

SE:20 Encounter Cards



Encounter Cards

A conversion from D&D to SE:20

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SE:20

The Sundered Epoch: d20 RPG System, or SE:20, is a classless, skill-based role-playing game designed for the “action hero” style of fiction. It 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 and the associated Monster Manuals.

SE:20 Encounter Cards

SE:20 Aboleth

Skills	SA	Stun Table
Intimidate	5	Stun Num. 18 2/-
Magic Defense	8	2x 36 6/1
Melee Combat	9	3x 54 12/7
Moxie	9	4x 62 18/13
Ranged Combat	3	Over x4 63+ 20/15
Ranged Defense	3	
Stamina	6	Armor/TAR
Stealth	1	Natural/8
Culture	12	Weapons/SA/Glance
Perception	10	Unarmed/9c/1d6
Charm (4 sp)	8	Tentacle/9c/2d6*
		Bite/7p/2d6
		Tail Slap/9c/3d6 Wrecked

Special Abilities/Notes

Large: -2 Luck, 5m, 350kg
 Amphibious, Dark Vision,
 Telepathy, Massive Tail
 Mucous Cloud: Disease
 Charm: Visual, 1 Target, T#
 14, controlled by aboleth.
 *Disease: T# 14, 1 Min,
 Fail: Translucent Skin,
 Cannot heal unless in water.

SE:20 Aboleth



SE:20 Allosaurus

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

Special Abilities/Notes

Large: -2 Luck, 3-5m,
 1000kg
 Massive Tail
 *Bonus: Entangle, Bite gains
 +1d6 Control

SE:20 Allosaurus



SE:20 Androsphinx

Skills	SA	Stun Table
Intimidate	6	Stun Num. 24 2/-
Magic Defense	10	2x 48 6/1
Melee Combat	12	3x 72 12/7
Moxie	9	4x 96 18/13
Ranged Combat	6	Over x4 97+ 20/15
Ranged Defense	6	
Stamina	11	Armor/TAR
Stealth	-2	Natural/7
Occult Lore	9	Weapons/SA/Glance
Perception	10	Unarmed/12c/1d6
Religion	15	Claw & Bite/12s10p/3d6
Magic (7 SP)	12	

Special Abilities/Notes

Large: -2 Luck, 4m, 800kg
 Truesight
 Immune: Mental Magic,
 Nonmagical Attacks
 Inscrutable, Fearless
 Magic: Banishment, Fire,
 Clairvoyance, Waking Dream
 Roar: 4z, T#18, Fear
 2nd: 4z, T#18, Paralysis
 3rd: 2z, T#12, 3d6 Damage

SE:20 Androsphinx



SE:20 Animated Armor

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	-4	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	2	
Stamina	1	Armor/TAR
Stealth	0	Natural Hide: 8
Perception	-4	Weapons/SA/Glance
		Unarmed/2c/1d6t
		Armored Fist/2c/1d6

Special Abilities/Notes

Medium: 1-2m, 25kg,
 Blindsight
 Immune: Mental Magic,
 Poison, Fear, Paralysis
 Vulnerable: Antimagic causes
 Incapacitation

SE:20 Animated Armor



SE:20 Encounter Cards

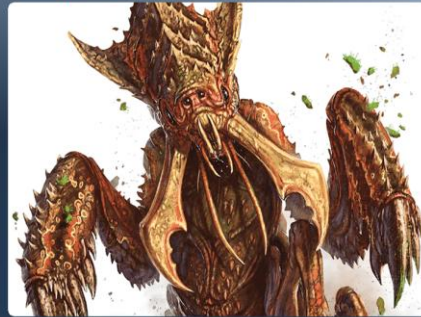
SE:20 Ankheg

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	8	2/-	
Magic Defense	1	2x	16	6/1	
Melee Combat	5	3x	24	12/7	
Moxie	3	4x	32	18/13	
Ranged Combat	0	Over x4	33+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	1	Natural/5			
Stealth	-2	Weapons/SA/Glance			
Perception	1	Unarmed/5c/1d6			
		Claw/5s3p/2d6			
		Bite*/3p/2d6, +1d6 Acid			
		*Bonus: Entangle or Trip			

Special Abilities/Notes

Large: -2 Luck, 3.5m, 300kg
Burrow, Darkvision, Tremorsense
Acid Spray (Recharge 6): 2 targets in 1 zone, T# 13 half, 3d6 Glance

SE:20 Ankheg



SE:20 Ankylosaurus

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

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg

SE:20 Ankylosaurus



SE:20 Giant Ape

Skills	SA	Stun Table			
Intimidate	6	Stun Num.	20	2/-	
Magic Defense	1	2x	40	6/1	
Melee Combat	9	3x	60	12/7	
Moxie	7	4x	80	18/13	
Ranged Combat	6	Over x4	81+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	4	Natural Hide: 0			
Stealth	-2	Weapons/SA/Glance			
Acrobatics	9	Unarmed/9c/2d6+6			
Perception	4	Slam/9c/5d6+6			
		Rock/6c/7d6+7			

Special Abilities/Notes

Huge: -4 Luck, 8m, 3500kg, +4d6 Glance, Tree Climb

SE:20 Giant Ape



SE:20 Ape

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	7	2/-	
Magic Defense	1	2x	14	6/1	
Melee Combat	5	3x	21	12/7	
Moxie	1	4x	28	18/13	
Ranged Combat	4	Over x4	29+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	2	Natural Hide: 0			
Stealth	2	Weapons/SA/Glance			
Acrobatics	5	Unarmed/5c/1d6+1 MER 1z			
Perception	3	Rock/4c/1d6+1 MER 1z			
		Club/5c/1d6+1 Versatile			

Special Abilities/Notes

Medium: 1-2m, 90kg
Tree Climb

SE:20 Ape



SE:20 Encounter Cards

SE:20 Arch Mage

Skills	SA	Stun Table
Intimidate	3	Stun Num. 14 2/-
Magic Defense	9	2x 28 6/1
Melee Combat	4	3x 42 12/7
Moxie	12	4x 56 18/13
Ranged Combat	6	Over x4 57+ 20/15
Ranged Defense	6	
Stamina	1	Armor/TAR
Stealth	2	Magic Robes: 3 (22*)
Culture	13	Weapons/SA/Glance
Occult Lore	13	Unarmed/4c/1d6t
Perception	5	Dagger/5s3p/2d6
Magic (13 SP)	18	

Special Abilities/Notes

Medium: 1-2m, 90kg
Teleport (10): 1 target,
Clairvoyance, 108kg
Cat's Grace (6): +5 Melee
T#, 1 Min
Stoneskin (13): 22 TAR, 10 Min
Fireball (13): 2z/8 targets,
9d6 Glance
Invisible (6): 1 target, 10 Min,
Control/Wrecked

SE:20 Arch Mage



SE:20 Assassin

Skills	SA	Stun Table
Intimidate	0	Stun Num. 12 2/-
Magic Defense	4	2x 24 6/1
Melee Combat	3	3x 36 12/7
Moxie	6	4x 48 18/13
Ranged Combat	6	Over x4 49+ 20/15
Ranged Defense	6	
Stamina	1	Armor/TAR
Stealth	9	Leather Armor: 2
Acrobatics	6	Weapons/SA/Glance
Perception	3	Unarmed/3c/1d6t
Persuasion	3	Sh Sword*/6s4p/2d6+1 Fn Dagger*/6s4p/2d6+1 Fn Pull Crossbow*/6p/2d6

Special Abilities/Notes

Medium: 1-2m, 90kg
*Poison: 7d6 or T# 15 for half

SE:20 Assassin



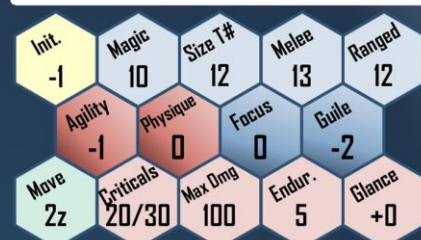
SE:20 Awakened Shrub

Skills	SA	Stun Table
Intimidate	-4	Stun Num. 5 2/-
Magic Defense	0	2x 10 6/1
Melee Combat	-2	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	-1	Over x4 21+ 20/15
Ranged Defense	-1	
Stamina	0	Armor/TAR
Stealth	1*	Natural Hide: 0
Perception	0	Weapons/SA/Glance
		Unarmed/-2c/1d6t
		Rake/1s/1d6 Finesse

Special Abilities/Notes

Small: +2 Luck, 50cm, 12 kg
False Appearance: Plant
Vulnerable: Fire

SE:20 Awakened Shrub



SE:20 Awakened Tree

Skills	SA	Stun Table
Intimidate	4	Stun Num. 10 2/-
Magic Defense	0	2x 20 6/1
Melee Combat	6	3x 30 12/7
Moxie	3	4x 40 18/13
Ranged Combat	0	Over x4 41+ 20/15
Ranged Defense	0	
Stamina	2	Armor/TAR
Stealth	-6*	Natural: 5
Perception	0	Weapons/SA/Glance
		Unarmed/6c/2d6+4

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
False Appearance: Plant
Vulnerable: Fire

SE:20 Awakened Tree



SE:20 Encounter Cards

SE:20 Axe Beak

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	4	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	1	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	1	Armor/TAR
Stealth	-1	Natural/0
Perception	0	Weapons/SA/Glance
		Unarmed/4c/1d6
		Claw & Bite/4s2p/2d6

Special Abilities/Notes

Large: -2 Luck, 3m, 250kg

SE:20 Axe Beak



SE:20 Azer

Skills	SA	Stun Table
Intimidate	3	Stun Num. 8 2/-
Magic Defense	1	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	3	4x 32 18/13
Ranged Combat	3	Over x4 33+ 20/15
Ranged Defense	3	
Stamina	4	Armor/TAR
Stealth	1	Natural & Shield: 4/6
Perception	1	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Warhammer*/5c3p/2d6+5 V
		Shield/5c/1d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg
 Immune: Fire, Poison
 Illumination: Body fills Zone with Standard light
 Fire Form: Melee attacks on Azer causes 2d6 Fire Glance.
 *Heated Weapon: +1d6 Fire Damage with metal weapons

SE:20 Azer



SE:20 Baboon

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 4 2/-
Magic Defense	1	2x 8 6/1
Melee Combat	1	3x 16 12/7
Moxie	1	4x 20 18/13
Ranged Combat	2	Over x4 21+ 20/15
Ranged Defense	2	
Stamina	0	Armor/TAR
Stealth	4	Natural Hide: 0
Perception	1	Weapons/SA/Glance
		Unarmed/1c/1d6t
		Rock/2c/1d6+1 MER 1z
		Club/1c/1d6+1 Versatile

Special Abilities/Notes

Small: +2 Luck, 0.5-1m, 30kg
 Tree Climb

SE:20 Baboon



SE:20 Giant Badger

Skills	SA	Stun Table
Intimidate	1	Stun Num. 7 2/-
Magic Defense	1	2x 14 6/1
Melee Combat	3	3x 21 12/7
Moxie	1	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	2	
Stamina	2	Armor/TAR
Stealth	0	Natural Hide: 0
Perception	1	Weapons/SA/Glance
		Unarmed/3c/1d6t
		Bite & Claw/3slp/1d6

Special Abilities/Notes

Medium: 1.4m, 80 kg
 Keen Smell: +1d6 Control

SE:20 Giant Badger



SE:20 Encounter Cards

SE:20 Badger

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 2 2/-
Magic Defense	1	2x 4 6/1
Melee Combat	2	3x 6 12/7
Moxie	0	4x 8 18/13
Ranged Combat	0	Over x4 9+ 20/15
Ranged Defense	0	
Stamina	1	
Stealth	4	
Perception	1	

Armor/TAR

Natural Hide: 0

Weapons/SA/Glance

Unarmed/2c/1d6in
Bite & Claw/2sOp/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 50cm,
14 kg
Keen Smell: +1d6 Control

SE:20 Badger



SE:20 Balor

Skills	SA	Stun Table
Intimidate	14	Stun Num. 30 2/-
Magic Defense	12	2x 60 6/1
Melee Combat	14	3x 90 12/7
Moxie	11	4x 120 18/13
Ranged Combat	8	Over x4 121+ 20/15
Ranged Defense	8	
Stamina	12	
Stealth	-2	
Perception	3	

Armor/TAR

Natural: 7

Weapons/SA/Glance

Unarmed/14c/2d6+8
Longsword/14s1p/6d6+10*
Whip/14s/3d6+8**
**+4d6 Electric, **+4d6 Fire

Special Abilities/Notes

Huge: +4 Luck, 7m, 1800kg
Truesight, Telepathy
Resist: Magic, Cold,
Lightning, Nonmagic
Weapons
Fire Aura: 3d6 Fire Glance
Banishment: When knocked
unconscious, returns to
Abyss and explodes, 20d6
Fire Glance, 1z.

SE:20 Balor



SE:20 Bandit Captain

Skills	SA	Stun Table
Intimidate	2	Stun Num. 11 2/-
Magic Defense	2	2x 22 6/1
Melee Combat	4	3x 33 12/7
Moxie	5	4x 44 18/13
Ranged Combat	5	Over x4 45+ 20/15
Ranged Defense	5	
Stamina	2	
Stealth	3	
Acrobatics	4	
Perception	2	
Persuasion	4	

Armor/TAR

Studded Leather Armor/2

Weapons/SA/Glance

Unarmed/4c/1d6t
Scimitar/5s3p/3d6+1 Fn
Dagger/5s3p/2d6+1 Fn
Crossbow/5p/2d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Bandit Captain



SE:20 Bandit

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	2	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	1	
Stamina	1	
Stealth	1	
Perception	0	

Armor/TAR

Leather Armor/2

Weapons/SA/Glance

Unarmed/2c/1d6t
Scimitar/3slp/3d6+1 Fn
Dagger/3slp/2d6+1 Fn
Light Crossbow/3p/2d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Bandit



SE:20 Encounter Cards

SE:20 Banshee

Skills	SA	Stun Table
Intimidate	3	Stun Num. 10 2/-
Magic Defense	5	2x 20 6/1
Melee Combat	2	3x 30 12/7
Moxie	7	4x 40 18/13
Ranged Combat	4	Over x4 41+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	2	Natural/0
Perception	0	Weapons/SA/Glance
Manifest	5	Unarmed/2c/1d6t
		Touch/4/3d6 Damage Fn
		Wail (1/day): 1z, Stamina T#13, Unconscious or 3d6 Damage

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Incorporeal, Undead, Horrific: T# 13
Detect Life: +1d6 Control

Resist: Acid, Fire, Lightning, Nonmagic Weapons
Immune: Cold, Necrotic, Poison

SE:20 Banshee



SE:20 Barbed Devil

Skills	SA	Stun Table
Intimidate	3	Stun Num. 15 2/-
Magic Defense	5	2x 30 6/1
Melee Combat	6	3x 45 12/7
Moxie	7	4x 60 18/13
Ranged Combat	6	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	7	Armor/TAR
Stealth	3	Natural Armor/2
BS Meter	5	Weapons/SA/Glance
Perception	8	Unarmed/6c/1d6t
Persuasion	5	Claw/6s4p/1d6
		Tail/4p/2d6 Wrecked
		Flame/6/3d6

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Telepathy
Resist: Cold, Nonmagic/Non-Silver Weapons
Immune: Fire, Poison

Barbed Hide: 2d6 Glance if Grappled
Magic Resistance: +1d6 Control
Flame: 1 Target, Visual, 6, 3d6 Fire Glance

SE:20 Barbed Devil



SE:20 Barghest

Skills	SA	Stun Table
Intimidate	5	Stun Num. 11 2/-
Magic Defense	5	2x 22 6/1
Melee Combat	6	3x 33 12/7
Moxie	5	4x 44 18/13
Ranged Combat	6	Over x4 45+ 20/15
Ranged Defense	6	
Stamina	2	Armor/TAR
Stealth	5	Natural Hide/6
Perception	4	Weapons/SA/Glance
Persuasion	5	Unarmed/6c/1d6t
Magic (4 SP)	6	Claw & Bite/6s4p/1d6
		Spear/4p/4d6+2

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



SE:20 Basilisk

Skills	SA	Stun Table
Intimidate	3	Stun Num. 9 2/-
Magic Defense	-1	2x 18 6/1
Melee Combat	5	3x 27 12/7
Moxie	4	4x 36 18/13
Ranged Combat	-1	Over x4 37+ 20/15
Ranged Defense	-1	
Stamina	3	Armor/TAR
Stealth	-1	Natural Hide/6
Perception	-1	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Bite*/3p/2d6
		*Venom +2d6 Damage

Special Abilities/Notes

Medium: 1-2m, 50-150kg
Characters that do not look at the Basilisk are Wrecked on attacks. Basilisk gains +1d6 Control on attacks.

Petrifying Gaze: Creatures within 1z, T# 12 vs. Stamina or Magic Defense. Fail: Stunned. Reroll next round or Petrified.

SE:20 Basilisk



SE:20 Encounter Cards

SE:20 Giant Bat

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

Special Abilities/Notes

Large: -2 Luck, 4m,
Blindsight, Ecolocation
Keen Hearing: +1d6 Control

SE:20 Giant Bat



SE:20 Bat

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 1 2/-
Magic Defense	1	2x 2 6/1
Melee Combat	0	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	2	Over x4 5+ 20/15
Ranged Defense	2	
Stamina	-1	Armor/TAR
Stealth	6	Natural Hide: 0
Perception	1	Weapons/SA/Glance
		Unarmed/0c/1d6in
		Bite/-2p/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 25-50cm,
6 kg, Blindsight,
Ecolocation
Keen Hearing: +1d6 Control

SE:20 Bat



SE:20 Black Bear

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

Special Abilities/Notes

Medium: 1-2m, 200kg
Keen Smell: +1d6 Control

SE:20 Black Bear



SE:20 Brown Bear

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

Special Abilities/Notes

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

SE:20 Brown Bear



SE:20 Encounter Cards

SE:20 Polar Bear

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	8	2/-	
Magic Defense	1	2x	16	6/1	
Melee Combat	7	3x	24	12/7	
Moxie	2	4x	32	18/13	
Ranged Combat	2	Over x4	33+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	3	Natural Hide/2			
Stealth	-2	Weapons/SA/Glance			
Perception	3	Unarmed/7c/1d6			
		Claw & Bite/7s5p/2d6			

Special Abilities/Notes

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

SE:20 Polar Bear



SE:20 Bearded Devil

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	9	2/-	
Magic Defense	2	2x	18	6/1	
Melee Combat	5	3x	27	12/7	
Moxie	4	4x	36	18/13	
Ranged Combat	4	Over x4	37+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	4	Natural Armor/1			
Stealth	2	Weapons/SA/Glance			
Perception	0	Unarmed/5c/1d6			
		Beard*/5s/1d6			
		Glaive**/5s3p/4d6+2			

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Telepathy
Resist: Cold, Nonmagic/
Non-Silver Weapons
Immune: Fire, Poison, Fear

Magic Resistance: +1d6 Cont.
*Poison: Instant, T#12, Cannot
heal until after combat.
**Internal: Stamina T#12 or
2d6 Damage each Round.

