plague to the merchants that try to cross his deserts... to sages and adventurers he is a legend, a moving mountain cloaked by a sandstorm. To the wilding natives of the sands, Torax is a god. He shapes their world, claws out deep pits in the ground and changes the patterns of dunes larger than the great castles of the Verhaellem.

VETRAR, GUARDIAN OF THE WORLD'S END



LEVEL 20

Abilities

- Immune To Cold
- Immune To Poison
- Monstrous
- Overpower
- Blizzard
- Sweep
- Fear
- Vulnerable To Fire

"We are born in warmth, but the cold embrace of death awaits us." - Magnar III

Vetrar is Elemental Lord of the frozen tundra - the ice-covered wastes of the North, beyond which the world is said to end. Yet there are some who believe Vetrar's title does not refer to the land he watches over, but to the role he is destined to play at the end of time, when the world itself will end in a second Cataclysm.

When all warmth bleeds out of the world, when summer has gone forever, when our monuments lie buried in snow and our cities have been ground to dust by glaciers, when the blood of the last of our children has been frozen by the endless winter, Vetrar will remain standing... the world's last champion. Then he will fulfill his charge, and destroy all life on Elemental... man, Fallen, sacred and profane alike.

Of the thousands that have set out to destroy Vetrar, only a handful has even reached the borders of his territory. Most have simply laid down in the snow and let death take them... a prefiguration, some believe, of how the world will end.

WATER SHRILL



LEVEL 2

Abilities

- Endurance I
- Immune To Poison
- Spell_Slow
- Vulnerable To Fire

These shrills are said to be constructs made by Morrigan the Mad, in the laboratories of N'it'Vaganesh - his attempts to manufacture monsters to rival the giant spiders that the Titan Curgen kept at his beck and call. The water shrill derives its power from the Water Shard.



Their mandibles are potent magical reagents; practicing alchemists and wizards will pay top gildar for them.

BANDIT



LEVEL 1

Abilities

-  Inaccurate
-  Strength

These are a nomadic tribe of thieves, believed to predate the cataclysm, though there are some who say they are simply a band of survivors, remnants of those cooks, squires, and servants who followed the Great Army of the West to the gates of Imperium.



All who join the Hashaini are schooled in the ways of thievery, learning the pickpocket's art and of course the ways of the dagger and throwing knife.

BANDIT ARCHER



LEVEL 2

Abilities

-  Inaccurate
-  Strength

The Hashaini travel in caravans, protected by these fierce bowmen whose skills with the arrow rival those of the Ninety-Nine of Redstone.

BANDIT CAPTAIN



LEVEL 3

Abilities

- Endurance I
- Inaccurate
- Strength

Each tribe of the Hashaini designates a captain, or quayeed, who divides the day's spoils among members of the tribe. The quayeed is generally the most powerful member of the tribe.

SYNDICATE ASSASSIN



LEVEL 1

Abilities

- Dodge I
- Endurance I
- Vital Strike II

The Syndicate is a vile gang of scum that preys on those who enter the wilds without protection. While little threat to trained soldiers, they are an effective force for terrorizing isolated settlements

SYNDICATE ENFORCER



LEVEL 1

Abilities

Defender II

Tough

The Syndicate is a vile gang of scum that preys on those who enter the wilds without protection. While little threat to trained soldiers, they are an effective force for terrorizing isolated settlements

TITAN



LEVEL 15

Abilities

Blizzard

Spell_DelinsBreath

Despair

Titan's Breath

Spell Resistance

Tough

These are near-godlike beings who ruled Elemental for thousands of years. Little is known of their origin or their history. They form two rival groups, called Drednir and Arnor.

Pariden was of the Arnor, the first Titan to visit this world; he appeared to Ithuane, in the Verhallem, in the year 3566 of the Old Reckoning. He was a wise and good friend to the people of this world. In the year 446 of the New Calendar, the Drednir Curgen and his allies arrived.

A great war ensued, in which Pariden was slain and Imperium was raised. A darkness fell upon the world then, which ended only with the Cataclysm.

