

## Vanyadrach's Demons

Name	Gomroth								
Keywords	Chaos Demon								
XD	D10	Runes	☠	Magic	D10	MR	6	Combat	LFC
Skills	Athletics D3, Gymnastics D12, Health D4, Perception D10, Stealth D18, Tactics D10, Water Life D10								
Move	Base Move 2 Running 1+D4 Wall Crawl 1+D4 Leap 2D10	Dodge	7	Resist Damage	2	Stand	6		
Chaos Features	Hideous +2 Dif Morale Checks Leap 2D12 squares Tiny Limbs -2 Athletics Crippled -2 Gymnastics, -2 Base Move Poisonous Bite Lethal 7								
Special	Size -3, Immune to Frightened, Poisoned, Routed								
Weapon	Range	Attack	Damage	Parry	Resist	Save	Special		
Bite	0-1	D10	D4	N/A	N/A	N/A	No recoil, injects lethal 7 poison, 3 turns ▼		
Claws	0-1	D12	D3	N/A	N/A	N/A	▼		

Name	Norzthon								
Keywords	Chaos Demon								
XD	D10	Runes	☠	Magic	D10	MR	8	Combat	LFC
Skills	Athletics D10, Gymnastics D14, Health D12, Perception D8, Stealth D14, Tactics D8, Water Life D8								
Move	Base Move 1 Running 1+D3	Dodge	8(10)	Resist Damage	7(11)	Stand	7		
Chaos Features	Extremely Slow: 1 base move Resist magic +2 Confusing Appearance: enemies H2 to hit Regeneration: 1 hurt/Turn Blood Sucker: has a stinger Magic Power: weapons hitting it have to make a break save. Constantly seems on the point of death Poison Bite with Lethal 7 poison Tough Skin: 4 armour								
Special	Size -1, Immune to Frightened, Poisoned, Routed								
Weapon	Range	Attack	Damage	Parry	Resist	Save	Special		
Bite	0-1	D10	D12	N/A	N/A	N/A	No recoil, injects lethal 7 poison, 3 turns ▼		
Stinger	0-1	D12	D8	N/A	N/A	N/A	Grapple. If Success with Grapple and at least 1 Hurt with the damage causes an extra hurt and then 1 Hurt per turn until removed ▼		

## Finlor's Shades

Keywords	Large Shade, Darkness Elemental									
XD	D10	Runes	●	Magic	D10	MR	6	Combat	MFA	
Skills	Athletics D18, Gymnastics D10, Health D20									
Move	8 + D10		Dodge	6		Resist Damage	15		Stand	10
Special	Magical Sense. Immune to Darkness, Dazzled, Frightened, Grappled, Poisoned, Routed, Stunned, Recoil. Resistant to Cold. Vulnerable to Fire. Strong against Earth elementals. Dissipated if wounded by an attack. Shades are tall cloaked human like figures in a pool of darkness. It stands in a single square and a small elemental is 3 squares high.									
Weapon	Range	Effect								
Engulf	0	Immediately on being Engulfed target must resist 10 with Bravery. On a Failure the victim is Routed and on a Major Failure the victim also collapses for 20-Bravery Value turns. On a Fumble the victim also collapses for 20-Bravery Value minutes. This effect occurs again if the shade moves away and returns or if the target does so but doesn't happen again if the target remains inside the shade. Whilst inside the shade a figure must succeed in a task using Bravery vs 6 and get a success to be able to attack the shade but if they do so they hit automatically. It is totally dark inside the shade.								

## Sabeera's Undines

Keywords	Large Undine, Water Elemental								
XD	D10	Runes	≠	Magic	D10	MR	6	Combat	MFA
Skills	Athletics D18, Gymnastics D12, Water Life D14, Health D18								
Move	2 + D4 Swim 4 + D6	Dodge	7	Resist Damage	14	Stand	10		
Special	Magical Sense. Immune to Dazzled, Frightened, Grappled, Poisoned, Routed, Stunned, Recoil. Vulnerable to Lightning. Resistant to Fire. Strong against Fire Elementals. Dissipated if wounded by an attack. Undines are shape-shifting water creatures and are amorphous (change shape but not size) but out of water their height can't be more than 3 times their footprint area. A large undine is 24 cubes.								
Weapon	Range	Effect							
Engulf	0	To move out of the undine must use Athletics or if in water: Water Life and get a Success vs the Undine's 10. Any air breathing creature that finishes its turn entirely inside the Undine makes a Health Test with Difficulty 2 (+ 1 per turn inside the undine after the first). On a Failure or Major Failure the target is Hurt. If the target's Health is reduced to 1 they are Disabled and Dying. Whilst engulfed the target can only attack the Undine, hits automatically with no roll and H2 damage. Whilst in water the undine also can also force the target to resist 6 with Athletics (Stand Firm) or Water Life (Swimming) – target's choice – or be pushed out of the undine in any direction it chooses.							