SE:20 Bearded Devil



SE:20 Behir

Skills	SA	Stun Table			
Intimidate	6	Stun Num.	21	2/-	
Magic Defense	2	2x	42	6/1	
Melee Combat	10	3x	63	12/7	
Moxie	8	4x	84	18/13	
Ranged Combat	3	Over x4	85+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	5	Natural/4			
Stealth	7	Weapons/SA/Glance			
Perception	6	Unarmed*/10c/2d6+6			
		Bite/8p/5d6+6			

Special Abilities/Notes

Huge: -4 Luck, 7m, 1200kg,
Dark Vision
Swallow Medium: If
engangled, +6d6 Acid Dmg
Immune: Lightning

Constrict: If target is
entangled, +5d6+6 Slashing.
Lightning Breath (Re 5+): 4
Targets, 2 Zones, 12d6 Glance
or T# 16 for half

SE:20 Behir



SE:20 Berserker

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	12	2/-	
Magic Defense	0	2x	24	6/1	
Melee Combat	5	3x	36	12/7	
Moxie	5	4x	48	18/13	
Ranged Combat	3	Over x4	49+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	3	Hide Armor/2			
Stealth	1	Weapons/SA/Glance			
Perception	0	Unarmed/5c/1d6			
		Great Axe/5s/4d6+3			

Special Abilities/Notes

Medium: 1-2m, 90kg

Reckless: Gain +1d6 Control on
attacks. Attacks against
Berserker gain +1d6 Control
until next turn.

SE:20 Berserker



SE:20 Encounter Cards

SE:20 Twig Blight

Skills	SA	Stun Table			
Intimidate	-1	Stun Num.	3	2/-	
Magic Defense	-1	2x	6	6/1	
Melee Combat	0	3x	9	12/7	
Moxie	0	4x	12	18/13	
Ranged Combat	3	Over x4	13+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural Hide/0			
Stealth	3	Weapons/SA/Glance			
Perception	-1	Unarmed/0c/1d6t			
		Claws/3slp/1d6			

Special Abilities/Notes

Small: +2 Luck, Blindsight
Vulnerable: Fire
Immune: Blind, Deaf
False Appearance: Shrub

SE:20 Twig Blight



SE:20 Blink Dog

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	7	2/-	
Magic Defense	1	2x	14	6/1	
Melee Combat	3	3x	21	12/7	
Moxie	2	4x	28	18/13	
Ranged Combat	3	Over x4	29+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	1	Natural Hide/0			
Stealth	5	Weapons/SA/Glance			
Perception	3	Unarmed/3c/1d6t			
		Bite*/3slp/1d6			
		*Bonus: Entangle or Trip			

Special Abilities/Notes

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

SE:20 Blink Dog



SE:20 Bloodhawk

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	3	2/-	
Magic Defense	2	2x	6	6/1	
Melee Combat	0	3x	9	12/7	
Moxie	1	4x	12	18/13	
Ranged Combat	4	Over x4	13+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	0	Natural Hide: 0			
Stealth	4	Weapons/SA/Glance			
Perception	4	Unarmed/0c/1d6t			
		Beak/4s2p/1d6 Fn			

Special Abilities/Notes

Small: +2 Luck, 0.5-1m, 30kg
Keen Sight: +1d6 Control

SE:20 Bloodhawk



SE:20 Boar

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

Special Abilities/Notes

Medium: 1-2m, 30kg

SE:20 Boar



SE:20 Encounter Cards

SE:20 Bone Devil

Skills	SA	Stun Table
Intimidate	4	Stun Num. 18 2/-
Magic Defense	7	2x 36 6/1
Melee Combat	8	3x 54 12/7
Moxie	7	4x 72 18/13
Ranged Combat	7	Over x4 73+ 20/15
Ranged Defense	7	
Stamina	4	Armor/TAR
Stealth	1	Natural/6
BS Meter	6	Weapons/SA/Glance
Perception	2	Unarmed/8c/1d6
Persuasion	7	Claw/8s6p/1d6
		Sting*/6p/3d6 Wrecked

Special Abilities/Notes

Large: -2 Luck, 4m, 500kg
Darkvision, Telepathy
Resist: Cold, Nonmagic/
Non-Silver Weapons, Magic
Immune: Fire, Poison

*Poison: 5d6 Damage,
Stamina T# 14 or Wrecked 1
Minute. Reroll each round.

SE:20 Bone Devil



SE:20 Bugbear

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	6	Hide Armor 8 Shield 2/4
Perception	0	Weapons/SA/Glance
Survivalist	2	Unarmed/4c/1d6t
		Morningstar/4cbo/2d6+2
		Javlin/2p/2d6+1
		Shield/4c/2d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Bugbear



SE:20 Bulette

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

Special Abilities/Notes

Large: -2 Luck, 4m, 400kg
Dark Vision, Tremorsense

Deadly Leap: 1 Target, T# 16
or take 6d6+4 damage &
prone

SE:20 Bulette



SE:20 Camel

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

Special Abilities/Notes

Large: -2 Luck, 3.5m,
900kg
Four-Legged, No Hands

SE:20 Camel



SE:20 Encounter Cards

SE:20 Cat

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 2 2/-
Magic Defense	1	2x 4 6/1
Melee Combat	-2	3x 6 12/7
Moxie	0	4x 8 18/13
Ranged Combat	4	Over x4 9+ 20/15
Ranged Defense	4	
Stamina	0	
Stealth	6	
Perception	3	

Armor/TAR

Natural Hide: 0

Weapons/SA/Glance

Unarmed/-2c/1d6in
Bite & Claw/4s2p/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 25-50cm,
6 kg
Keen Smell: +1d6 Control

SE:20 Cat



SE:20 Centaur

Skills	SA	Stun Table
Intimidate	4	Stun Num. 9 2/-
Magic Defense	1	2x 18 6/1
Melee Combat	6	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	4	Over x4 37+ 20/15
Ranged Defense	4	
Stamina	2	
Stealth	0	
Acrobatics	6	
Perception	3	
Survivalist	3	

Armor/TAR

Natural/0

Weapons/SA/Glance

Unarmed/6c/1d6
Pike/4p/4d6+3
Kick/6c/2d6
Heavy Bow/3p/2d6+4

Special Abilities/Notes

Large: -2 Luck, 3.5m,
900kg, Four-Legged

SE:20 Centaur



SE:20 Chain Devil

Skills	SA	Stun Table
Intimidate	5	Stun Num. 13 2/-
Magic Defense	5	2x 26 6/1
Melee Combat	8	3x 39 12/7
Moxie	5	4x 52 18/13
Ranged Combat	5	Over x4 53+ 20/15
Ranged Defense	5	
Stamina	7	
Stealth	2	
Perception	1	

Armor/TAR

Natural Armor/4

Weapons/SA/Glance

Unarmed/8c/1d6t
Chain*/8s/2d6
*Bonus: Entangle, +2d6

Special Abilities/Notes

Medium: 1-2m, 80kg
Darkvision, Telepathy
Resist: Cold, Nonmagic/Non-Silver Weapons
Immune: Fire, Poison
Resist Magic: +1d6 Control

Animate Chains (1/day):
Concentration, Visual, 4 Targets,
One extra attack per chain.
Chain: T# 10, TAR 10, Max
Damage 20.

SE:20 Chain Devil



SE:20 Chimera

Skills	SA	Stun Table
Intimidate	4	Stun Num. 15 2/-
Magic Defense	2	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	4	
Stealth	-2	
Perception	8	

Armor/TAR

Natural/4

Weapons/SA/Glance

Unarmed/7c/1d6
Claw & Bite/7s5p/2d6
Horns/7c/2d6

Special Abilities/Notes

Large: -2 Luck, 4m, 800kg
Dark Vision

Fire Breath (Re 5+): 1 z, 9d6,
T# 15 for Half

SE:20 Chimera



SE:20 Encounter Cards

SE:20 Chuul

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	13	2/-	
Magic Defense	0	2x	26	6/1	
Melee Combat	6	3x	39	12/7	
Moxie	6	4x	52	18/13	
Ranged Combat	2	Over x4	53+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	3	Natural/6			
Stealth	-2	Weapons/SA/Glance			
Perception	4	Unarmed/6c/1d6			
		Pincer*/6s4p/2d6			
		*Bonus: Entangle			

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
 Amphibious, Dark Vision
 Four Legs: +2 vs. Trip
 Immune: Poison
 Tentacles: If entangled, Stamina T# 13 or Wrecked & Paralyzed 1 Minute
 Sense Magic: Can detect magic up to 4z away

SE:20 Chuul



SE:20 Cloaker

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	12	2/-	
Magic Defense	2	2x	24	6/1	
Melee Combat	6	3x	36	12/7	
Moxie	6	4x	48	18/13	
Ranged Combat	5	Over x4	49+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	1	Natural/2			
Stealth	5	Weapons/SA/Glance			
Perception	1	Unarmed/6c/1d6*			
		Bite/4p/2d6			
		Tail/6s/2d6			
		*Bonus: Attach +2d6, Blinded			

Special Abilities/Notes

Large: -2 Luck, Darkvision
 Damage Transfer: If entangled, both creatures take 1/2 damage.
 False Appearance: Cloak
 Light Sensitive
 Moan: Morale Check T# 13
 Phantasms: 1/rest, x3
 Illusionary duplicates T# 12, Roll 1d20 to redirect 6/8/11.

SE:20 Cloaker



SE:20 Cockatrice

Skills	SA	Stun Table			
Intimidate	-2	Stun Num.	7	2/-	
Magic Defense	1	2x	14	6/1	
Melee Combat	0	3x	21	12/7	
Moxie	3	4x	28	18/13	
Ranged Combat	3	Over x4	29+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural Hide/0			
Stealth	3	Weapons/SA/Glance			
Perception	1	Unarmed/0c/1d6t			
		Claw/3slp/1d6 Finesse			
		Bite*/3slp/1d6 Finesse			

Special Abilities/Notes

Small: +2 Luck, 75 cm, 30kg
 Darkvision
 *Stone Bite: Stamina T# 11 or paralyzed. Reroll next round or turned to stone 1 day.

SE:20 Cockatrice



SE:20 Commoner

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	5	2/-	
Magic Defense	0	2x	10	6/1	
Melee Combat	0	3x	15	12/7	
Moxie	0	4x	20	18/13	
Ranged Combat	0	Over x4	21+	20/15	
Ranged Defense	0	Armor/TAR			
Stamina	0	Cloth/0			
Stealth	0	Weapons/SA/Glance			
Perception	0	Unarmed/0c/1d6t			
		Club/0c/1d6 Versatile			
		Pitchfork/0c-2p/3d6+1			
		Torch/0c/1d6+1 & 1d6 Fire			

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Commoner



SE:20 Encounter Cards

SE:20 Couatl

Skills	SA	Stun Table
Intimidate	6	Stun Num. 14 2/-
Magic Defense	7	2x 28 6/1
Melee Combat	5	3x 42 12/7
Moxie	7	4x 56 18/13
Ranged Combat	7	Over x4 57+ 20/15
Ranged Defense	7	
Stamina	5	Armor/TAR
Stealth	5	Natural Hide/4
Perception	5	Weapons/SA/Glance
Magic (9 SP)	13	Unarmed/5c/1d6t Bite*/5p/1d6 Finesse *Poison: Stamina T# 13 or Unconscious 1 day

Special Abilities/Notes

Medium: 2m, 150kg
Truesight, Telepathy
Resist: Radiant
Immune: Mental Magic, Nonmagic Weapons, Prone
Constrict: 2d6+3 Glance, +1d6 Control to Entanglement
Change Shape: Humanoid or Beast
Magic: Clairvoyance, Healing

SE:20 Couatl



SE:20 Tiny Crab

Skills	SA	Stun Table
Intimidate	-4	Stun Num. 1 2/-
Magic Defense	-1	2x 2 6/1
Melee Combat	-2	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	2	Over x4 5+ 20/15
Ranged Defense	2	
Stamina	0	Armor/TAR
Stealth	4	Natural Hide: 0
Perception	-1	Weapons/SA/Glance
		Unarmed/-2c/1d6in Claw/2sOp/1d6t Finesse

Special Abilities/Notes

Tiny: +4 Luck, 25-50cm, 6 kg, Amphibious

SE:20 Tiny Crab



SE:20 Crocodile

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

Special Abilities/Notes

Large: -2 Luck, 4m, 300kg
Keen Smell: +1d6 Control
Massive Tail
Hold Breath: 15 minutes

SE:20 Crocodile



SE:20 Fanatic Cultist

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	2	2x 14 6/1
Melee Combat	2	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	2	Leather/2 (Fire Shield 4)
Perception	1	Weapons/SA/Glance
Persuasion	4	Unarmed/2c/1d6t
Religion	2	Club/4c/1d6 Versatile
Magic (4 SP)	6	Dagger/4s2p/2d6+1 Finesse

Special Abilities/Notes

Medium: 1-2m, 90kg
Devotion: +1d6 Control vs Charm or Fear
Magic: Fire, Waking Dream
Vices: Chants, Holy Symbol
Command: Resist Magic T# 14
Shield: 2d6+2 Glance, TAR 4
Hold: Visual, Res Magic, T# 10

SE:20 Fanatic Cultist



SE:20 Encounter Cards

SE:20 Cultist

Skills	SA	Stun Table
Intimidate	0	Stun Num. 5 2/-
Magic Defense	0	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	3	Over x4 21+ 20/15
Ranged Defense	3	
Stamina	0	Armor/TAR
Stealth	1	Leather/2
Perception	0	Weapons/SA/Glance
Persuasion	2	Unarmed/2c/1d6t
Religion	2	Scimitar/3slp/3d6+1 Finesse
		Dagger/3slp/2d6+1 Finesse

Special Abilities/Notes

Medium: 1-2m, 90kg
Devotion: +1d6 Control vs Charm or Fear

SE:20 Cultist



SE:20 Darkmantle

Skills	SA	Stun Table
Intimidate	3	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	5	3x 18 12/7
Moxie	3	4x 24 18/13
Ranged Combat	1	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	2	Armor/TAR
Stealth	3	Natural Hide/0
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Tentacle/5c/1d6*
		*Bonus: Entangle, gain +1d6 Control for Tentacle attacks

Special Abilities/Notes

Small: +2 Luck, 75 cm, 30 kg
Blindsight
False Appearance: Stalagmite
Darkness Aura: Magic darkness, 1z

SE:20 Darkmantle



SE:20 Death Dog

Skills	SA	Stun Table
Intimidate	2	Stun Num. 8 2/-
Magic Defense	1	2x 16 6/1
Melee Combat	4	3x 24 12/7
Moxie	3	4x 32 18/13
Ranged Combat	4	Over x4 33+ 20/15
Ranged Defense	4	
Stamina	2	Armor/TAR
Stealth	4	Natural Hide/0
Perception	5	Weapons/SA/Glance
		Unarmed/4c/1d6+2t
		Bite*/4s2p/1d6+2
		*Disease: T#12, 2d6 Damage, Dur 1d

Special Abilities/Notes

Medium: 1-2m, 40kg
Darkvision
Two-Headed: +1d6 Control vs. Mental Magic, Morale, Stun, Perception

SE:20 Death Dog



SE:20 Deep Gnome

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	2	Armor/TAR
Stealth	4	Chain Shirt/3
Perception	2	Weapons/SA/Glance
Puzzles	3	Unarmed/4c/1d6t
Magic (2 SP)	3	War Pick/4c2p/2d6+1 Vers. Dart/2p/1d6t +Poison

Special Abilities/Notes

Small: +2 Luck, 75cm, 50 kg
Darkvision
Resist Magic: +1d6 Control
Stone Camouflage: +1d6 Control
Poison: Stamina T# 12, Wrecked 1 min
Magic: Illusion
Vices: Chants, Magic Powders

SE:20 Deep Gnome



SE:20 Encounter Cards

SE:20 Deer

Skills	SA	Stun Table
Intimidate	0	Stun Num. 5 2/-
Magic Defense	2	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	0	4x 20 18/13
Ranged Combat	3	Over x4 21+ 20/15
Ranged Defense	3	Armor/TAR
Stamina	0	Cloth/0
Stealth	3	Weapons/SA/Glance
Perception	2	Unarmed/2c/1d6t

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Deer



SE:20 Deva

Skills	SA	Stun Table
Intimidate	5	Stun Num. 18 2/-
Magic Defense	9	2x 36 6/1
Melee Combat	8	3x 54 12/7
Moxie	8	4x 72 18/13
Ranged Combat	8	Over x4 73+ 20/15
Ranged Defense	8	Armor/TAR
Stamina	4	Natural Armor/3
Stealth	4	Weapons/SA/Glance
BS Meter	9	Unarmed/8c/1d6t
Perception	9	Mace/8c/2d6+2*
Magic (4 SP)	9	*4d6 Magic Damage

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Telepathy
Resist: Radiant, Nonmagic Weapons
Immune: Mental Magic, Fear

Resist Magic: +1d6 Control
Magic: Clairvoyance, Healing
Vices: Vocalization, Holy Aura
Shape Change: Humanoid or Beast

SE:20 Deva



SE:20 Djinni

Skills	SA	Stun Table
Intimidate	5	Stun Num. 20 2/-
Magic Defense	9	2x 40 6/1
Melee Combat	9	3x 60 12/7
Moxie	7	4x 80 18/13
Ranged Combat	6	Over x4 81+ 20/15
Ranged Defense	6	Armor/TAR
Stamina	6	Natural/5
Stealth	0	Weapons/SA/Glance
Perception	3	Unarmed/9c/1d6
Magic (4 SP)	7	Scimitar/9s7p/5d6+2*
		*+1d6 Lightning Damage

Special Abilities/Notes

Large: -2 Luck, 4m, 800 kg,
+1d6 Glance, Darkvision
Immune: Lightning, Thunder

Magic: Air, Water
Vices: Gestures, Object (Totem Pendant)
Summon Air Elemental (1/day)

SE:20 Djinni



SE:20 Doppelganger

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	2	2x 18 6/1
Melee Combat	2	3x 27 12/7
Moxie	4	4x 36 18/13
Ranged Combat	6	Over x4 37+ 20/15
Ranged Defense	6	Armor/TAR
Stamina	2	Natural Hide/0
Stealth	4	Weapons/SA/Glance
Perception	1	Unarmed/2c/1d6t
Persuasion	6	Shortsword/6s4p/2d6+1 Fn
		Knife/6s4p/2d6+1 Finesse

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 humanoid

SE:20 Doppelganger



SE:20 Encounter Cards

SE:20 Adult Black Dragon

Skills	SA	Stun Table		
Intimidate	6	Stun Num.	23	2/-
Magic Defense	8	2x	46	6/1
Melee Combat	11	3x	69	12/7
Moxie	9	4x	92	18/13
Ranged Combat	7	Over x4	93+	20/15
Ranged Defense	7	Armor/TAR		
Stamina	10	Natural: 7		
Stealth	7	Weapons/SA/Glance		
Perception	11	Unarmed/11c/2d6+6		
		Claw & Bite/11s9p/3d6+6		

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Acid
Breath (Re 5+): 2z or 8 Targets, 16d6 Acid or T# 18 for half.