AMHAH



LEVEL 8

Abilities

-  Charge
-  Counterattack
-  Rage
-  Tough
-  Fear
-  Vulnerable

Once Padar to the peoples of Antheros, his name is now cursed forever. For as Curgen's army drew near, Amhah made a pact with the Titan. A thousand souls, he promised the Lord of Imperium, if Curgen would spare his people from destruction. To this, Curgen agreed.

And so from the land's unfortunates - the poor, the lame, the cripples, and the criminal - Amhah gathered those thousand, and brought them to his Temple. And with his own hands, with his own knife, he sacrificed them. One by one, upon altars consecrated to the Five, sobbing as he did so, believing that the blasphemous act would keep his city safe.





But Curgen had lied. On the field of Gaer Blodwyn, the Titan met Amhah, and refused his sacrifice. The thousand who died rose once more, from the very pits they had been buried in, and these became the Butchermen. And Amhah, bound in service to Curgen by his heinous acts, became their leader... cursed to wander the world, undead, undying, for as long as Helias burns in the sky.

BANISHED OGRE



LEVEL 3

Abilities

-  Bash
-  Inaccurate
-  Tough
-  Vulnerable

During the height of their strength an Ogre is a terrifyingly powerful creature that hunts the lands around its lair without fear. But in time even this strength fades and the Ogre finds himself threatened by younger ogres, mature bears and even packs of wargs.





Though their strength may be gone, and they survive on the bleak edge of whatever land they claimed in their youth, their temper has not improved. They remain eager to hurt and kill anything weaker than they are, as any men that cross them quickly find out.

BAX



LEVEL 14

Abilities

-  Bash
-  Large
-  Overpower
-  Resist Fire
-  Hurl Boulder
-  Vulnerable

It is said that the Titan Curgen created ogres by mingling the blood and bones of man and monster; that these creatures represented his first, vain attempt at making warriors to serve in his army, and that he imbued their very souls with a certain measure of death magic - just enough to insure that the ogre's spirit was a restless one, never satisfied, always seeking battle, and destruction. If this is true, then Curgen failed in his task, for ogres as a rule are brutes - too angry, willful, and indolent to make good soldiers, too easily distracted even to serve as effective sentries.

Yet for every rule there is an exception, and the exception to the above is Bax.

Among the races of Elemental, he is legend. Faster, stronger, and a far better defender than any other of his breed. And he carries with him a maul said to have been fashioned by Curgen himself, magicked from the very rock of Elemental - a weapon that some believe has become part of his very body, one that cannot be taken from him except upon his death.

BONE OGRE



LEVEL 7

Abilities

-  Bash
-  Large
-  Overpower
-  Resist Fire
-  Hurl Boulder
-  Vulnerable


Bone Ogres are mighty creatures that live in the deepest of volcanic vents, seeking - according to some - a refuge similar to that they are said to have been born and bred in the underground labyrinth of N'it'Vaganesh. Bone Ogres are reclusive and only emerge from their dark, warm caverns on rare occasions. When they do, however, woe to anything and anyone nearby.

BONE OGRE LORD



LEVEL 12

Abilities

-  Bash
-  Large
-  Overpower
-  Resist Fire
-  Hurl Boulder
-  Vulnerable





Bone Ogres are mighty creatures that live in the deepest of volcanic vents, seeking - according to some - a refuge similar to that they are said to have been born and bred in the underground labyrinth of N'it'Vaganesh. Bone Ogres are reclusive and only emerge from their dark, warm caverns on rare occasions. When they do, however, woe to anything and anyone nearby.

BUTCHERMAN



LEVEL 3

Abilities

-  Inaccurate
-  Rage
-  Undying Curse
-  Vulnerable

These are the thousand who cannot die, unholy survivors of a pact made by Amhah in the time before this one. Butchermen believe, however, that if they kill another, their victims will become trapped - undead, undying, doomed to wander the world forever - in their place, and they can pass on to death.