SE:20 Adult Black Dragon



SE:20 Young Black Dragon

Skills	SA	Stun Table		
Intimidate	5	Stun Num.	17	2/-
Magic Defense	5	2x	34	6/1
Melee Combat	7	3x	51	12/7
Moxie	7	4x	68	18/13
Ranged Combat	5	Over x4	69+	20/15
Ranged Defense	5	Armor/TAR		
Stamina	6	Natural: 6		
Stealth	5	Weapons/SA/Glance		
Perception	6	Unarmed/7c/1d6		
		Claw & Bite/7s5p/2d6		

Special Abilities/Notes

Large: -2 Luck, 4m, Blindsight, Darkvision
Immune: Acid
Breath (Re 5+): 2z or 8 Targets, 14d6 Acid or T# 14 for half.

SE:20 Young Black Dragon



SE:20 Adult Blue Dragon

Skills	SA	Stun Table		
Intimidate	7	Stun Num.	27	2/-
Magic Defense	9	2x	54	6/1
Melee Combat	12	3x	81	12/7
Moxie	9	4x	108	18/13
Ranged Combat	5	Over x4	109+	20/15
Ranged Defense	5	Armor/TAR		
Stamina	11	Natural: 9		
Stealth	5	Weapons/SA/Glance		
Perception	12	Unarmed/12c/2d6+7		
		Claw & Bite/12s10p/3d6+7		

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Lightning
Breath (Re 5+): 2z or 8 Targets, 20d6 Lightning or T# 19 for half.

SE:20 Adult Blue Dragon



SE:20 Young Blue Dragon

Skills	SA	Stun Table		
Intimidate	7	Stun Num.	19	2/-
Magic Defense	7	2x	38	6/1
Melee Combat	9	3x	57	12/7
Moxie	8	4x	76	18/13
Ranged Combat	4	Over x4	77+	20/15
Ranged Defense	4	Armor/TAR		
Stamina	8	Natural: 8		
Stealth	4	Weapons/SA/Glance		
Perception	9	Unarmed/9c/1d6		
		Claw/9s7p/2d6		
		Bite/7p/3d6		

Special Abilities/Notes

Large: -2 Luck, 4m, Blindsight, Darkvision
Immune: Lightning
Breath (Re 5+): 2z or 8 Targets, 16d6 Lightning or T# 16 for half.

SE:20 Young Blue Dragon



SE:20 Encounter Cards

SE:20 Young Brass Dragon

Skills	SA	Stun Table
Intimidate	5	Stun Num. 15 2/-
Magic Defense	5	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	6	Armor/TAR
Stealth	3	Natural: 7
Perception	6	Weapons/SA/Glance
Persuasion	8	Unarmed/7c/1d6
		Claw/7s5p/2d6
		Bite/5p/3d6

Special Abilities/Notes

Large: -2 Luck, 4m
Blindsight, Darkvision
Immune: Fire

Breath (Re 5+): 2z or 8
Targets, 12d6 Fire or T# 14 for
half. Or Sleep Gas

SE:20 Adult Brass Dragon



SE:20 Young Brass Dragon

Skills	SA	Stun Table
Intimidate	5	Stun Num. 15 2/-
Magic Defense	5	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	6	Armor/TAR
Stealth	3	Natural: 7
Perception	6	Weapons/SA/Glance
Persuasion	8	Unarmed/7c/1d6
		Claw/7s5p/2d6
		Bite/5p/3d6

Special Abilities/Notes

Large: -2 Luck, 4m
Blindsight, Darkvision
Immune: Fire

Breath (Re 5+): 2z or 8
Targets, 12d6 Fire or T# 14 for
half. Or Sleep Gas

SE:20 Young Brass Dragon



SE:20 Adult Bronze Dragon

Skills	SA	Stun Table
Intimidate	7	Stun Num. 25 2/-
Magic Defense	9	2x 50 6/1
Melee Combat	12	3x 75 12/7
Moxie	9	4x 100 18/13
Ranged Combat	5	Over x4 101+ 20/15
Ranged Defense	5	
Stamina	11	Armor/TAR
Stealth	5	Natural: 9
BS Meter	7	Weapons/SA/Glance
Perception	12	Unarmed/12c/2d6+7
		Claw 8 Bite/12s10p/3d6+7

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Lightning
Polymorph: Medium to
Huge

Breath (Re 5+): 2z or 8
Targets, 20d6 Lightning or
T# 19 for half. Or Repulsion:
All characters in area moved
2 Zones.

SE:20 Adult Bronze Dragon



SE:20 Young Bronze Dragon

Skills	SA	Stun Table
Intimidate	6	Stun Num. 15 2/-
Magic Defense	6	2x 30 6/1
Melee Combat	8	3x 45 12/7
Moxie	7	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	7	Armor/TAR
Stealth	3	Natural: 9
BS Meter	4	Weapons/SA/Glance
Perception	7	Unarmed/8c/1d6
		Claw/8s6p/2d6
		Bite/6p/3d6

Special Abilities/Notes

Large: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Lightning
Polymorph: Medium to
Huge

Breath (Re 5+): 2z or 8
Targets, 16d6 Lightning or
T# 15 for half. Or Repulsion:
All characters in area moved
2 Zones.

SE:20 Young Bronze Dragon



SE:20 Encounter Cards

SE:20 Adult Copper Dragon

Skills	SA	Stun Table			
Intimidate	6	Stun Num.	22	2/-	
Magic Defense	8	2x	44	6/1	
Melee Combat	11	3x	66	12/7	
Moxie	8	4x	88	18/13	
Ranged Combat	6	Over x4	89+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	10	Natural: 8			
Stealth	6	Weapons/SA/Glance			
Perception	12	Unarmed/11c/2d6+6			
Persuasion	8	Claw & Bite/11s9p/3d6+6			

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Acid
Breath (Re 5+): 2z or 8 Targets, 13d6 Acid or T# 18 for half. Or Slow: Half Movement & Wrecked on all Attacks

SE:20 Adult Copper Dragon



SE:20 Young Copper Dragon

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	16	2/-	
Magic Defense	5	2x	32	6/1	
Melee Combat	7	3x	48	12/7	
Moxie	7	4x	64	18/13	
Ranged Combat	4	Over x4	65+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	6	Natural: 7			
Stealth	4	Weapons/SA/Glance			
Perception	7	Unarmed/7c/1d6			
Persuasion	5	Claw/7s5p/2d6			
		Bite/5p/3d6			

Special Abilities/Notes

Large: -2 Luck, 4m
Blindsight, Darkvision
Immune: Acid
Breath (Re 5+): 2z or 8 Targets, 12d6 Acid or T# 14 for half. Or Slow: Half Movement & Wrecked on all Attacks

SE:20 Young Copper Dragon



SE:20 Adult Gold Dragon

Skills	SA	Stun Table			
Intimidate	14	Stun Num.	30	2/-	
Magic Defense	13	2x	60	6/1	
Melee Combat	14	3x	90	12/7	
Moxie	9	4x	120	18/13	
Ranged Combat	8	Over x4	121+	20/15	
Ranged Defense	8	Armor/TAR			
Stamina	13	Natural: 9			
Stealth	8	Weapons/SA/Glance			
BS Meter	8	Unarmed/14c/2d6+8			
Perception	14	Claw & Bite/14s12p/3d6+8			
Persuasion	13				

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Immune: Fire
Polymorph: Medium to Huge
Breath (Re 5+): 2z or 8 Targets, 20d6 Fire or T# 21 for half. Or Weakness: Wrecked on all Physical actions.

SE:20 Adult Gold Dragon



SE:20 Young Gold Dragon

Skills	SA	Stun Table			
Intimidate	9	Stun Num.	22	2/-	
Magic Defense	9	2x	44	6/1	
Melee Combat	10	3x	66	12/7	
Moxie	8	4x	88	18/13	
Ranged Combat	6	Over x4	89+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	9	Natural: 6			
Stealth	6	Weapons/SA/Glance			
BS Meter	5	Unarmed/10c/1d6			
Perception	9	Claw/10s8p/2d6			
Persuasion	9	Bite/8p/3d6			

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Immune: Fire
Polymorph: Medium to Huge
Breath (Re 5+): 2z or 8 Targets, 16d6 Fire or T# 17 for half. Or Weakness: Wrecked on all Physical actions.

SE:20 Young Gold Dragon



SE:20 Encounter Cards

SE:20 Adult Green Dragon

Skills	SA	Stun Table		
Intimidate	8	Stun Num.	24	2/-
Magic Defense	8	2x	48	6/1
Melee Combat	11	3x	72	12/7
Moxie	9	4x	96	18/13
Ranged Combat	6	Over x4	97+	20/15
Ranged Defense	6	Armor/TAR		
Stamina	11	Natural: 8		
Stealth	6	Weapons/SA/Glance		
Perception	12	Unarmed/11c/2d6+6		
		Claw & Bite/11s9p/3d6+6		

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Tail
Immune: Poison

Breath (Re 5+): 2z or 8
Targets, 16d6 Poison or T#
18 for half.

SE:20 Adult Green Dragon



SE:20 Young Green Dragon

Skills	SA	Stun Table		
Intimidate	5	Stun Num.	18	2/-
Magic Defense	5	2x	36	6/1
Melee Combat	7	3x	54	12/7
Moxie	8	4x	72	18/13
Ranged Combat	4	Over x4	73+	20/15
Ranged Defense	4	Armor/TAR		
Stamina	6	Natural: 7		
Stealth	4	Weapons/SA/Glance		
Perception	7	Unarmed/7c/1d6		
Persuasion	5	Claw/7s5p/2d6		
		Bite/5p/3d6		

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Tail
Immune: Poison

Breath (Re 5+): 2z or 8
Targets, 12d6 Poison or T#
14 for half.

SE:20 Young Green Dragon



SE:20 Adult Red Dragon

Skills	SA	Stun Table		
Intimidate	14	Stun Num.	30	2/-
Magic Defense	13	2x	60	6/1
Melee Combat	14	3x	90	12/7
Moxie	9	4x	120	18/13
Ranged Combat	8	Over x4	121+	20/15
Ranged Defense	8	Armor/TAR		
Stamina	13	Natural: 9		
Stealth	6	Weapons/SA/Glance		
Perception	13	Unarmed/14c/2d6+8		
		Claw & Bite/14sl2p/3d6+8		

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Immune: Fire

Breath (Re 5+): 2z or 8
Targets, 18d6 Fire or T# 21 for
half. Or Sleep Gas

SE:20 Adult Red Dragon



SE:20 Young Red Dragon

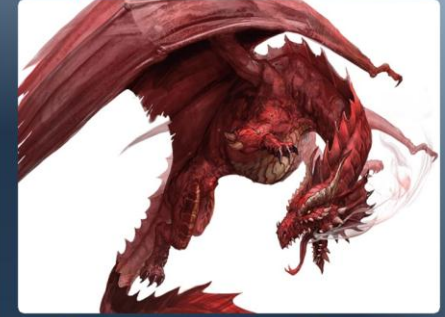
Skills	SA	Stun Table		
Intimidate	8	Stun Num.	22	2/-
Magic Defense	8	2x	44	6/1
Melee Combat	10	3x	66	12/7
Moxie	8	4x	88	18/13
Ranged Combat	4	Over x4	89+	20/15
Ranged Defense	4	Armor/TAR		
Stamina	9	Natural: 8		
Stealth	4	Weapons/SA/Glance		
Perception	8	Unarmed/10c/1d6		
		Claw/10s8p/2d6		
		Bite/6p/3d6		

Special Abilities/Notes

Large: -2 Luck, 4m,
Blindsight, Darkvision,
Amphibious, Immune: Fire

Breath (Re 5+): 2z or 8
Targets, 16d6 Fire or T# 17 for
half. Or Sleep Gas

SE:20 Young Red Dragon



SE:20 Encounter Cards

SE:20 Adult Silver Dragon

Skills	SA	Stun Table
Intimidate	13	Stun Num. 28 2/-
Magic Defense	10	2x 56 6/1
Melee Combat	13	3x 84 12/7
Moxie	10	4x 112 18/13
Ranged Combat	5	Over x4 113+ 20/15
Ranged Defense	5	
Stamina	13	Armor/TAR
Stealth	5	Natural: 9
Culture	8	Weapons/SA/Glance
Perception	11	Unarmed/13c/2d6+8
Occult Lore	8	Claw & Bite/13s1p/3d6+8

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision,
Amphibious, Immune: Fire
Polymorph: Medium to
Huge

Breath (Re 5+): 2z or 8
Targets, 17d6 Cold or T# 20
for half. Or Paralyze: 2z.

SE:20 Adult Silver Dragon



SE:20 Young Silver Dragon

Skills	SA	Stun Table
Intimidate	8	Stun Num. 21 2/-
Magic Defense	8	2x 42 6/1
Melee Combat	10	3x 63 12/7
Moxie	8	4x 84 18/13
Ranged Combat	4	Over x4 85+ 20/15
Ranged Defense	4	
Stamina	9	Armor/TAR
Stealth	4	Natural: 8
Culture	6	Weapons/SA/Glance
Perception	8	Unarmed/10c/1d6
Occult Lore	6	Claw/10s8p/2d6
		Bite/8p/3d6

Special Abilities/Notes

Large: -2 Luck, 4m
Blindsight, Darkvision,
Amphibious, Immune: Fire
Polymorph: Medium to
Huge

Breath (Re 5+): 2z or 8
Targets, 16d6 Cold or T# 17 for
half. Or Paralyze: 2z.

SE:20 Young Silver Dragon



SE:20 Adult White Dragon

Skills	SA	Stun Table
Intimidate	11	Stun Num. 23 2/-
Magic Defense	6	2x 46 6/1
Melee Combat	11	3x 69 12/7
Moxie	6	4x 92 18/13
Ranged Combat	5	Over x4 93+ 20/15
Ranged Defense	5	
Stamina	11	Armor/TAR
Stealth	5	Natural: 8
Perception	11	Weapons/SA/Glance
		Unarmed/11c/2d6+6
		Claw & Bite/11s9p/3d6+6

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg
Blindsight, Darkvision
Immune: Cold

Breath (Re 5+): 2z or 8
Targets, 16d6 Cold or T# 18
for half.

SE:20 Adult White Dragon



SE:20 Young White Dragon

Skills	SA	Stun Table
Intimidate	4	Stun Num. 17 2/-
Magic Defense	4	2x 34 6/1
Melee Combat	7	3x 51 12/7
Moxie	7	4x 68 18/13
Ranged Combat	3	Over x4 69+ 20/15
Ranged Defense	3	
Stamina	7	Armor/TAR
Stealth	3	Natural: 7
Perception	6	Weapons/SA/Glance
		Unarmed/7c/1d6
		Claw/7s5p/2d6
		Bite/5p/3d6

Special Abilities/Notes

Large: -2 Luck, 4m
Blindsight, Darkvision
Immune: Cold

Breath (Re 5+): 2z or 8
Targets, 13d6 Cold or T# 15
for half.

SE:20 Young White Dragon



SE:20 Encounter Cards

SE:20 Dragon Turtle

Skills	SA	Stun Table			
Intimidate	7	Stun Num.	38	2/-	
Magic Defense	7	2x	76	6/1	
Melee Combat	13	3x	114	12/7	
Moxie	11	4x	152	18/13	
Ranged Combat	0	Over x4	153+	20/15	
Ranged Defense	0	Armor/TAR			
Stamina	11	Natural: 10			
Stealth	-6	Weapons/SA/Glance			
Perception	1	Unarmed/13c/4d6+7			
		Bite/11p/6d6+7			

Special Abilities/Notes

Gigantic: -8 Luck, 15m
Darkvision, Amphibious
Resist: Fire
Massive Tail

Steam Breath (Re 5+): 2z,
15d6+7 Glance, T# 18 for
Half

SE:20 Dragon Turtle



SE:20 Dretch

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

Special Abilities/Notes

Small: +2 Luck
Darkvision, Telepathy

Fetid Cloud (1/day): 1z Green
Fog 1 Minute, Stamina T# 11 or
Wrecked 1 Round

SE:20 Dretch



SE:20 Drider

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	16	2/-	
Magic Defense	2	2x	32	6/1	
Melee Combat	6	3x	48	12/7	
Moxie	7	4x	64	18/13	
Ranged Combat	6	Over x4	65+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	4	Natural/6			
Stealth	9	Weapons/SA/Glance			
Perception	5	Unarmed/6c/1d6			
Magic (3 SP)	5	Claw & Bite/6s4p/1d6*			
		Med Sword/6s4p/4d6+2*			
		Hvy Bow/5p/3d6+4*			

Special Abilities/Notes

Large: -2 Luck, 4m, 350kg
+ad6 Glance, Dark Vision,
Tremorsense, Spider Climb,
Sunlight Sensitive, +1d6
Control vs. Mental Magic

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

SE:20 Drider



SE:20 Draw

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	6	2/-	
Magic Defense	1	2x	12	6/1	
Melee Combat	4	3x	18	12/7	
Moxie	2	4x	24	18/13	
Ranged Combat	4	Over x4	25+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	0	Leather Armor/2			
Stealth	4	Weapons/SA/Glance			
Perception	2	Unarmed/4c/1d6			
Magic (2 SP)	3	Sh Sword*/4s3p/2d6+1 Fn			
		Light Crossbow*/4p/2d6			
		*Poisoned			

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Sunlight
Sensitive
Resist: Mental Magic

Magic: Illusion
Vices: Vocal, Gestures
Poison: Instant, Stamina T#
13, Duration 1 hr. Fail:
Wrecked, Fail5: Unconscious

SE:20 Draw



SE:20 Encounter Cards

SE:20 Druid

Skills	SA	Stun Table
Intimidate	1	Stun Num. 7 2/-
Magic Defense	2	2x 14 6/1
Melee Combat	2	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	3	Over x4 29+ 20/15
Ranged Defense	3	
Stamina	1	Armor/TAR
Stealth	1	Cloth/D, Barkskin/6
Medical Aid	4	Weapons/SA/Glance
Perception	4	Unarmed/2c/1d6t
Magic (4 SP)	6	Quarterstaff/2c/3d6+1
		Sling/3c/1d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Magic: Animalism, Floragenesis
 Vices: Verbal, Flowery Aura
 Barkskin: 1 Min, 6 TAR
 Magic Staff: 1 Min, +3 SA
 Entangle: 1 Min, T# 12

SE:20 Druid



SE:20 Dryad

Skills	SA	Stun Table
Intimidate	4	Stun Num. 6 2/-
Magic Defense	4	2x 12 6/1
Melee Combat	2	3x 18 12/7
Moxie	3	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	0	Armor/TAR
Stealth	5	Natural Hide/D, Barkskin/6
Perception	4	Weapons/SA/Glance
Magic (4 SP)	8	Unarmed/2c/1d6t
		Club/2c/1d6+1
		Staff/2c/3d6+1

Special Abilities/Notes

Medium: 1-2m, 50kg
 Darkvision
 Tree Stride, Speak with Beast & Plant
 Resist Magic: +1d6 Control
 Magic: Animalism, Floragenesis
 Vices: Gestures, Floral Aura
 Barkskin: 1 Min, 6 TAR
 Magic Staff: 1 Min, +3 SA
 Entangle: 1 Min, T# 12