DARK WIZARD



LEVEL 6

Abilities

-  Cloak Of Fear
-  Counterspell
-  Demonic Ally
-  Despair
-  Spell Resistance

These beings were once men, channelers who desired knowledge of the darkest arts - the spells which layfolk call Death Magic. They sought out the master of such spells, the Black Sorcerer, and begged his favor. To win it, they performed acts of perversion and blasphemy near-unmentionable.

Taher the Suffering was imbued after drowning his wife and children; Galiard of Colraine was gifted after spending three days in a burning coal pit. Yet none granted apprenticeship to the Black Sorcerer regret the price they paid. These Dark Wizards, as they are called, consider themselves greater than men now.

DARKLING



LEVEL 1

Abilities

-  Frail
-  Inaccurate
-  Spell Resistance
-  Weak

These are a primitive and violent people, said by some to be a sub-race of the Fallen, shaped by Curgen in those same years in which the Urxen were first formed. Cave dwellers by nature, the Cataclysm destroyed many of the darklings' original habitats, forcing them to take up a quasi-nomadic way of life.

They are dangerous - thieves and killers by nature - and are to be avoided whenever possible, though it is rumored that given the proper incentive, they will form alliances of a sort.

DARKLING LURKER



LEVEL 2

Abilities

Dodge I

Frail

Spell Resistance

Weak

These are Darklings who have undergone their tribe's rite of passage; they receive a primitive tattoo - a half-circle of white ink, upon the left forearm, on completion of this rite. The meaning of this tattoo is lost to history.

To some, it symbolizes Ludra, the moon, and is said to represent the passage of the seasons, a literal coming of age. To others, the half circle represents the Sigil of Curgen - the white eye - and is proof that Darklings were made by the Titans in their own image, and are thus destined to rule Elemental alongside their Fallen brethren, once the last man is wiped from the face of the world.

DARKLING RIDER



LEVEL 3

Abilities

Charge

Dodge I

Frail

Spell Resistance

Weak

A select few Darkling warriors are chosen for the honor of becoming Warg riders; these are not necessarily the strongest or most powerful, but rather those Darklings who can master these beasts of burden solely through force of will.

The ceremony during which these riders are chosen is among the bloodiest spectacles in all of Elemental.

ESCAPED JUGGERNAUT



LEVEL 6

Abilities

-  Ignore Pain
-  Juggernaut
-  Large
-  Maul
-  Uncontrolled Rage

The cataclysm destroyed not only the great civilizations of this world, but their vast armies as well. Yet even standing alone, the warriors of the Yatra Nata - the legion of juggernauts, elite D'Rog soldiers - are a force to be reckoned with.







Approach them - challenge them - recruit them - at your own peril.

FORSAKEN MARTYR



LEVEL 4

Abilities

-  Charge
-  Endurance I
-  Inaccurate
-  Rage
-  Undying Curse
-  Vulnerable

In the time before this one, these were holy men and women, acolytes of the Five, consecrated body, mind, and soul to the service of the Elemental Lords of Old. When Amhah revealed his plan to offer up sacrifice to Curgen, in an attempt to save the people of Atalandra, these brave souls volunteered their own lives in order to spare others.

They fell first to Amhah's blade - in vain, as it turns out, for Curgen's messenger - the butcher Magnar I - declared Amhah's offering 'inadequate' to the glory of his master.

GARROTE



LEVEL 7

Abilities

- Dodge I
- Large
- Maul
- Resist Cold
- Vulnerable
- Vulnerable To Fire

These brutally strong creatures are found in arctic climes. Argynn said of them: “They have the strength of a hundred men and the temper of a hundred scorned maidens.”

Garrote horns are often used in various alchemical remedies and potions, and are thus extremely valuable.

HAUNTER



LEVEL 6

Abilities

- Counterspell
- Curse Of Cyndrum
- Wellspring
- Tough
- Mass Curse

“Magic has many dangers.” - Eldrana the Blessed.

These are spectres, more creatures of magic than living beings, though once they were men, healers with the ability to draw the suffering from others into themselves. But with each deaplic (death curse) they drank, these men came closer and closer to the veil of death until, in the end, they were so cursed that the very ground they walked on became dark and warped by their passing.