SE:20 Dryad



SE:20 Duergar

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	2	
Stamina	2	Armor/TAR
Stealth	0	Scale Armor/6
Perception	0	Weapons/SA/Glance
		Unarmed/4c/1d6t
		War Pick/4c2p/2d6+2 Vers.
		Javelin/Dp/2d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision, Sunlight Sensitive
 Resist: Poison, Mental Magic, Paralysis
 Enlarge 1/day: +1d6 Glance
 Invisibility 1/day: +1d6 Control on Stealth & Attacks. Opponent Wrecked on attacks

SE:20 Duergar



SE:20 Giant Eagle

Skills	SA	Stun Table
Intimidate	3	Stun Num. 7 2/-
Magic Defense	2	2x 14 6/1
Melee Combat	5	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	5	Over x4 29+ 20/15
Ranged Defense	5	
Stamina	1	Armor/TAR
Stealth	1	Natural Hide/D
Perception	4	Weapons/SA/Glance
		Unarmed/5c/1d6
		Claw & Beak/5s3p/2d6

Special Abilities/Notes

Small: +2 Luck
 Keen Sight: +1d6 Control

SE:20 Giant Eagle



SE:20 Encounter Cards

SE:20 Eagle

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 3 2/-
Magic Defense	2	2x 6 6/1
Melee Combat	0	3x 9 12/7
Moxie	0	4x 12 18/13
Ranged Combat	2	Over x4 13+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	4	Natural Hide/0
Perception	4	Weapons/SA/Glance
		Unarmed/0c/1d6t
		Claw & Beak/4s2p/1d6 Fn

Special Abilities/Notes

Small: +2 Luck
Keen Sight: +1d6 Control

SE:20 Eagle



SE:20 Efreeti

Skills	SA	Stun Table
Intimidate	7	Stun Num. 24 2/-
Magic Defense	7	2x 48 6/1
Melee Combat	10	3x 72 12/7
Moxie	8	4x 96 18/13
Ranged Combat	5	Over x4 97+ 20/15
Ranged Defense	5	
Stamina	7	Armor/TAR
Stealth	-1	Natural/6
Perception	2	Weapons/SA/Glance
Magic (4 SP)	7	Unarmed/10c/1d6
		Scimitar/10s8p/5d6+2*
		*+2d6 Fire

Special Abilities/Notes

Large: -2 Luck, 4m, 800 kg,
+1d6 Glance, Darkvision
Immune: Fire
Magic: Augmentation, Fire
Vices: Gestures, Flame Aura

Fire Shield: Conc, 2d6+3 Fire,
+2 TAR
Hurl Fire: Visual, 2d6+3 Fire
Enlarge: Conc, +1d6 Glance

SE:20 Efreeti



SE:20 Air Elemental

Skills	SA	Stun Table
Intimidate	5	Stun Num. 13 2/-
Magic Defense	0	2x 26 6/1
Melee Combat	5	3x 39 12/7
Moxie	6	4x 52 18/13
Ranged Combat	8	Over x4 53+ 20/15
Ranged Defense	8	
Stamina	2	Armor/TAR
Stealth	6	Natural/0*
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6
		Slam/8c/3d6

Special Abilities/Notes

Large: -2 Luck, 3-5m, 0kg
Darkvision, Air Form
Resist: Nonmagical Attacks,
Thunder, Lightning
Immune: Poison

Whirlwind (Re4+): T#13 for
half 4d6 Glance, Thrown 1z &
Prone

SE:20 Air Elemental



SE:20 Dust Devil

Skills	SA	Stun Table
Intimidate	2	Stun Num. 13 2/-
Magic Defense	0	2x 26 6/1
Melee Combat	5	3x 39 12/7
Moxie	6	4x 52 18/13
Ranged Combat	8	Over x4 53+ 20/15
Ranged Defense	8	
Stamina	2	Armor/TAR
Stealth	3	Natural/0
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6
		Slam/8c/3d6 Finesse

Special Abilities/Notes

Large: -2 Luck, 3-5m
Darkvision, Air Form
Resist: Lighting, Thunder,
Nonmagic Weapons

Immune: Poison, Prone,
Paralysis, Unconscious
Whirlwind (Re 4+): T#13 for
half 4d6 Glance, Thrown 1z &
Prone

SE:20 Dust Devil



SE:20 Encounter Cards

SE:20 Earth Elemental

Skills	SA	Stun Table
Intimidate	5	Stun Num. 17 2/-
Magic Defense	0	2x 34 6/1
Melee Combat	8	3x 61 12/7
Moxie	6	4x 74 18/13
Ranged Combat	2	Over x4 75+ 20/15
Ranged Defense	2	
Stamina	5	Armor/TAR
Stealth	-3	Natural/7
Perception	0	Weapons/SA/Glance
		Unarmed/8c/1d6
		Slam/8c/3d6

Special Abilities/Notes

Large: -2 Luck, 3-5m, Dkg
Darkvision, Tremorsense
Resist: Nonmagical Attacks, Thunder, Lightning
Immune: Poison

Earth Glide: Can move through nonmagical earth and stone.
Undermining: Double damage to objects and structures.

SE:20 Earth Elemental



SE:20 Fire Elemental

Skills	SA	Stun Table
Intimidate	3	Stun Num. 14 2/-
Magic Defense	0	2x 28 6/1
Melee Combat	3	3x 42 12/7
Moxie	6	4x 56 18/13
Ranged Combat	6	Over x4 57+ 20/15
Ranged Defense	6	
Stamina	3	Armor/TAR
Stealth	1	Natural/0*
Perception	0	Weapons/SA/Glance
		Unarmed/3c/1d6
		Fire Touch/6/2d6* Finesse
		*Fire spreads on roll of 6

Special Abilities/Notes

Large: -2 Luck, 3-5m, Dkg
Darkvision, Illumination
Resist: Nonmagical Attacks, Thunder, Lightning
Immune: Fire, Poison

Vulnerable: Water 1 damage/liter
Fire Form: If attacked in melee, attacker takes 2d6 Fire Glance.

SE:20 Fire Elemental



SE:20 Water Elemental

Skills	SA	Stun Table
Intimidate	4	Stun Num. 15 2/-
Magic Defense	0	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	5	Over x4 61+ 20/15
Ranged Defense	5	
Stamina	4	Armor/TAR
Stealth	0	Natural/2*
Perception	0	Weapons/SA/Glance
		Unarmed/7c/1d6
		Slam/7c/3d6

Special Abilities/Notes

Large: -2 Luck, 5m, 600kg
Darkvision, Liquid Form
Resist: Acid, Nonmagical Weapons
Immune: Poison, Prone

Freeze: Cold damage slows movement by half.
Whelm (Re 4): Stamina T# 15 or 3d6 Glance 8 Entangled. T# 14 to escape.

SE:20 Water Elemental



SE:20 Elephant

Skills	SA	Stun Table
Intimidate	5	Stun Num. 12 2/-
Magic Defense	0	2x 24 6/1
Melee Combat	8	3x 36 12/7
Moxie	4	4x 48 18/13
Ranged Combat	1	Over x4 49+ 20/15
Ranged Defense	1	
Stamina	3	Armor/TAR
Stealth	-5	Natural Hide/2
Perception	0	Weapons/SA/Glance
		Unarmed/8c/2d6+6
		Gore/8c6p/4d6+6
		Stomp*/8c/5d6+6
		*If target is prone

Special Abilities/Notes

Huge: -4 Luck, 7m, 1600kg

SE:20 Elephant



SE:20 Encounter Cards

SE:20 Elk

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

Special Abilities/Notes

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

SE:20 Elk



SE:20 Erinyes

Skills	SA	Stun Table
Intimidate	4	Stun Num. 19 2/-
Magic Defense	8	2x 38 6/1
Melee Combat	8	3x 57 12/7
Moxie	9	4x 76 18/13
Ranged Combat	7	Over x4 77+ 20/15
Ranged Defense	7	
Stamina	8	
Stealth	3	
Perception	2	
Armor/TAR		
Plate Armor: 8		
Weapons/SA/Glance		
Unarmed/8c/1d6t		
Lng Sword*/8s6p/3d6+1 Ver		
War Bow*/6p/2d6+4 MER 4z		

Special Abilities/Notes

Medium: 1-2m, 80kg
Truesight, Telepathy
Resist: Cold, Nonmagic/
Non-Silver Weapons
Immune: Fire, Poison

Resist Magic: +1d6 Control
Hellish Weapons: Maigc, Poisoned, Instant, +4d6

SE:20 Erinyes



SE:20 Ettercap

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	0	2x 18 6/1
Melee Combat	4	3x 27 12/7
Moxie	4	4x 36 18/13
Ranged Combat	4	Over x4 37+ 20/15
Ranged Defense	4	
Stamina	1	
Stealth	4	
Perception	3	
Survival	3	
Armor/TAR		
Natural Hide/1		
Weapons/SA/Glance		
Unarmed/4c/1d6t		
Claw & Bite*/4s2p/1d6		
Web/4 Entangle		

Special Abilities/Notes

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

*Venom: Instant, +1d6 Damage
Web (Re 5+): SA 4, Entangle, T# 11, Destroy: T# 10, Strength 5, Vulnerable to fire

SE:20 Ettercap



SE:20 Flameskull

Skills	SA	Stun Table
Intimidate	0	Stun Num. 8 2/-
Magic Defense	0	2x 16 6/1
Melee Combat	0	3x 24 12/7
Moxie	5	4x 32 18/13
Ranged Combat	5	Over x4 33+ 20/15
Ranged Defense	5	
Stamina	2	
Stealth	7	
Perception	2	
Magic (5 SP)	8	
Armor/TAR		
Natural Hide: 0		
Weapons/SA/Glance		
Unarmed/0c/1d6in		
Fire Ray/5/3d6*		
*Fire spreads on roll of 6		

Special Abilities/Notes

Tiny: +4 Luck, 50cm, 6 kg
Darkvision, Illumination
Resist: Lightning, Necrotic, Piercing
Rejuvenation: Regenerate 1hr

Immune: Cold, Fire, Poison, Mental Magic, Fear, Prone
Resist Magic: +1d6 Control
Magic: Fire, Puppetry
Vices: Vocal, Fire Aura

SE:20 Flameskull



SE:20 Encounter Cards

SE:20 Flying Sword

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	6	2/-	
Magic Defense	-3	2x	12	6/1	
Melee Combat	3	3x	18	12/7	
Moxie	3	4x	24	18/13	
Ranged Combat	2	Over x4	25+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	0	Steel/5			
Stealth	4	Weapons/SA/Glance			
Perception	-3	Unarmed/3c/1d6in Longsword/3slp/3d6+1			

Special Abilities/Notes

Tiny: +4 Luck, 50cm, 2 kg
Antimagic Susceptibility:
Incapacitated by Dispell
Magic

SE:20 Flying Sword



SE:20 Tiny Frog

Skills	SA	Stun Table			
Intimidate	-3	Stun Num.	1	2/-	
Magic Defense	1	2x	2	6/1	
Melee Combat	-3	3x	3	12/7	
Moxie	0	4x	4	18/13	
Ranged Combat	3	Over x4	5+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	-1	Natural Hide: 0			
Stealth	3	Weapons/SA/Glance			
Perception	1	Unarmed/-3c/1d6in			

Special Abilities/Notes

Tiny: +4 Luck, 30cm, 2 kg
Darkvision, Amphibious
Leap: 3m

SE:20 Tiny Frog



SE:20 Gargoyle

Skills	SA	Stun Table			
Intimidate	2	Stun Num.	9	2/-	
Magic Defense	0	2x	18	6/1	
Melee Combat	4	3x	27	12/7	
Moxie	4	4x	36	18/13	
Ranged Combat	2	Over x4	37+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	3	Natural Hide/5			
Stealth	0	Weapons/SA/Glance			
Perception	0	Unarmed/4c/1d6t Claw & Bite/4s1p/1d6			

Special Abilities/Notes

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

SE:20 Gargoyle



SE:20 Gelatinous Cube

Skills	SA	Stun Table			
Intimidate	2	Stun Num.	12	2/-	
Magic Defense	-2	2x	24	6/1	
Melee Combat	4	3x	36	12/7	
Moxie	4	4x	48	18/13	
Ranged Combat	-4	Over x4	49+	20/15	
Ranged Defense	-4	Armor/TAR			
Stamina	5	Natural/0			
Stealth	-6	Weapons/SA/Glance			
Perception	-2	Unarmed/4c/1d6 Pseudopod/4/3d6 Acid*			

Special Abilities/Notes

Large: -2 Luck, 4m, 1600kg
Blindsight
Immune: Blindness, Prone,
Deafness, Fear
Engulf: 1 Target, Agility T# 12
or 3d6 Acid Glance, Entangled.
6d6 each round after. Escape
T# 12.

SE:20 Gelatinous Cube



SE:20 Encounter Cards

SE:20 Ghost

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	8	2/-	
Magic Defense	0	2x	16	6/1	
Melee Combat	5	3x	24	12/7	
Moxie	4	4x	36	18/13	
Ranged Combat	5	Over x4	37+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	0	Natural Hide/0			
Stealth	3	Weapons/SA/Glance			
Perception	0	Unarmed/5c/1d6t			
		Claw & Bite/5s3p/2d6*			
		*Stamina T# 10 or Paralyzed Im. Reroll each turn.			

Special Abilities/Notes

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

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

SE:20 Ghost



SE:20 Ghost

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	9	2/-	
Magic Defense	3	2x	18	6/1	
Melee Combat	0	3x	27	12/7	
Moxie	5	4x	36	18/13	
Ranged Combat	3	Over x4	37+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	0	Natural/0			
Stealth	1	Weapons/SA/Glance			
Perception	1	Unarmed/0c/1d6t			
Manifest	5	Touch/5/4d6 Damage			

Special Abilities/Notes

Medium: 1-2m, 90kg
Ethereal Sight, Undead, Incorporeal, Horrific: T# 13
Detect Life: +1d6 Control

Resist: Acid, Fire, Lightning, Nonmagic Weapons
Immune: Cold, Necrotic, Poison
Possession: Touch, T# 13

SE:20 Ghost



SE:20 Ghoul

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	6	2/-	
Magic Defense	-1	2x	12	6/1	
Melee Combat	4	3x	18	12/7	
Moxie	3	4x	24	18/13	
Ranged Combat	4	Over x4	25+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	0	Natural Hide/0			
Stealth	2	Weapons/SA/Glance			
Perception	0	Unarmed/4c/1d6t			
		Claw & Bite/4s2p/1d6*			
		*Stamina T# 10 or Paralyzed Im. 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



SE:20 Cloud Giant

Skills	SA	Stun Table			
Intimidate	8	Stun Num.	24	2/-	
Magic Defense	7	2x	48	6/1	
Melee Combat	12	3x	72	12/7	
Moxie	8	4x	96	18/13	
Ranged Combat	4	Over x4	97+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	10	Natural/4			
Stealth	-4	Weapons/SA/Glance			
BS Meter	7	Unarmed/12c/2d6+8			
Perception	7	Morningstar/12cbo/6d6+12			
Magic (5 SP)	8	Rock/4c/3d6+8 MER 3z			

Special Abilities/Notes

Huge: -4 Luck, 6m, 1800kg, +2d6 Glance
Keen Smell: +1d6 Control

Magic: Air, Water
Vices: Chants, Gestures

SE:20 Cloud Giant



SE:20 Encounter Cards

SE:20 Cyclops

Skills	SA	Stun Table
Intimidate	6	Stun Num. 18 2/-
Magic Defense	0	2x 36 6/1
Melee Combat	9	3x 64 12/7
Moxie	6	4x 72 18/13
Ranged Combat	3	Over x4 73+ 20/15
Ranged Defense	3	
Stamina	5	
Stealth	-4	
Perception	-2	
Armor/TAR		
Natural/4		
Weapons/SA/Glance		
Unarmed/9c/2d6+6		
Great Club/9c/6d6+9		
Rock/3c/3d6+8 MER 1z		

Special Abilities/Notes

Huge: -4 Luck, 6m, 1800kg,
+2d6 Glance

SE:20 Cyclops



SE:20 Ettin (Giant)

Skills	SA	Stun Table
Intimidate	5	Stun Num. 13 2/-
Magic Defense	0	2x 26 6/1
Melee Combat	7	3x 39 12/7
Moxie	5	4x 52 18/13
Ranged Combat	1	Over x4 53+ 20/15
Ranged Defense	1	
Stamina	3	
Stealth	-3	
Perception	4	
Armor/TAR		
Natural/2		
Weapons/SA/Glance		
Unarmed/7c/1d6		
Morningstar/7cbo/4d6+4 V		
Battleaxe/7s/4d6+4 Vers		
Rock/1/2d6+2 MER 2z		

Special Abilities/Notes

Large: -2 Luck, 4m, 400kg
+1d6 Glance, Dark Vision
Two Heads: +1d6 Control
vs. Blindness, Mental Magic
Wakeful: 1 head sleeps

SE:20 Ettin (Giant)



SE:20 Fire Giant

Skills	SA	Stun Table
Intimidate	7	Stun Num. 24 2/-
Magic Defense	5	2x 48 6/1
Melee Combat	11	3x 72 12/7
Moxie	7	4x 96 18/13
Ranged Combat	3	Over x4 97+ 20/15
Ranged Defense	3	
Stamina	10	
Stealth	-5	
Acrobatics	11	
Perception	6	
Armor/TAR		
Plate Armor/8		
Weapons/SA/Glance		
Unarmed/11c/2d6+7		
Greatsword/11s9p/8d6+10		
Rock/3c/7d6+9 MER 2z		

Special Abilities/Notes

Huge: -4 Luck, 6m, 1800kg,
+2d6 Glance
Immune: Fire

SE:20 Fire Giant



SE:20 Frost Giant

Skills	SA	Stun Table
Intimidate	6	Stun Num. 18 2/-
Magic Defense	4	2x 36 6/1
Melee Combat	9	3x 54 12/7
Moxie	6	4x 72 18/13
Ranged Combat	2	Over x4 73+ 20/15
Ranged Defense	2	
Stamina	8	
Stealth	-5	
Acrobatics	9	
Perception	3	
Armor/TAR		
Patchwork Armor/5		
Weapons/SA/Glance		
Unarmed/9c/2d6+6		
Greataxe/9s/8d6+10		
Rock/2c/7d6+6		

Special Abilities/Notes

Huge: -4 Luck, 6m, 3000kg,
+2d6 Glance
Immune: Cold

SE:20 Frost Giant



SE:20 Encounter Cards

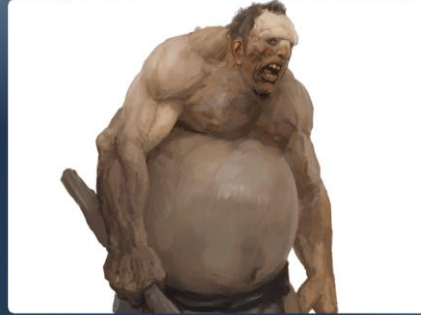
SE:20 Hill Giant

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	15	2/-	
Magic Defense	-1	2x	30	6/1	
Melee Combat	8	3x	45	12/7	
Moxie	5	4x	60	18/13	
Ranged Combat	2	Over x4	61+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	4	Natural/3			
Stealth	-5	Weapons/SA/Glance			
Perception	2	Unarmed/8c/2d6+5			
		Greatclub/8c/6d6+8			
		Rock/2c/3d6+8 MER 2z			

Special Abilities/Notes

Huge: -4 Luck, 6m, 1800kg,
+2d6 Glance

SE:20 Hill Giant



SE:20 Stone Giant

Skills	SA	Stun Table			
Intimidate	6	Stun Num.	17	2/-	
Magic Defense	4	2x	34	6/1	
Melee Combat	9	3x	51	12/7	
Moxie	5	4x	68	18/13	
Ranged Combat	5	Over x4	69+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	8	Natural Armor/5			
Stealth	-2	Weapons/SA/Glance			
Perception	4	Unarmed/9c/2d6+7			
		Greatclub/9c/4d6+7			
		Rock/5c/7d6+7 MER 2z			

Special Abilities/Notes

Huge: -4 Luck, 6m, +2d6
Glance, Darkvision
Stone Camouflage: +1d6
Control in rocky terrain

SE:20 Stone Giant



SE:20 Storm Giant

Skills	SA	Stun Table			
Intimidate	14	Stun Num.	27	2/-	
Magic Defense	9	2x	54	6/1	
Melee Combat	14	3x	81	12/7	
Moxie	10	4x	108	18/13	
Ranged Combat	7	Over x4	109+	20/15	
Ranged Defense	7	Armor/TAR			
Stamina	10	Scale Armor/4			
Stealth	-1	Weapons/SA/Glance			
Perception	9	Unarmed/14c/2d6+9			
Magic (5 SP)	9	Greatsword/14s12p/6d6+9			
		Rock/7c/8d6+10 MER 3z			

Special Abilities/Notes

Huge: -4 Luck, 6m, +2d6
Glance, Darkvision,
Amphibious
Resist: Cold
Immune: Lightning, Thunder
Lightning (Re 5+): Visual, 1
Zone, 16d6 Glance or Initiative
T# 17 for half
Magic: Air, Water
Vices: Lightning Aura, Chant

SE:20 Storm Giant



SE:20 Gibbering Mouter

Skills	SA	Stun Table			
Intimidate	2	Stun Num.	11	2/-	
Magic Defense	-1	2x	22	6/1	
Melee Combat	2	3x	33	12/7	
Moxie	4	4x	44	18/13	
Ranged Combat	1	Over x4	45+	20/15	
Ranged Defense	1	Armor/TAR			
Stamina	3	Natural Hide/0			
Stealth	-1	Weapons/SA/Glance			
Perception	0	Unarmed/2c/1d6t			
		Bite/0p/5d6			
		Spit (Recharge 5-6): 1z, T# 13 or blind 1 round.			

Special Abilities/Notes

Medium: 1-2m, 150kg
Darkvision, Immune: Prone
Aberrant Ground: Before
melee attack vs Mouter,
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 Mouter



SE:20 Encounter Cards

SE:20 Glabrezu

Skills	SA	Stun Table
Intimidate	9	Stun Num. 20 2/-
Magic Defense	9	2x 40 6/1
Melee Combat	9	3x 60 12/7
Moxie	8	4x 80 18/13
Ranged Combat	6	Over x4 81+ 20/15
Ranged Defense	6	
Stamina	9	Armor/TAR
Stealth	0	Natural/5
Perception	4	Weapons/SA/Glance
Magic (4 SP)	7	Unarmed/9c/1d6
		Pincer*/9c/3d6
		*Bonus: Entangled

Special Abilities/Notes

Large: -2 Luck, 5m, 1200kg
 Truesight, Telepathy, Four Arms
 Resist: Cold, Fire, Lightning, Nonmagic Weapons
 Immune: Poison
 Magic: Banishment, Waking Dream
 Vices: Vocal, Gestures

SE:20 Glabrezu



SE:20 Gladiator

Skills	SA	Stun Table
Intimidate	7	Stun Num. 15 2/-
Magic Defense	2	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	7	4x 60 18/13
Ranged Combat	5	Over x4 61+ 20/15
Ranged Defense	5	
Stamina	6	Armor/TAR
Stealth	2	Studded & Shield: 3/5
Perception	1	Weapons/SA/Glance
Acrobatics	10	Unarmed/7c/1d6t
		Spear/7c5p/4d6+1
		Shield/7c/2d6+3

Special Abilities/Notes

Medium: 1-2m, 90kg
 Brave: +1d6 Control vs. Fear

SE:20 Gladiator



SE:20 Gnoll

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	4	3x 18 12/7
Moxie	3	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	0	Armor/TAR
Stealth	1	Hide Armor & Shield: 2/4
Perception	0	Weapons/SA/Glance
		Unarmed/4c/1d6t
		Spear/4c2p/3d6+1c, 4d6+1p
		Heavy Bow/2p/2d6+4
		Bite/4s2p/1d6

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision

SE:20 Gnoll



SE:20 Goblin

Skills	SA	Stun Table
Intimidate	0	Stun Num. 5 2/-
Magic Defense	0	2x 10 6/1
Melee Combat	1	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	4	Over x4 21+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	6	Leather/Shield: 2/4
Perception	-1	Weapons/SA/Glance
		Unarmed/1c/1d6t
		Scimitar/4s2p/2d6+1 Fn
		Bow/3p/2d6+2
		Tiny Shield/1c/1d6+1

Special Abilities/Notes

Small: +2 Luck, 80 cm, 30kg
 Darkvision

SE:20 Goblin



SE:20 Encounter Cards

SE:20 Clay Golem

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	17	2/-	
Magic Defense	-1	2x	34	6/1	
Melee Combat	9	3x	51	12/7	
Moxie	7	4x	68	18/13	
Ranged Combat	3	Over x4	69+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	9	Natural/4			
Stealth	-3	Weapons/SA/Glance			
Perception	-1	Unarmed/9c/1d6			
		Slam/9c/3d6			

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
Darkvision
Immune: Acid, Poison, Mental, Nonmagic Weapons, Fear, Paralysis

Haste (Re 5+): +1 Combat Action, Gain +2 Melee/Ranged T#, +1d6 Control on Agility skills

SE:20 Clay Golem



SE:20 Flesh Golem

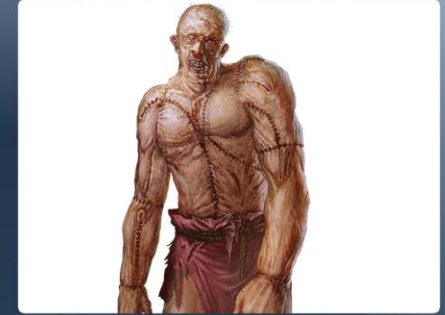
Skills	SA	Stun Table			
Intimidate	4	Stun Num.	13	2/-	
Magic Defense	0	2x	26	6/1	
Melee Combat	7	3x	39	12/7	
Moxie	6	4x	52	18/13	
Ranged Combat	2	Over x4	53+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	4	Natural/0			
Stealth	-1	Weapons/SA/Glance			
Perception	0	Unarmed/7c/1d6t			
		Slam/7c/1d6			

Special Abilities/Notes

Medium: 1.8m, 80kg
Darkvision
Immune: Lightning, Poison, Nonmagic Weapons, Mental Magic, Fear, Paralysis

Berserk: If 3x SN, roll 1d6. On 6, attacks closest. Lightning Regeneration
Resist Magic: +1d6 Control

SE:20 Flesh Golem



SE:20 Iron Golem

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

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
Darkvision, Resist Magic
Immune: Fire, Poison, Mental, Nonmagic Weapons, Fear, Paralysis

Fire Absorption: Fire Heals
Poison Breath (Re 6): Target 2, 8d6 or Stamina T# 19 for half.

SE:20 Iron Golem



SE:20 Stone Golem

Skills	SA	Stun Table			
Intimidate	6	Stun Num.	22	2/-	
Magic Defense	1	2x	44	6/1	
Melee Combat	10	3x	66	12/7	
Moxie	8	4x	88	18/13	
Ranged Combat	3	Over x4	89+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	5	Natural Armor/8			
Stealth	-3	Weapons/SA/Glance			
Perception	0	Unarmed/10c/1d6			
		Slam/10c/4d6			

Special Abilities/Notes

Large: -2 Luck, 3m, +1d6 Glance, Darkvision
Immune: Acid, Poison, Mental, Nonmagic Weapons, Fear, Paralysis

Slow (Re 5+): Touch, 1 Zone, Magic Def T# 17 or 1/2 Movement, -1 Combat Action. Reroll each round

SE:20 Stone Golem



SE:20 Encounter Cards

SE:20 Gorgon

Skills	SA	Stun Table
Intimidate	5	Stun Num. 15 2/-
Magic Defense	1	2x 30 6/1
Melee Combat	8	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	4	Armor/TAR
Stealth	-2	Natural/9
Perception	4	Weapons/SA/Glance
		Unarmed/8c/1d6
		Hooves/8c/3d6
		Gore/6p/3d6

Special Abilities/Notes

Large: -2 Luck, 4m, 1200kg
 Four Legs: +2 vs. Prone
 Petrifying Breath (Re 5+): 1z, T# 13 Stamina or Magic Defense. Fail: Stunned. Reroll next round or Petrified.

SE:20 Gorgon



SE:20 Grick

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	2	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	2	Natural Hide/2
Perception	2	Weapons/SA/Glance
		Unarmed/4c/1d6t
		Tentacle/4s2p/2d6
		Bite/2p/1d6

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
Intimidate	4	Stun Num. 10 2/-
Magic Defense	1	2x 20 6/1
Melee Combat	6	3x 30 12/7
Moxie	4	4x 40 18/13
Ranged Combat	2	Over x4 41+ 20/15
Ranged Defense	4	
Stamina	3	Armor/TAR
Stealth	0	Natural/0
Perception	5	Weapons/SA/Glance
		Unarmed/6c/1d6
		Bite/4p/1d6
		Claw/6s4p/2d6

Special Abilities/Notes

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

SE:20 Griffon



SE:20 Grimlock

Skills	SA	Stun Table
Intimidate	3	Stun Num. 6 2/-
Magic Defense	-1	2x 12 6/1
Melee Combat	5	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	1	Armor/TAR
Stealth	3	Rags/0
Acrobatics	5	Weapons/SA/Glance
Perception	3	Unarmed/5c/1d6t
		Spiked Club/5cbo/2d6+2 V

Special Abilities/Notes

Medium: 1-2m, 90kg
 Blindsight, Blind Senses
 Keen Hearing: +1d6 Control
 Stone Camouflage: +1d6 Control

SE:20 Grimlock



SE:20 Encounter Cards

SE:20 Guard

Skills	SA	Stun Table
Intimidate	1	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	3	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	0	Armor/TAR
Stealth	1	Chain Shirt & Shield: 5/7
Perception	2	Weapons/SA/Glance
		Unarmed/3c/1d6t
		Spear/3slp/4d6+1 MER 1z
		Shortsword/3slp/3d6+1 Fn
		Shield/3c/1d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Guard



SE:20 Gynosphinx

Skills	SA	Stun Table
Intimidate	4	Stun Num. 17 2/-
Magic Defense	4	2x 34 6/1
Melee Combat	8	3x 51 12/7
Moxie	8	4x 68 18/13
Ranged Combat	6	Over x4 69+ 20/15
Ranged Defense	6	
Stamina	3	Armor/TAR
Stealth	0	Natural/5
Occult Lore	12	Weapons/SA/Glance
Perception	8	Unarmed/8c/1d6
Religion	8	Claw & Bite/8s6p/3d6
Magic (9 SP)	13	

Special Abilities/Notes

Large: -2 Luck, 4m, 800kg
 Truesight
 Immune: Mental Magic, Nonmagical Attacks
 Inscrutable, Fearless

Magic: Banishment, Illusion, Clairvoyance, Waking Dream
 Vices: Poetry, Holy Aura

SE:20 Gynosphinx



SE:20 Green Hag

Skills	SA	Stun Table
Intimidate	4	Stun Num. 12 2/-
Magic Defense	2	2x 24 6/1
Melee Combat	6	3x 36 12/7
Moxie	6	4x 48 18/13
Ranged Combat	3	Over x4 49+ 20/15
Ranged Defense	3	
Stamina	3	Armor/TAR
Stealth	3	Natural Armor/6
Occult Lore	3	Weapons/SA/Glance
Perception	4	Unarmed/6c/1d6t
Persuasion	4	Claws/6s/2d6
Magic (3 SP)	5	Staff/6c/3d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Amphibious
 Magic: Illusion
 Vices: Song, Alchemy

Mimicry: Imitate animal or humanoid. Perception T# 14.
 Illusory Appearance: Humanoid Perception T# 20.

SE:20 Green Hag



SE:20 Night Hag

Skills	SA	Stun Table
Intimidate	4	Stun Num. 15 2/-
Magic Defense	3	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	7	4x 60 18/13
Ranged Combat	5	Over x4 61+ 20/15
Ranged Defense	5	
Stamina	3	Armor/TAR
Stealth	6	Natural Armor/5
BS Meter	7	Weapons/SA/Glance
Perception	6	Unarmed/7c/1d6t
Persuasion	7	Claws/7s/3d6
Magic (3 SP)	6	Staff/7c/3d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision
 Resist: Cold, Fire, Nonmagic /Non-silver Weapons, Magic
 Immune: Mental Magic

Shape Change: Human Female
 Etherealness: Can produce nightmares preventing rest.
 Magic: Waking Dream
 Vices: Song, Alchemy

SE:20 Night Hag



SE:20 Encounter Cards

SE:20 Sea Hag

Skills	SA	Stun Table
Intimidate	3	Stun Num. 9 2/-
Magic Defense	1	2x 18 6/1
Melee Combat	5	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	3	Over x4 37+ 20/15
Ranged Defense	3	
Stamina	3	Armor/TAR
Stealth	1	Natural Armor/3
Perception	1	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Claw/5s/2d6
		Staff/5c/3d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Amphibious, Darkvision
 Horrific: Moxie T# 11
 Illusory Appearance: T# 16,
 Ugly Humanoid.

Glare: Target 1 Demoralized target, Moxie T# 11 or Incapacitated

SE:20 Sea Hag



SE:20 Red Half Dragon Veteran

Skills	SA	Stun Table
Intimidate	3	Stun Num. 11 2/-
Magic Defense	0	2x 22 6/1
Melee Combat	6	3x 33 12/7
Moxie	5	4x 44 18/13
Ranged Combat	4	Over x4 45+ 20/15
Ranged Defense	4	
Stamina	2	Armor/TAR
Stealth	1	Plate Armor/8
Acrobatics	5	Weapons/SA/Glance
Perception	2	Unarmed/6c/1d6t
		Longsword/6s4p/3d6+2
		Sh Sword/6s4p/2d6+1
		Hvy Crossbow/4p/2d6+4

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision, Blindsight
 Resist: Fire

Fire Breath (Re 5+): 2
 Targets, 7d6 or Agility T# 15 for half.

SE:20 Red Half Dragon Veteran



SE:20 Harpy

Skills	SA	Stun Table
Intimidate	1	Stun Num. 8 2/-
Magic Defense	1	2x 16 6/1
Melee Combat	3	3x 24 12/7
Moxie	4	4x 32 18/13
Ranged Combat	3	Over x4 33+ 20/15
Ranged Defense	3	
Stamina	1	Armor/TAR
Stealth	1	Natural Hide/0
Perception	0	Weapons/SA/Glance
		Unarmed/3c/1d6t
		Claw/3slp/1d6
		Club/3c/2d6

Special Abilities/Notes

Medium: 1-2m, 50kg

Luring Song: 10z Range, T# 11 or Enthralled, Move towards Harpy, Lose Actions. Reroll each turn or on Stun Check. Success: Immune for 1 day.

SE:20 Harpy



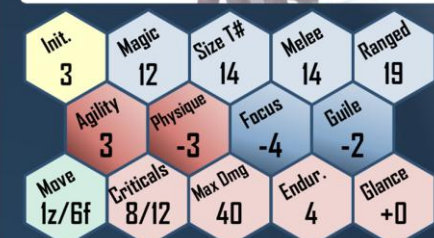
SE:20 Hawk

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 3 2/-
Magic Defense	2	2x 6 6/1
Melee Combat	0	3x 9 12/7
Moxie	0	4x 12 18/13
Ranged Combat	2	Over x4 13+ 20/15
Ranged Defense	4	
Stamina	-1	Armor/TAR
Stealth	4	Natural Hide/0
Perception	4	Weapons/SA/Glance
		Unarmed/0c/1d6t
		Claw & Beak/5s3p/1d6 Fn

Special Abilities/Notes

Tiny: +4 Luck
 Keen Sight: +1d6 Control

SE:20 Hawk



SE:20 Encounter Cards

SE:20 Hell Hound

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	9	2/-	
Magic Defense	1	2x	18	6/1	
Melee Combat	5	3x	27	12/7	
Moxie	4	4x	36	18/13	
Ranged Combat	3	Over x4	37+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	2	Natural Hide/4			
Stealth	1	Weapons/SA/Glance			
Perception	5	Unarmed/5c/1d6			
		Claw & Bite*/5s3p/1d6			
		*2d6 Fire Damage			

Special Abilities/Notes

Medium: 1-2m, 50kg
Darkvision, Keen Hearing & Smell: +1d6 Control
Immune: Fire

Fire Breath (Re 5+): 2 Targets, 6d6 Glance or Agility T# 12 for half.

SE:20 Hell Hound



SE:20 Hezrou

Skills	SA	Stun Table			
Intimidate	7	Stun Num.	18	2/-	
Magic Defense	4	2x	36	6/1	
Melee Combat	7	3x	54	12/7	
Moxie	7	4x	72	18/13	
Ranged Combat	6	Over x4	73+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	8	Natural/3			
Stealth	3	Weapons/SA/Glance			
Perception	1	Unarmed/7c/1d6			
		Claw/7s/2d6			
		Bite/5p/3d6			

Special Abilities/Notes

Large: -2 Luck, 4m, 1000kg
Darkvision, Telepathy
Resist: Cold, Fire, Lightning, Nonmagic Weapons
Immune: Poison

Resist Magic: +1d6 Control
Stench: 1z, Stamina T# 14 or Wrecked 1 Round.