Haunters can heal companions to strengthen themselves, and can use powerful spells to damage enemies.

HECATOMB



LEVEL 5

Abilities

-  Charge
-  Endurance II
-  Inaccurate
-  Rage
-  Undying Curse
-  Vulnerable

Among the soldiers of Amhah's undead army, these are the most powerful. In the time before this one, they were men of great honor - soldiers entrusted with guarding the temple of the Five, at Atalandra.





At Amhah's command, it was they who led the unfortunates chosen for sacrifice to the altar - and it was they who were then slaughtered themselves on the fields of Gaer Blodwyn by the Emperor Curgen, before rising again by his command of necromancy, doomed to wander the world for all their days.

KRIGOTH



LEVEL 8

Abilities

-  Counterattack
-  Large
-  Overpower
-  Sweep
-  Fear

No one knows where the dreaded Krigoths originated. Most believe that they were Curgen's most lethal and most trusted servants. Few who have seen one has lived to tell the tale.

MAGICIAN



LEVEL 6

Abilities

- Cloak Of Fear
- Counterspell
- Demonic Ally
- Despair
- Spell Resistance

These beings were once men, channelers who desired knowledge of the darkest arts - the spells which layfolk call Death Magic. They sought out the master of such spells, the Black Sorcerer, and begged his favor. To win it, they performed acts of perversion and blasphemy near-unmentionable.

Taher the Suffering was imbued after drowning his wife and children; Galiard of Colraine was gifted after spending three days in a burning coal pit. Yet none granted apprenticeship to the Black Sorcerer regret the price they paid. These Dark Wizards, as they are called, consider themselves greater than men now.

MITES



LEVEL 1

Abilities

- Frail
- Inaccurate
- Weak

Mites are robbers and pests. They break wagon axles to force caravans to stop and repair. They weaken support beams in mines, and collapse tunnels on miners. They are the ghostly tap, tap, tap miners hear when everyone is still and the cruel, distant laughter that travelers hear late at night.

When cornered they claim to be simple thieves, struggling to survive. But if they come across someone in need, their true intentions are revealed. They are murderers and as cruel as any Ogre, Quendar Taskmaster or Urxen Surgeon. If they find someone nearly dead they will torture them for hours, delighting in their sudden power. Their favorite game is to capture a child or unarmed traveler, drop them in an old well and bet on how long they can remain afloat before drowning. As the time they bet on draws close the mites drop stones on the person and taunt them from above.





Mites have an irrational fear of cats and many farmers and caravans keep a few just to discourage Mites from approaching. Even a group will avoid a farmhouse with a simple housecat, and if a Stalker enters an area the Mites will abandon their homes and disappear.

OGRE



LEVEL 5

Abilities

-  Bash
-  Hurl Boulder
-  Tough
-  Vulnerable

Ogres are huge, tremendously powerful monsters, giants driven by the most basic of needs; hunger, shelter, lust. Reclusive, territorial, they are believed to be at least as intelligent as trolls, though the sages do not suggest engaging them in conversation... or combat, for that matter, unless one is prepared to fight to the death.





Ogres are infatuated with gildar and are known to carry it with them.

RAVAGER



LEVEL 12

Abilities

-  Dodge I
-  Overpower
-  Sweep
-  Tough

These brutally strong creatures are normally found only in the highest peaks of the world but sometimes wander to lower heights when distressed. Argynn said of them: "they have the strength of a hundred men and the temper of a hundred scorned maidens."

Ravager horns are often used in various alchemical remedies and potions, and are thus extremely valuable.

RITUALIST



LEVEL 6

Abilities

- Frail
- ⚡ Chain Lightning
- ✖ Counterspell
- ⚓ Imprison
- 🛡 Spell Resistance
- 👹 Summon Death Demon
- Weak

These are a sect of channelers, devotees of fell magic known by their black robes. They have mastered the spells within the Black Quire, and thus have the ability to summon Drednii from the outer planes to Elemental and guide them in combat.

STINGING GUARD



LEVEL 3

Abilities

- ⚡ Charge
- 🛡 Dodge I
- Frail
- 🛡 Spell Resistance
- Weak





A select few Darkling warriors are chosen for the honor of becoming Warg riders; these are not necessarily the strongest or most powerful, but rather those Darklings who can master these beasts of burden solely through force of will. The ceremony during which these riders are chosen is among the bloodiest spectacles in all of Elemental.

TROLL



LEVEL 4

Abilities

-  Inaccurate
-  Regeneration I
-  Tough
-  Vulnerable To Fire

These are primitive creatures, born, so it is said, within the dungeons of Morrigan the Mad. Slightly larger than men, they are belligerent, dim-witted, and prone to prey on the weak and the unwary.







Troll Ears are used in various alchemical remedies and experiments and can often be sold for a healthy amount of gildar.

TROLL SHAMAN



LEVEL 8

Abilities

-  Regeneration III
-  Barbs
-  Counterspell
-  Curse
-  Tough
-  Vulnerable To Fire

Troll Shamans tend to be the smartest among their kind, making them, almost by default, tribal leaders. Some - in particular those who manage to master a portion of the channeler's art - are revered as near-gods.

An aside; troll shamans tend to be hoarders, and can often be found carrying unique items pilfered from the corpses of slain adventurers.

TROLL WARRIOR



LEVEL 6

Abilities

- Regeneration II
- Tough
- Vulnerable To Fire

Troll Warriors are the hunters of their tribes; the strongest, most cunning of their kind. They often serve as bodyguards and enforcers to tribal shamans.

Many Warriors have been known to carry exceptional weaponry, likely plucked from the mangled bodies of fallen foes.

WILDING



LEVEL 2

Abilities

- Inaccurate
- Vulnerable To Cold
- Weak

These are a primitive and crude people. Often cave dwellers, they are short of stature and violent in nature. In Amarian's journey west, as told by Ezmir, these are called by the scribe a sub-race of Fallen, which may or may not be true.

Though they barter for the things they need, Wildings are well aware of the value of gildar, and often carry quite a bit of it, usually taken from slain passers-by.

WILDING ARCHER



LEVEL 3

Abilities

- Vulnerable To Cold
- Weak

These are a primitive and crude people. Often cave dwellers, they are short of stature and violent in nature. In Amarian's journey west, as told by Ezmir, these are called by the scribe a sub-race of Fallen, which may or may not be true.

Though they barter for the things they need, Wildings are well aware of the value of gildar, and often carry quite a bit of it, usually taken from slain passers-by.

WILDING RIDER



LEVEL 4

Abilities

- Charge
- Vulnerable To Cold
- Weak





Wilding Riders are expert horsemen, uncannily attuned to the moods and needs of their mounts. In the past they were found most often riding creatures known as Sand Brutes; now there are reports that they have tamed some of the herds of wild horses who roam the wastelands, and ride these instead.

WILDING SHAMAN



LEVEL 5

Abilities

-  Endurance I
-  Coal Stones
-  Counterspell
-  Vulnerable To Cold
-  Weak


Wilding shamans not only have knowledge of the channeler's art, but are trained in the use of fire as a weapon. Take care when approaching them, Coal Stones seems like a minor spell, until it is used against you.

WILDING WARRIOR



LEVEL 4

Abilities

-  Vulnerable To Cold

To be granted the status of a Warrior within a wilding tribe is a high honor indeed, one reserved for the fearless alone. Brute strength must be matched with guile, ferocity tamed by cunning.

Despite their relatively small size, wilding warriors are among the most feared fighters in all of Elemental. The great army of the West was weakened by a third in crossing the Plains of Engar to reach Imperium, in the last days before the Cataclysm. Most of that damage was done by an army of wilding warriors.


YOUNG OGRE




LEVEL 4

Abilities

 Bash

 Inaccurate

 Tough

 Vulnerable

Ogres take decades to reach their full height and weight, but their young, though significantly smaller, are to be considered equally dangerous, for what they lack in size they more than make up for in belligerence.

They are even more drawn to gold and precious objects than their mature counterparts, and many a traveler has met their end trying to part an ogre from their treasure.