SE:20 Hezrou



SE:20 Hippogriff

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	6	2/-	
Magic Defense	1	2x	12	6/1	
Melee Combat	5	3x	18	12/7	
Moxie	2	4x	24	18/13	
Ranged Combat	1	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural/0			
Stealth	-1	Weapons/SA/Glance			
Perception	5	Unarmed/5c/1d6			
		Bite/3p/2d6			
		Claw/5s4p/2d6			

Special Abilities/Notes

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

SE:20 Hippogriff



SE:20 Hobgoblin

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	6	2/-	
Magic Defense	0	2x	12	6/1	
Melee Combat	3	3x	18	12/7	
Moxie	2	4x	24	18/13	
Ranged Combat	3	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Chainmail/Shield: 6/8			
Stealth	1	Weapons/SA/Glance			
Perception	0	Unarmed/3c/1d6			
		Short Sword/3slp/2d6+1			
		Long Sword/3slp/3d6+1			
		Bow/2p/2d6+2			

Special Abilities/Notes

Medium: 1-2m, 80kg
Darkvision

Power Attack: +1d6 Glance, Opponents gain +1d6 Control

SE:20 Hobgoblin



SE:20 Encounter Cards

SE:20 Homunculus

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 2 2/-
Magic Defense	0	2x 4 6/1
Melee Combat	4	3x 6 12/7
Moxie	2	4x 8 18/13
Ranged Combat	4	Over x4 9+ 20/15
Ranged Defense	4	
Stamina	0	
Stealth	6	
Armor/TAR		
Natural Hide/1		
Weapons/SA/Glance		
Unarmed/4c/1d6i		
Bite*/3p/1d6t		
*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 Horned Devil

Skills	SA	Stun Table
Intimidate	10	Stun Num. 22 2/-
Magic Defense	7	2x 44 6/1
Melee Combat	10	3x 66 12/7
Moxie	8	4x 88 18/13
Ranged Combat	7	Over x4 89+ 20/15
Ranged Defense	7	
Stamina	6	
Stealth	3	
Perception	3	
Armor/TAR		
Natural/5		
Weapons/SA/Glance		
Unarmed/10c/1d6		
Fork/10c8p/4d6+2c, 5d6+2p		
Tail*/8p/1d6 Wrecked		
Flame/7/4d6 Fire		

Special Abilities/Notes

Large: -2 Luck, 3.5m, 900kg
Darkvision, Telepathy
Resist: Cold, Nonmagic/
Non-Silver Weapons
Immune: Fire, Poison
Resist Magic: +1d6 Control
*Infernal Wound: Stamina T# 17 or 3d6 each round. Medical Aid T# 12 to stop bleeding.

SE:20 Horned Devil



SE:20 Draft Horse

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

Special Abilities/Notes

Large: -2 Luck, 3.5m, 900kg
Four Legs: +2 vs. Prone

SE:20 Draft Horse



SE:20 Riding Horse

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

Special Abilities/Notes

Large: -2 Luck, 3m, 450kg
Four-Legged, No Hands
Animal Instincts

SE:20 Riding Horse



SE:20 Encounter Cards

SE:20 War Horse

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	6	2/-	
Magic Defense	1	2x	12	6/1	
Melee Combat	6	3x	18	12/7	
Moxie	1	4x	24	18/13	
Ranged Combat	3	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural: 0/Plate: 6			
Stealth	-1	Weapons/SA/Glance			
Perception	1	Unarmed/6c/1d6			
		Hooves/6c/2d6			

Special Abilities/Notes

Large: -2 Luck, 3.5m, 850kg,
Four Leg, No Hands

SE:20 War Horse



SE:20 Hydra

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	21	2/-	
Magic Defense	0	2x	42	6/1	
Melee Combat	8	3x	63	12/7	
Moxie	8	4x	84	18/13	
Ranged Combat	1	Over x4	85+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	5	Natural/4			
Stealth	-3	Weapons/SA/Glance			
Perception	6	Unarmed/8c/2d6+5			
		Bite/8s6p/2d6+5 Reach 1z			

Special Abilities/Notes

Huge: -4 Luck, 6m, 1800kg,
Darkvision
Heads: +1d6 Control on
Perception & vs. Blindness,
Mental Spells, Deafness.

In addition to standard CA,
Hydra can make one attack
per extra head with a Reach of
1 Zone.

SE:20 Hydra



SE:20 Hyena

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	5	2/-	
Magic Defense	1	2x	10	6/1	
Melee Combat	2	3x	15	12/7	
Moxie	0	4x	20	18/13	
Ranged Combat	1	Over x4	21+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural Hide/0			
Stealth	1	Weapons/SA/Glance			
Perception	3	Unarmed/2c/1d6			
		Bite*/3slp/1d6			

Special Abilities/Notes

Medium: 1-2m, 40kg

*Entangle on bonus

SE:20 Hyena



SE:20 Ice Devil

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

Special Abilities/Notes

Large: -2 Luck, 4m, 600kg
Blindsight, Darkvision,
Telepathy
Resist: Nonmagic/Non-
Silver Weapons

Immune: Cold, Fire, Poison
Ice Wall (Re 6): 1 Min, Visual,
1z, 10d6 Glance or Agility T#
17 for half. Wall has TAR 5,
Strength 30

SE:20 Ice Devil



SE:20 Encounter Cards

SE:20 Imp

Skills	SA	Stun Table			
Intimidate	2	Stun Num.	3	2/-	
Magic Defense	2	2x	6	6/1	
Melee Combat	0	3x	9	12/7	
Moxie	2	4x	12	18/13	
Ranged Combat	5	Over x4	13+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	1	Natural Hide: 0			
Stealth	5	Weapons/SA/Glance			
Perception	1	Unarmed/0c/1d6in			
BS Meter	3	Sting*/3slp/1d6t			
Persuasion	4	*3d6 Poison or T# 10 for half			

Special Abilities/Notes

Tiny: +4 Luck, 40cm, 4 kg
Darkvision
Resist: Cold, Nonmagic/
Non-Silver Weapons
Immune: Fire, Poison

Shape Change: Rat, Raven, Spider
Resist Magic: +1d6 Control
Invisibility: +1d6 Control on attacks. Opponents Wrecked.

SE:20 Imp



SE:20 Incubus

Skills	SA	Stun Table			
Intimidate	5	Stun Num.	11	2/-	
Magic Defense	5	2x	22	6/1	
Melee Combat	1	3x	33	12/7	
Moxie	6	4x	44	18/13	
Ranged Combat	5	Over x4	45+	20/15	
Ranged Defense	5	Armor/TAR			
Stamina	1	Natural Armor/2			
Stealth	7	Weapons/SA/Glance			
BS Meter	5	Unarmed/1c/1d6t			
Perception	5	Claw/5s/1d6 Finesse			
Persuasion	9	Dagger/5s3p/2d6 Finesse			
		Rapier/5s3p/3d6+1 Finesse			

Special Abilities/Notes

Medium: 1-2m, 70kg
Darkvision
Resist: Cold, Fire, Nonmagic
Weapons
Telepathic: With Charmed

Shape Change: Small/Medium Humanoid
Charm: Magic Def. T# 15
Kiss: 8d6 or Stamina T# 15 for half

SE:20 Incubus



SE:20 Invisible Stalker

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	14	2/-	
Magic Defense	2	2x	28	6/1	
Melee Combat	6	3x	42	12/7	
Moxie	8	4x	56	18/13	
Ranged Combat	7	Over x4	57+	20/15	
Ranged Defense	7	Armor/TAR			
Stamina	2	Natural Armor/0			
Stealth	10	Weapons/SA/Glance			
Perception	7	Unarmed/6c/1d6t			
		Slam/6c/2d6			

Special Abilities/Notes

Medium: 1-2m, 100kg
Darkvision
Resist: Nonmagic Weapons
Immune: Poison, Prone, Entangle

Invisible: +1d6 Control on Stealth/Attacks. Opponents Wrecked on Attacks
Tracker: Knows exact location of its prey

SE:20 Invisible Stalker



SE:20 Jackal

Skills	SA	Stun Table			
Intimidate	-1	Stun Num.	4	2/-	
Magic Defense	1	2x	8	6/1	
Melee Combat	1	3x	12	12/7	
Moxie	0	4x	16	18/13	
Ranged Combat	2	Over x4	17+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	0	Natural Hide/0			
Stealth	4	Weapons/SA/Glance			
Perception	3	Unarmed/1c/1d6t			
		Bite*/1s-1p/1d6			

Special Abilities/Notes

Small: 50 cm, 25kg
Keen Hearing & Smell: +1d6 Control

*Entangle on bonus

SE:20 Jackal



SE:20 Encounter Cards

SE:20 Knight

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	2	2x 18 6/1
Melee Combat	5	3x 27 12/7
Moxie	4	4x 36 18/13
Ranged Combat	2	Over x4 37+ 20/15
Ranged Defense	2	
Stamina	4	Armor/TAR
Stealth	0	Plate Armor/8
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Greatsword/5s3p/4d6+2
		Hvy Crossbow/2p/2d6+4

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Knight



SE:20 Kobold

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 4 2/-
Magic Defense	-1	2x 8 6/1
Melee Combat	0	3x 12 12/7
Moxie	1	4x 16 18/13
Ranged Combat	4	Over x4 17+ 20/15
Ranged Defense	4	
Stamina	-1	Armor/TAR
Stealth	4	Natural Hide/0
Perception	-1	Weapons/SA/Glance
		Unarmed/0c/1d6t
		Dagger/4s2p/2d6+1 Finesse
		Club/0c/2d6+1 Versatile
		Sling/4c/1d6 MER 3z

Special Abilities/Notes

Small: +2 Luck
Darkvision
Sunlight Sensitivity

SE:20 Kobold



SE:20 Kraken

Skills	SA	Stun Table
Intimidate	17	Stun Num. 51 2/-
Magic Defense	13	2x 102 6/1
Melee Combat	17	3x 153 12/7
Moxie	14	4x 204 18/13
Ranged Combat	0	Over x4 205+ 20/15
Ranged Defense	7	
Stamina	14	Armor/TAR
Stealth	-6	Natural: 8
Perception	4	Weapons/SA/Glance
		Unarmed/17c/4d6+10
		Bite/15p/4d6+10
		Tentacle*/17c/4d6+10

Special Abilities/Notes

Gigantic: -6 Luck, 15m
Truesight, Amphibious
Immune: Lightning,
Nonmagic Weapons

Double Damage vs. Structures
*Throw: Bonus, 6d6 Minus
Acrobatics Test
Lightning: 3 Targets, 8d6
Damage or Initiative T# 23 half

SE:20 Kraken



SE:20 Lamia

Skills	SA	Stun Table
Intimidate	3	Stun Num. 14 2/-
Magic Defense	3	2x 28 6/1
Melee Combat	5	3x 42 12/7
Moxie	7	4x 56 18/13
Ranged Combat	3	Over x4 57+ 20/15
Ranged Defense	3	
Stamina	2	Armor/TAR
Stealth	3	Natural/2
BS Meter	4	Weapons/SA/Glance
Perception	2	Unarmed/5c/1d6
Persuasion	7	Claw/5s3p/3d6
Magic (4 SP)	7	Dagger/5s3p/3d6+1
		Intoxicating Touch/5/ Curse

Special Abilities/Notes

Large: -2 Luck, 4m, 700kg
Darkvision

Curse: All Guile skills Wrecked
1 hour
Magic: Illusion, Waking Dream
Vices: Vocal, Swirl of Dust

SE:20 Lamia



SE:20 Encounter Cards

SE:20 Lemure

Skills	SA	Stun Table
Intimidate	0	Stun Num. 5 2/-
Magic Defense	-2	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	2	4x 20 18/13
Ranged Combat	-1	Over x4 21+ 20/15
Ranged Defense	-1	
Stamina	0	
Stealth	-3	
Perception	0	

Armor/TAR

Natural Armor/0

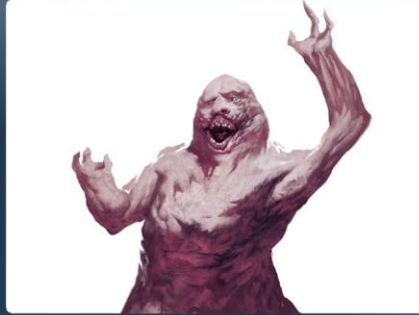
Weapons/SA/Glance

Unarmed/2c/1d6t

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision
Immune: Fire, Poison
Hellish Rejuvenation: If killed, regenerates in 2d6 days.

SE:20 Lemure



SE:20 Lich

Skills	SA	Stun Table
Intimidate	9	Stun Num. 18 2/-
Magic Defense	12	2x 36 6/1
Melee Combat	7	3x 54 12/7
Moxie	9	4x 72 18/13
Ranged Combat	10	Over x4 73+ 20/15
Ranged Defense	10	
Stamina	10	
Stealth	3	
Culture	12	
Occult Lore	19	
Perception	9	
Weapons (18 SP)	23	

Armor/TAR

Magic Robes: 3

Weapons/SA/Glance

Unarmed/7c/1d6t

Paralyze Touch/10/3d6 Cold*

*Stamina T# 18 or Paralyzed

Special Abilities/Notes

Medium: 1-2m, 90kg
Truesight, Undead, Resist: Cold, Lightning, Necrotic.
Immune: Poison, Nonmagic Weapons, Fear, Paralysis
Magic: Banishment, Fire, Necromancy, Waking Dream
Vices: Vocal, Gestures
Disrupt Life: 6d6 Necrotic or Stamina T# 18 for half

SE:20 Lich



SE:20 Lion

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	1	2x 14 6/1
Melee Combat	5	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	1	
Stealth	6	
Perception	3	

Armor/TAR

Natural Hide/0

Weapons/SA/Glance

Unarmed/5c/1d6

Claw & Bite/5s3p/2d6

Special Abilities/Notes

Medium: 2m, 200kg
Keen Smell: +1d6 Control
Jump: 6m/3m

SE:20 Lion



SE:20 Lizardfolk

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	1	2x 12 6/1
Melee Combat	4	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	2	Over x4 25+ 20/15
Ranged Defense	2	
Stamina	1	
Stealth	4	
Perception	3	
Survivalist	5	

Armor/TAR

Natural & Shield: 3/5

Weapons/SA/Glance

Unarmed/4c/1d6t

Bite/2p/1d6

Club/4c/2d6+2 Versatile

Javelin/Op/2d6+1 MER 1z

Special Abilities/Notes

Medium: 1-2m, 90kg
Massive Tail
Spiked Shield/4c2p/2d6+2
Hold Breath: 15 Min

SE:20 Lizardfolk



SE:20 Encounter Cards

SE:20 Mage

Skills	SA	Stun Table
Intimidate	0	Stun Num. 8 2/-
Magic Defense	6	2x 16 6/1
Melee Combat	2	3x 24 12/7
Moxie	5	4x 32 18/13
Ranged Combat	5	Over x4 33+ 20/15
Ranged Defense	5	
Stamina	0	
Stealth	2	
Perception	1	
Magic (9 SP)	12	

Special Abilities/Notes

Medium: 1-2m, 90kg
 Magic: Fire, Puppetry
 Vices: Gestures, Alchemy
 Fire Bolt (5): Vis, 1 Target, 3d6
 Shield (5): Tch, 1 Target, TAR 5
 Fire Storm (9): Tch, 1z, 7d6

SE:20 Mage



SE:20 Magmin

Skills	SA	Stun Table
Intimidate	0	Stun Num. 4 2/-
Magic Defense	0	2x 8 6/1
Melee Combat	0	3x 12 12/7
Moxie	1	4x 16 18/13
Ranged Combat	4	Over x4 17+ 20/15
Ranged Defense	4	
Stamina	1	
Stealth	2	
Perception	0	

Special Abilities/Notes

Small: +2 Luck, 75 cm, 80 kg
 Darkvision, Illumination
 Resist: Nonmagic Weapons
 Immune: Fire
 Burst: If knocked unconscious, explodes 1z, 2d6 Fire Glance or T# 11 for half.

SE:20 Magmin



SE:20 Mammoth

Skills	SA	Stun Table
Intimidate	7	Stun Num. 17 2/-
Magic Defense	0	2x 34 6/1
Melee Combat	10	3x 51 12/7
Moxie	6	4x 68 18/13
Ranged Combat	2	Over x4 69+ 20/15
Ranged Defense	2	
Stamina	5	
Stealth	-5	
Perception	0	

Special Abilities/Notes

Huge: -4 Luck, 7m, 2000kg

SE:20 Mammoth



SE:20 Manticore

Skills	SA	Stun Table
Intimidate	3	Stun Num. 11 2/-
Magic Defense	0	2x 22 6/1
Melee Combat	5	3x 33 12/7
Moxie	4	4x 44 18/13
Ranged Combat	5	Over x4 45+ 20/15
Ranged Defense	5	
Stamina	3	
Stealth	1	
Perception	1	

Special Abilities/Notes

Large: -2 Luck, 3m, 400 kg
 Darkvision

SE:20 Manticore



SE:20 Encounter Cards

SE:20 Marilith

Skills	SA	Stun Table
Intimidate	10	Stun Num. 23 2/-
Magic Defense	10	2x 46 6/1
Melee Combat	9	3x 69 12/7
Moxie	9	4x 82 18/13
Ranged Combat	10	Over x4 83+ 20/15
Ranged Defense	10	
Stamina	9	Armor/TAR
Stealth	3	Natural/3
Perception	3	Weapons/SA/Glance
		Unarmed/9c/1d6
		Longsword/9s7p/4d6+2
		Tail/9c/3d6 Wrecked*
		*Bonus: Entangle

Special Abilities/Notes

Large: -2 Luck, 5m, 900kg
 Truesight, Telepathy, Four Arms. Immune: Poison
 Resist: Cold, Fire, Lightning, Nonmagic Weapons, Magic

If Target is Entangled, Marilith is not Wrecked and gains +1d6 Control on all Attacks.
 Teleport: Visual Range

SE:20 Marilith



SE:20 Mastiff

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

Special Abilities/Notes

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

*Entangle on bonus

SE:20 Mastiff



SE:20 Medusa

Skills	SA	Stun Table
Intimidate	3	Stun Num. 17 2/-
Magic Defense	3	2x 34 6/1
Melee Combat	3	3x 51 12/7
Moxie	8	4x 64 18/13
Ranged Combat	5	Over x4 65+ 20/15
Ranged Defense	5	
Stamina	3	Armor/TAR
Stealth	5	Natural Hide/3
BS Meter	4	Weapons/SA/Glance
Perception	3	Unarmed/3c/1d6t
Persuasion	5	Snake Hair*/3p/1d6
		Shortsword/5s3p/2d6+1 Fn
		Med Bow*/4p/2d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision
 *Poison: Instant, T# 14 or 4d6 Damage

Petrifying Gaze: Creatures within 1z, T# 14 vs. Stamina or Magic Defense. Fail: Stunned. Reroll next round or Petrified.

SE:20 Medusa



SE:20 Dust Mephit

Skills	SA	Stun Table
Intimidate	0	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	-1	3x 18 12/7
Moxie	3	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	4	Natural Hide/0
Perception	2	Weapons/SA/Glance
		Unarmed/-1c/1d6t
		Claw/4s2p/1d6 Finesse

Special Abilities/Notes

Small: +2 Luck, 75 cm, 20 kg
 Darkvision
 Vulnerable: Fire
 Immune: Poison

Burst: If knocked unconscious, explodes 1z, T# 10 or blinded. 1 CA try to Recover.
 Breath (Re 6) 1z, Initiative T# 10 or blinded. Recover 1 CA.

SE:20 Dust Mephit



SE:20 Encounter Cards

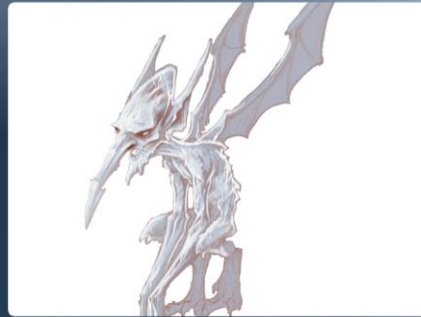
SE:20 Ice Mephit

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

Special Abilities/Notes

Small: +2 Luck, 75 cm, 20 kg
 Darkvision
 Vulnerable: Crushing, Fire
 Immune: Cold, Poison
 False Appearance: Ice Shard
 Burst: If knocked unconscious, explodes 1z, T# 10 or 1d6 Glance.
 Breath (Re 6) 1z, 1d6 Glance or Initiative T# 10 for half

SE:20 Ice Mephit



SE:20 Magma Mephit

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	6	2/-	
Magic Defense	0	2x	12	6/1	
Melee Combat	1	3x	18	12/7	
Moxie	3	4x	24	18/13	
Ranged Combat	3	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural Hide/0			
Stealth	3	Weapons/SA/Glance			
Perception	0	Unarmed/1c/1d6t			
		Claw*/3slp/1d6 Finesse			
		*Fire: 1d6 Glance			

Special Abilities/Notes

Small: +2 Luck, 75 cm, 20 kg
 Darkvision
 Vulnerable: Cold
 Immune: Fire, Poison
 False Appearance: Magma
 Burst: If knocked unconscious, explodes 1z, T# 11 or 1d6 Fire Glance.
 Breath (Re 6) 1z, 2d6 Glance or Initiative T# 11 for half

SE:20 Magma Mephit



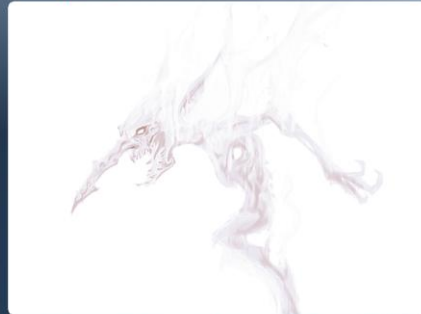
SE:20 Steam Mephit

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	6	2/-	
Magic Defense	1	2x	12	6/1	
Melee Combat	-1	3x	18	12/7	
Moxie	3	4x	24	18/13	
Ranged Combat	2	Over x4	25+	20/15	
Ranged Defense	2	Armor/TAR			
Stamina	0	Natural Hide/0			
Stealth	2	Weapons/SA/Glance			
Perception	0	Unarmed/-1c/1d6t			
		Claw*/2sOp/1d6 Finesse			
		*Steam: 1d6 Fire Glance			

Special Abilities/Notes

Small: +2 Luck, 75 cm, 20 kg
 Darkvision
 Immune: Fire, Poison
 Burst: If knocked unconscious, explodes 1z, T# 10 or 1d6 Glance.
 Breath (Re 6) 1z, 1d6 Glance or Initiative T# 10 for half

SE:20 Steam Mephit



SE:20 Merfolk

Skills	SA	Stun Table			
Intimidate	1	Stun Num.	6	2/-	
Magic Defense	1	2x	12	6/1	
Melee Combat	2	3x	18	12/7	
Moxie	1	4x	24	18/13	
Ranged Combat	3	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Clothing/0			
Stealth	1	Weapons/SA/Glance			
Perception	2	Unarmed/2c/1d6t			
		Spear/3slp/4d6+1 Finesse			
		Dagger/3slp/2d6 Finesse			

Special Abilities/Notes

Medium: 1-2m, 90kg
 Amphibious

SE:20 Merfolk



SE:20 Encounter Cards

SE:20 Merrow

Skills	SA	Stun Table
Intimidate	4	Stun Num. 9 2/-
Magic Defense	0	2x 18 6/1
Melee Combat	5	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	2	Over x4 37+ 20/15
Ranged Defense	2	
Stamina	2	Armor/TAR
Stealth	0	Cloth/0
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Claw & Bite/5s3p/1d6
		Harpoon/3p/4d6+1
		Thrown/1p/4d6+1 MER 2z

Special Abilities/Notes

Medium: 1-2m, 90kg
Amphibious, Darkvision

SE:20 Merrow



SE:20 Mimic

Skills	SA	Stun Table
Intimidate	3	Stun Num. 9 2/-
Magic Defense	1	2x 18 6/1
Melee Combat	5	3x 27 12/7
Moxie	4	4x 36 18/13
Ranged Combat	3	Over x4 37+ 20/15
Ranged Defense	3	
Stamina	2	Armor/TAR
Stealth	5	Natural Armor/1
Perception	1	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Pseudopod/5c/1d6
		Bite/3p/1d6 +1d6 Acid

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision
Immune: Acid, Prone
Shape Change: Object

Adhesive: Entangle if touched.
Escape T# 13 (Wrecked)
Grapppler: +1d6 Control when Entangled

SE:20 Mimic



SE:20 Minotaur

Skills	SA	Stun Table
Intimidate	4	Stun Num. 12 2/-
Magic Defense	3	2x 24 6/1
Melee Combat	6	3x 36 12/7
Moxie	4	4x 48 18/13
Ranged Combat	2	Over x4 49+ 20/15
Ranged Defense	2	
Stamina	3	Armor/TAR
Stealth	-2	Natural Armor/4
Perception	7	Weapons/SA/Glance
		Unarmed/6c/1d6
		Greataxe/6s/5d6+4
		Gore/4p/3d6 +Charge

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision
Labyrinth Recall: Perfect recall of travel path.

Charge: If moved 1z, add +3d6.
Stamina T# 14 or Knock Prone
Reckless: +1d6 Control on attacks. Opponents gain Control on attacks.

SE:20 Minotaur



SE:20 Mule

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

Special Abilities/Notes

Medium: 2.5m, 900kg
Four Legs: +2 vs. Prone

SE:20 Mule



SE:20 Encounter Cards

SE:20 Mummy Lord

Skills	SA	Stun Table
Intimidate	8	Stun Num. 14 2/-
Magic Defense	9	2x 28 6/1
Melee Combat	9	3x 42 12/7
Moxie	6	4x 56 18/13
Ranged Combat	5	Over x4 57+ 20/15
Ranged Defense	5	
Stamina	8	Armor/TAR
Stealth	0	Natural/7
Culture	5	Weapons/SA/Glance
Perception	4	Unarmed/9c/1d6t
Religion	5	Slam*/9c/2d6
		Blinding Dust: 1z, Stamina T# 16 or blind 1 Round

Special Abilities/Notes

Darkvision, Undead	Resist Magic: +1d6 Control
Resist: Nonmagic Weapons	*Rot: +3d6. Stamina T# 12 or cannot heal. 10 Damage/day.
Immune: Necrotic, Poison	Blasphemy (2 CA): 1z, Stamina T# 16 or Stunned 1 Round
Vulnerable: Fire	
Regenerate: 24 hr	

SE:20 Mummy Lord



SE:20 Mummy

Skills	SA	Stun Table
Intimidate	2	Stun Num. 10 2/-
Magic Defense	2	2x 20 6/1
Melee Combat	5	3x 30 12/7
Moxie	4	4x 40 18/13
Ranged Combat	1	Over x4 41+ 20/15
Ranged Defense	1	
Stamina	2	Armor/TAR
Stealth	-1	Natural/1
Perception	0	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Slam*/5c/2d6
		Dreadful Glare: Intimidate

Special Abilities/Notes

Medium: 1-2m, 90kg	*Rot: +3d6 Necrotic. Stamina T# 12 or cannot heal. Takes 10 Damage/day.
Darkvision, Undead	
Resist: Nonmagic Weapons	
Immune: Necrotic, Poison	
Vulnerable: Fire	

SE:20 Mummy



SE:20 Guardian Naga

Skills	SA	Stun Table
Intimidate	4	Stun Num. 17 2/-
Magic Defense	8	2x 34 6/1
Melee Combat	8	3x 51 12/7
Moxie	8	4x 68 18/13
Ranged Combat	8	Over x4 69+ 20/15
Ranged Defense	8	
Stamina	7	Armor/TAR
Stealth	2	Natural/4
Perception	4	Weapons/SA/Glance
Magic (11 SP)	15	Unarmed/8c/1d6
		Bite*/6p/1d6
		Spit*/8/MER 1z, Venom

Special Abilities/Notes

Large: -2 Luck, 5m, 800kg	*Venom: 7d6 Damage, Stamina T# 15 for Half Magic:
Darkvision	Banishment, Fire, Waking Dream
Immune: Poison, Mental	
Magic	Vices: Vocal, Dance
Regenerate: 1d6 Days	

SE:20 Guardian Naga



SE:20 Spirit Naga

Skills	SA	Stun Table
Intimidate	4	Stun Num. 12 2/-
Magic Defense	6	2x 24 6/1
Melee Combat	7	3x 36 12/7
Moxie	5	4x 48 18/13
Ranged Combat	6	Over x4 49+ 20/15
Ranged Defense	6	
Stamina	6	Armor/TAR
Stealth	1	Natural/2
Perception	2	Weapons/SA/Glance
Magic (10 SP)	13	Unarmed/7c/1d6
		Bite*/5p/1d6
		*Venom: 9d6 Damage, or Stamina T# 13 for Half

Special Abilities/Notes

Large: -2 Luck, 5m, 800kg	Magic: Waking Dream, Water Vices: Vocal, Dance
Darkvision	
Immune: Poison, Mental	
Magic	
Regenerate: 1d6 Days	

SE:20 Spirit Naga



SE:20 Encounter Cards

SE:20 Nalfeshnee

Skills	SA	Stun Table
Intimidate	7	Stun Num. 22 2/-
Magic Defense	9	2x 44 6/1
Melee Combat	10	3x 66 12/7
Moxie	8	4x 88 18/13
Ranged Combat	5	Over x4 89+ 20/15
Ranged Defense	5	
Stamina	11	Armor/TAR
Stealth	-2	Natural Armor/8
Perception	1	Weapons/SA/Glance
		Unarmed/10c/1d6
		Claw/10s/3d6
		Bite/8p/8d6

Special Abilities/Notes

Large: -2 Luck, 3m, 1000kg
+1d6 Glance, Telepathy, Truesight
Resist: Cold, Fire, Lightning, Nonmagic Weapons, Magic
Immune: Poison
Nimbus (Re 5+): 1z, Magic Def T# 15 or Demoralized. Reroll each round.
Teleport: Visual Range

SE:20 Nalfeshnee



SE:20 Nightmare

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

Special Abilities/Notes

Large: -2 Luck, 3.5m
Four Legs: +2 vs. Prone
Immune: Fire
Illumination
Ethereal Stride: Can travel to the Ethereal Plane with 3 others.
Share Fire Resistance: To any Rider.

SE:20 Nightmare



SE:20 Noble

Skills	SA	Stun Table
Intimidate	3	Stun Num. 5 2/-
Magic Defense	3	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	3	Over x4 21+ 20/15
Ranged Defense	3	
Stamina	0	Armor/TAR
Stealth	1	Breastplate/3
BS Meter	4	Weapons/SA/Glance
Perception	2	Unarmed/2c/1d6t
Persuasion	5	Rapier/3slp/3d6 Finesse
		Stiletto/3slp/2d6 Finesse

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Noble



SE:20 Nothic

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	1	2x 18 6/1
Melee Combat	4	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	5	Over x4 37+ 20/15
Ranged Defense	5	
Stamina	3	Armor/TAR
Stealth	5	Natural Hide/1
BS Meter	4	Weapons/SA/Glance
Occult Lore	3	Unarmed/4c/1d6t
Perception	2	Claw & Bite/4s2p/1d6

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



SE:20 Encounter Cards

SE:20 Ogre

Skills	SA	Stun Table
Intimidate	4	Stun Num. 10 2/-
Magic Defense	-2	2x 20 6/1
Melee Combat	6	3x 30 12/7
Moxie	4	4x 40 18/13
Ranged Combat	1	Over x4 41+ 20/15
Ranged Defense	1	
Stamina	3	Armor/TAR
Stealth	-3	Hide Armor/2
Perception	-2	Weapons/SA/Glance
		Unarmed/6c/1d6
		Greatclub/6c/4d6+1
		Rock/1c/2d6+2 MER 2z

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision

SE:20 Ogre



SE:20 Oni

Skills	SA	Stun Table
Intimidate	4	Stun Num. 15 2/-
Magic Defense	5	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	6	Armor/TAR
Stealth	1	Chainmail/6
Perception	4	Weapons/SA/Glance
		Unarmed/7c/1d6
		Claw/7s/2d6
		Glaive/7s5p/5d6+2

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision
Shape Change: Small or Medium Humanoid. All weapons reduce Glance by 1d6.

SE:20 Oni



SE:20 Black Pudding

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

Special Abilities/Notes

Large: -2 Luck, 3.5m, 300kg, Blindsight, Liquid Form, Spider Climb
Immune: Blindness, Mental Effects, Fear, Prone

**Camouflage: Appears to be a pool of black water.

SE:20 Black Pudding



SE:20 Gray Ooze

Skills	SA	Stun Table
Intimidate	2	Stun Num. 8 2/-
Magic Defense	-2	2x 16 6/1
Melee Combat	3	3x 24 12/7
Moxie	1	4x 32 18/13
Ranged Combat	0	Over x4 33+ 20/15
Ranged Defense	0	
Stamina	3	Armor/TAR
Stealth**	2	Natural/0
Perception	-2	Weapons/SA/Glance
		Unarmed/3c/1d6*
		*Acid 2d6 Glance, Roll of 6 Causes 1 Durability Damage to Armor.

Special Abilities/Notes

Medium: 1-2m, 100kg, Blindsight, Liquid Form, Spider Climb
Immune: Blindness, Mental Effects, Fear, Prone
Corrode Metal: Roll 1d6. On 6, metal takes 1 Durability Damage.
**False Appearance: Oily pool or wet stone

SE:20 Gray Ooze



SE:20 Encounter Cards

SE:20 Ochre Jelly

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	-2	2x 18 6/1
Melee Combat	4	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	0	Over x4 37+ 20/15
Ranged Defense	0	
Stamina	2	
Stealth	-2	
Perception	-2	

Special Abilities/Notes

Large: -2 Luck, 3.5m, Blindsight, Liquid Form, Spider Climb
Resist: Acid
Immune: Lightning, Slash

Split: If attacked by lightning or slashing, can split in half. Each half retains the current Combat Damage but act separately. +2 Size T#.

SE:20 Ochre Jelly



SE:20 Orc

Skills	SA	Stun Table
Intimidate	3	Stun Num. 8 2/-
Magic Defense	0	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	1	4x 32 18/13
Ranged Combat	3	Over x4 33+ 20/15
Ranged Defense	3	
Stamina	3	
Stealth	1	
Perception	0	

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Light Sensitive

SE:20 Orc



SE:20 Dtyugh

Skills	SA	Stun Table
Intimidate	3	Stun Num. 15 2/-
Magic Defense	1	2x 30 6/1
Melee Combat	6	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	3	Over x4 61+ 20/15
Ranged Defense	3	
Stamina	7	
Stealth	-2	
Perception	1	

Special Abilities/Notes

Large: -2 Luck, 4m, 500kg
Darkvision, Telepathy (Send Only)
*Disease: T# 15 or 2d6 Damage, Speed 1hr, Dur 1d

**Bonus: Entangle
Slam: If target Entangled, 2d6 & Stunned 1 Round or Stamina T# 14 for half.

SE:20 Dtyugh



SE:20 Owl

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 1 2/-
Magic Defense	1	2x 2 6/1
Melee Combat	-2	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	3	Over x4 5+ 20/15
Ranged Defense	3	
Stamina	-1	
Stealth	5	
Perception	3	

Special Abilities/Notes

Tiny: +4 Luck, 25cm, 1 kg,
Darkvision
Keen Hearing & Sight: +1d6 Control

SE:20 Owl



SE:20 Encounter Cards

SE:20 Owlbear

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

Special Abilities/Notes

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

SE:20 Owlbear



SE:20 Panther

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	2	2x 12 6/1
Melee Combat	4	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	0	
Stealth	6	
Perception	4	
Armor/TAR		
Natural/0		
Weapons/SA/Glance		
Unarmed/4c/1d6		
Claw & Bite/4s2p/1d6		

Special Abilities/Notes

Medium: 1-2m, 60kg
Keen Smell: +1d6 Control

SE:20 Panther



SE:20 Pegasus

Skills	SA	Stun Table
Intimidate	4	Stun Num. 10 2/-
Magic Defense	4	2x 20 6/1
Melee Combat	6	3x 30 12/7
Moxie	4	4x 40 18/13
Ranged Combat	4	Over x4 41+ 20/15
Ranged Defense	4	
Stamina	3	
Stealth	-2	
Perception	6	
Armor/TAR		
Natural/0		
Weapons/SA/Glance		
Unarmed/6c/1d6		
Kick/6c/2d6		

Special Abilities/Notes

Large: -2 Luck, 4m, 400kg

SE:20 Pegasus



SE:20 Pit Fiend

Skills	SA	Stun Table
Intimidate	10	Stun Num. 34 2/-
Magic Defense	13	2x 68 6/1
Melee Combat	14	3x 102 12/7
Moxie	12	4x 136 18/13
Ranged Combat	8	Over x4 137+ 20/15
Ranged Defense	8	
Stamina	13	
Stealth	0	
Perception	4	
Magic (6 SP Fire)	13	
Armor/TAR		
Natural Armor/7		
Weapons/SA/Glance		
Unarmed/14c/1d6		
Bite/12p/4d6*		
Claw/14s/3d6		
Mace/14cbo/3d6 Versatile		

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance, Truesight, Telepathy
Resist: Cold, Nonmagic/
Non-Silver Weapons, Magic
Immune: Fire, Poison
Tail/14c/5d6 Wrecked
*Venom: Stamina T# 21 or 6d6
Damage each turn. Recover
each Round.
Fear Aura: 1z MER, Moxie T# 21

SE:20 Pit Fiend



SE:20 Encounter Cards

SE:20 Planetar

Skills	SA	Stun Table
Intimidate	12	Stun Num. 24 2/-
Magic Defense	12	2x 48 6/1
Melee Combat	12	3x 72 12/7
Moxie	8	4x 96 18/13
Ranged Combat	10	Over x4 97+ 20/15
Ranged Defense	10	
Stamina	12	Armor/TAR
Stealth	3	Natural Armor/4
Perception	11	Weapons/SA/Glance
Magic (9 SP)	16	Unarmed/12c/1d6
		Greatsword/12s10p/5d6+3*

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance, Truesight, Telepathy
 Resist: Radiant, Nonmagic/Non-Silver Weapons, Magic
 Immune: Mental Magic, Fear

*Radiant Weapons: +5d6 Dmg
 Magic: Banishment, Clairvoyance, Fire
 Vices: Holy Aura, Gestures

SE:20 Planetar



SE:20 Plesiosaurus

Skills	SA	Stun Table
Intimidate	4	Stun Num. 11 2/-
Magic Defense	1	2x 22 6/1
Melee Combat	6	3x 33 12/7
Moxie	4	4x 44 18/13
Ranged Combat	4	Over x4 45+ 20/15
Ranged Defense	4	
Stamina	3	Armor/TAR
Stealth	4	Natural/1
Perception	3	Weapons/SA/Glance
		Unarmed/6c/1d6
		Bite/6s4p/3d6

Special Abilities/Notes

Large: -2 Luck, 3-5m, 1000kg, Massive Tail
 Hold Breath: 1 hour

SE:20 Plesiosaurus



SE:20 Pony

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

Special Abilities/Notes

Medium: 2.5m, 900kg
 Four Legs: +2 vs. Prone

SE:20 Pony



SE:20 Acolyte

Skills	SA	Stun Table
Intimidate	2	Stun Num. 5 2/-
Magic Defense	2	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	2	4x 20 18/13
Ranged Combat	2	Over x4 21+ 20/15
Ranged Defense	2	
Stamina	0	Armor/TAR
Stealth	0	Leather Armor/2
Medical Aid	4	Weapons/SA/Glance
Perception	2	Unarmed/2c/1d6t
Religion	2	Club/2c/1d6+1 Versatile
Magic (1)	3	Dagger/2sOp/2d6+1

Special Abilities/Notes

Medium: 1-2m, 90kg
 Magic: Augmentation, Healing
 Vices: Vocal, Holy Symbol

Healing: Touch, 1 Target, 1d6
 Bless: Touch, 1 Target, +1 Mod
 Radiant Flame: Touch, 1 Target, 1d6 Fire Glance

SE:20 Acolyte



SE:20 Encounter Cards

SE:20 Priest

Skills	SA	Stun Table
Intimidate	1	Stun Num. 7 2/-
Magic Defense	3	2x 14 6/1
Melee Combat	2	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	2	
Stamina	1	Armor/TAR
Stealth	0	Chain Shirt/3
Medical Aid	7	Weapons/SA/Glance
Perception	3	Unarmed/2c/1d6t
Religion	5	Mace/2cbo/2d6+1 Versatile
Magic (5)	6	Dagger/2sOp/2d6 Finesse

Special Abilities/Notes

Medium: 1-2m, 90kg
 Magic: Augmentation, Healing
 Vices: Vocal, Holy Symbol

Healing: Touch, 1 Target, 5d6
 Bless: Touch, 1 Target, +5 Mod
 Flame: Touch, 1 Target, 5d6 or Visual, 1 Target, 3d6

SE:20 Priest



SE:20 Pseudodragon

Skills	SA	Stun Table
Intimidate	0	Stun Num. 6 2/-
Magic Defense	1	2x 12 6/1
Melee Combat	0	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	6	Natural Hide/0
Perception	3	Weapons/SA/Glance
		Unarmed/0c/1d6in
		Bite & Claw/4s2p/1d6t Fn
		Sting*/2p/1d6t Fn, Wrecked

Special Abilities/Notes

Tiny: +4 Luck, 50cm, 14 kg
 Keen Smell: +1d6 Control

*Venom: Stamina T# 11 or Wrecked 1 hour. Fail5: Sleep 1 hour.

SE:20 Pseudodragon



SE:20 Pteranodon

Skills	SA	Stun Table
Intimidate	1	Stun Num. 5 2/-
Magic Defense	-1	2x 10 6/1
Melee Combat	3	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	4	Over x4 21+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	2	Natural Armor/1
Perception	1	Weapons/SA/Glance
		Unarmed/3c/1d6t
		Bite/3slp/1d6

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Pteranodon



SE:20 Purple Worm

Skills	SA	Stun Table
Intimidate	9	Stun Num. 29 2/-
Magic Defense	4	2x 58 6/1
Melee Combat	14	3x 87 12/7
Moxie	7	4x 116 18/13
Ranged Combat	3	Over x4 107+ 20/15
Ranged Defense	3	
Stamina	11	Armor/TAR
Stealth	-8	Natural: 10
Perception	-1	Weapons/SA/Glance
		Unarmed/14c/4d6+9
		Bite*/12p/4d6+9
		Stinger**/3d6+9 Wrecked

Special Abilities/Notes

Gigantic: -6 Luck, 15m
 Darkvision, Amphibious
 Massive Tail
 Tunneler: Burrowing creates 3m tunnel

*Swallow Large: Initiative T# 19 or Swallowed, Entangled, 6d6 Damage per Round.
 **Venom: 12d6 Dmg or Stamina T# 19 for half.

SE:20 Purple Worm



SE:20 Encounter Cards

SE:20 Quasit

Skills	SA	Stun Table
Intimidate	0	Stun Num. 2 2/-
Magic Defense	0	2x 4 6/1
Melee Combat	-1	3x 6 12/7
Moxie	1	4x 8 18/13
Ranged Combat	5	Over x4 9+ 20/15
Ranged Defense	5	
Stamina	0	Armor/TAR
Stealth	7	Natural Hide/0
Perception	0	Weapons/SA/Glance
		Unarmed/-1c/1d6in
		Claw*/5s3p/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 50cm, 8 kg
 Darkvision, Invisibility
 Resist: Cold, Fire, Lightning,
 Nonmagic Weapons, Magic
 Immune: Poison

Shape Change: Bat, Centipede,
 Toad
 *Venom: Stamina T# 10 or 1d6
 Damage/round. Reroll each
 round.

SE:20 Quasit



SE:20 Rakshasa

Skills	SA	Stun Table
Intimidate	5	Stun Num. 15 2/-
Magic Defense	5	2x 30 6/1
Melee Combat	7	3x 45 12/7
Moxie	6	4x 60 18/13
Ranged Combat	8	Over x4 61+ 20/15
Ranged Defense	8	
Stamina	4	Armor/TAR
Stealth	3	Natural Armor/3
Perception	3	Weapons/SA/Glance
Persuasion	10	Unarmed/7c/1d6t
Magic (5 SP)	10	Claw*/7s/2d6
		Scimitar/8s6p/3d6+1 Fn

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision
 Resist: Magic
 Immune: Nonmagic Weapons

*Curse: Nightmares, Sleepless
 Magic: Clairvoyance, Illusion,
 Waking Dream
 Vices: Vocal, Dance

SE:20 Rakshasa



SE:20 Giant Diseased Rat

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 3 2/-
Magic Defense	1	2x 6 6/1
Melee Combat	2	3x 9 12/7
Moxie	1	4x 12 18/13
Ranged Combat	4	Over x4 13+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	2	Natural Hide/0
Perception	0	Weapons/SA/Glance
		Unarmed/2c/1d6t
		Bite*/Op/1d6
		*Disease

Special Abilities/Notes

Small: +2 Luck, 75 cm, 25 kg
 Darkvision
 Keen Smell: +1d6 Control

Disease: Many rats are
 infected with disease.
 Infection: Speed 1 Day, T# 10,
 Duration 5 Days, Wrecked

SE:20 Giant Diseased Rat



SE:20 Rat

Skills	SA	Stun Table
Intimidate	-3	Stun Num. 1 2/-
Magic Defense	0	2x 2 6/1
Melee Combat	-2	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	2	Over x4 5+ 20/15
Ranged Defense	2	
Stamina	-1	Armor/TAR
Stealth	6	Natural Hide/0
Perception	0	Weapons/SA/Glance
		Unarmed/-2c/1d6in
		Bite/Op/1d6t Finesse

Special Abilities/Notes

Diminutive: +6 Luck, 20cm,
 0.5 kg, Darkvision
 Keen Smell: +1d6 Control

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

SE:20 Rat



SE:20 Encounter Cards

SE:20 Raven

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 1 2/-
Magic Defense	1	2x 2 6/1
Melee Combat	-2	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	4	Over x4 5+ 20/15
Ranged Defense	4	
Stamina	-1	
Stealth	6	
Perception	3	

Armor/TAR

Natural Hide/0

Weapons/SA/Glance

Unarmed/2c/1d6in
Bite & Claw/2sOp/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 50cm, 4 kg
Keen Smell: +1d6 Control

SE:20 Raven



SE:20 Remorhaz, Adult

Skills	SA	Stun Table
Intimidate	7	Stun Num. 24 2/-
Magic Defense	0	2x 48 6/1
Melee Combat	11	3x 72 12/7
Moxie	8	4x 96 18/13
Ranged Combat	5	Over x4 97+ 20/15
Ranged Defense	5	
Stamina	5	
Stealth	-3	
Perception	0	

Armor/TAR

Natural/6

Weapons/SA/Glance

Unarmed/11c/2d6+7*
Bite/9p/10d6+7* Bonus:
Entangle. Next Bite Swallows:
T# 17 to avoid.

Special Abilities/Notes

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

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

SE:20 Remorhaz, Adult



SE:20 Rhinoceros

Skills	SA	Stun Table
Intimidate	5	Stun Num. 9 2/-
Magic Defense	1	2x 18 6/1
Melee Combat	7	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	1	Over x4 37+ 20/15
Ranged Defense	1	
Stamina	2	
Stealth	-3	
Perception	1	

Armor/TAR

Hide Armor/2

Weapons/SA/Glance

Unarmed/6c/1d6
Gore/4p/3d6

Special Abilities/Notes

Large: -2 Luck, 3m, 3000kg
+1d6 Glance

Charge: If moved 1z, +3d6c
Glance. T# 15 or knocked prone

SE:20 Rhinoceros



SE:20 Roc

Skills	SA	Stun Table
Intimidate	9	Stun Num. 29 2/-
Magic Defense	4	2x 48 6/1
Melee Combat	13	3x 67 12/7
Moxie	8	4x 86 18/13
Ranged Combat	4	Over x4 87+ 20/15
Ranged Defense	4	
Stamina	9	
Stealth	-6	
Perception	4	

Armor/TAR

Natural: 5

Weapons/SA/Glance

Unarmed/13c/4d6+9
Bite/11p/5d6+9
Claw*/13slp/4d6+9
*Bonus: Entangle

Special Abilities/Notes

Gigantic: -8 Luck, 18m
Keen Sight: +1d6 Control

SE:20 Roc



SE:20 Encounter Cards

SE:20 Roper

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	13	2/-
Magic Defense	3	2x	26	6/1
Melee Combat	7	3x	39	12/7
Moxie	5	4x	52	18/13
Ranged Combat	2	Over x4	53+	20/15
Ranged Defense	2	Armor/TAR		
Stamina	3	Natural/10		
Stealth*	5	Weapons/SA/Glance		
Perception	6	Unarmed/7c/1d6		
		Bite/5p/5d6		
		Tendrill/7/MER 1z, Entangle		

Special Abilities/Notes

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

Tendrill (6): T# 10, TAR 10, Max Damage 10. Damage to tendrill does not affect Roper. Can drag entangled 1z

SE:20 Roper



SE:20 Rug of Smothering

Skills	SA	Stun Table		
Intimidate	0	Stun Num.	7	2/-
Magic Defense	-4	2x	14	6/1
Melee Combat	5	3x	21	12/7
Moxie	3	4x	28	18/13
Ranged Combat	4	Over x4	29+	20/15
Ranged Defense	4	Armor/TAR		
Stamina	0	Natural Armor/0		
Stealth	0	Weapons/SA/Glance		
Perception	-4	Unarmed/5c/1d6		
		Smother/5/Entangle*		
		*If target is Entangled, Rug causes 2d6c.		

Special Abilities/Notes

Large: -2 Luck, 3m, 20kg
 +1d6 Glance, Blindsight
 Immune: Poison, Mental
 Magic
 False Appearance: Rug

Rug not Wrecked if Entangled. If Entangled both Rug and victim take 1/2 Glance. Anti-Magic incapacitates Rug 1 min.

SE:20 Rug of Smothering



SE:20 Rust Monster

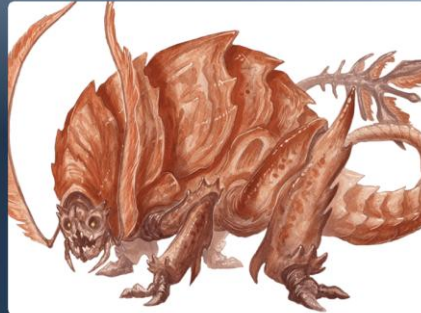
Skills	SA	Stun Table		
Intimidate	1	Stun Num.	7	2/-
Magic Defense	1	2x	14	6/1
Melee Combat	3	3x	21	12/7
Moxie	2	4x	28	18/13
Ranged Combat	3	Over x4	29+	20/15
Ranged Defense	3	Armor/TAR		
Stamina	1	Natural Hide/3		
Stealth	1	Weapons/SA/Glance		
Perception	1	Unarmed/3c/1d6		
		Bite*/1p/1d6		

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 Saber-Toothed Tiger

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	9	2/-
Magic Defense	1	2x	18	6/1
Melee Combat	6	3x	27	12/7
Moxie	3	4x	36	18/13
Ranged Combat	4	Over x4	37+	20/15
Ranged Defense	4	Armor/TAR		
Stamina	2	Natural Armor/0		
Stealth	6	Weapons/SA/Glance		
Perception	3	Unarmed/6c/1d6		
		Claw & Bite/6s4p/2d6		

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance, Four Legs: +2 vs. Prone
 Keen Smell: +1d6 Control
 Darkvision

Pounce: If moved 1z and attacked, Target rolls T# 14 or Prone.

SE:20 Saber-Toothed Tiger



SE:20 Encounter Cards

SE:20 Sahuagin

Skills	SA	Stun Table
Intimidate	1	Stun Num. 6 2/-
Magic Defense	1	2x 12 6/1
Melee Combat	3	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	2	Over x4 25+ 20/15
Ranged Defense	2	
Stamina	1	Armor/TAR
Stealth	0	Natural Armor/2
Perception	5	Weapons/SA/Glance
		Unarmed/3c/1d6
		Claw & Bite/3slp/1d6
		Short Spear/3slp/3d6 Fn, V

Special Abilities/Notes

Medium: 1-2m, 90kg
Amphibious, Darkvision,
Telepathy (Sharks only)
Frenzy: +1d6 Control if
target is wounded

SE:20 Sahuagin



SE:20 Salamander

Skills	SA	Stun Table
Intimidate	4	Stun Num. 13 2/-
Magic Defense	-2	2x 26 6/1
Melee Combat	6	3x 39 12/7
Moxie	4	4x 52 18/13
Ranged Combat	1	Over x4 53+ 20/15
Ranged Defense	1	
Stamina	3	Armor/TAR
Stealth	-3	Natural Armor/3
Perception	-2	Weapons/SA/Glance
		Unarmed/6c/1d6
		Spear*/6s4p/4d6 Finesse
		Tail*/6c/2d6 Wrecked
		*1d6 Fire Glance

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision
Vulnerable: Cold
Resist: Nonmagic Weapons
Immune: Fire

Fire Aura: If attacked by Melee
Combat, Attacker takes 2d6
Fire Glance.

SE:20 Salamander



SE:20 Satyr

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	2	2x 14 6/1
Melee Combat	3	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	5	Over x4 29+ 20/15
Ranged Defense	5	
Stamina	0	Armor/TAR
Stealth	5	Leather Armor/1
Perception	2	Weapons/SA/Glance
Performance	6	Unarmed/3c/1d6
		Ram/3c/1d6
		Shortsword/3slp/2d6+1
		Bow/4p/2d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg
Resist: Magic +1d6 Control

SE:20 Satyr



SE:20 Giant Scorpion

Skills	SA	Stun Table
Intimidate	2	Stun Num. 9 2/-
Magic Defense	-1	2x 18 6/1
Melee Combat	4	3x 27 12/7
Moxie	3	4x 36 18/13
Ranged Combat	3	Over x4 37+ 20/15
Ranged Defense	3	
Stamina	2	Armor/TAR
Stealth	-1	Natural/4
Perception	-1	Weapons/SA/Glance
		Unarmed/4c/1d6
		Claw*/4c/1d6
		Sting**/2p/2d6 Wrecked

Special Abilities/Notes

Large: -2 Luck, 3.5m
Blindsight

*Bonus: Entangle
**Poison: 5d6 Damage or
Stamina T# 12 for half

SE:20 Giant Scorpion



SE:20 Encounter Cards

SE:20 Scout

Skills	SA	Stun Table
Intimidate	1	Stun Num. 6 2/-
Magic Defense	1	2x 12 6/1
Melee Combat	2	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	6	Leather Armor/1
Nature	4	Weapons/SA/Glance
Perception	5	Unarmed/2c/1d6t
Survival	5	Shortsword/4s2p/2d6+1 Fn Bow/3p/2d6+2

Special Abilities/Notes

Medium: 1-2m, 90kg
Keen Hearing & Sight: +1d6
Control

SE:20 Scout



SE:20 Shadow

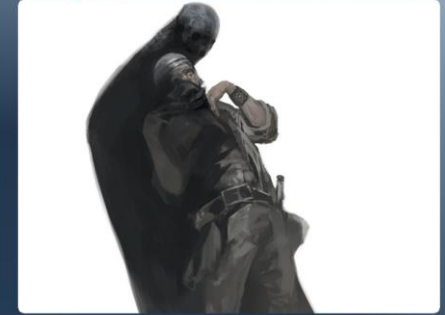
Skills	SA	Stun Table
Intimidate	0	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	0	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	4	Cloth/0
Perception	0	Weapons/SA/Glance
		Unarmed/0c/1d6t
		Drain/4/2d6 Necrotic*
		*-1 Glance. If penalty greater than Physique, target dies.

Special Abilities/Notes

Medium: 1-2m, Darkvision,
Undead, Ethereal
Vulnerable: Radiant
Immune: Fear, Entangle,
Poison, Prone

Resist: Acid, Cold, Lightning,
Thunder, Nonmagic Weapons
Sunlight Sensitive: Wrecked
Stealth: +1d6 Control in
Lowlight or Dark Zones

SE:20 Shadow



SE:20 Shambling Mound

Skills	SA	Stun Table
Intimidate	4	Stun Num. 18 2/-
Magic Defense	0	2x 36 6/1
Melee Combat	7	3x 54 12/7
Moxie	8	4x 72 18/13
Ranged Combat	2	Over x4 73+ 20/15
Ranged Defense	2	
Stamina	3	Armor/TAR
Stealth	2	Natural: 6
Perception	0	Weapons/SA/Glance
		Unarmed/7c/1d6
		Slam/7c/3d6

Special Abilities/Notes

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

Engulf: Medium, On bonus,
entangle, blind, suffocation.
3d6+4 Glance/Round
Healed by Lightning: Equal to
amount of damage dealt.

SE:20 Shambling Mound



SE:20 Shield Guardian

Skills	SA	Stun Table
Intimidate	4	Stun Num. 18 2/-
Magic Defense	0	2x 36 6/1
Melee Combat	7	3x 54 12/7
Moxie	7	4x 72 18/13
Ranged Combat	2	Over x4 73+ 20/15
Ranged Defense	2	
Stamina	4	Armor/TAR
Stealth	-3	Plate Armor/8
Perception	0	Weapons/SA/Glance
		Unarmed/7c/1d6
		Fists/7c/2d6
		Spell Store: Up to Level 4.

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance,
Darkvision, Blindsight
Bound Spirit: Amulet
Immune: Poison, Mental
Magic, Fear

Regenerate: 10/Round
Amulet: Telepathy with wearer.
If within 2z, 1/2 damage
caused to wearer applied to
Guardian.

SE:20 Shield Guardian



SE:20 Encounter Cards

SE:20 Shrieker

Skills	SA	Stun Table			
Intimidate	NA	Stun Num.	5	2/-	
Magic Defense	-5	2x	10	6/1	
Melee Combat	NA	3x	15	12/7	
Moxie	NA	4x	20	18/13	
Ranged Combat	NA	Over x4	21+	20/15	
Ranged Defense	NA	Armor/TAR			
Stamina	0	Natural Armor/0			
Stealth	NA	Weapons/SA/Glance			
Perception	6	None			

Special Abilities/Notes

Medium: 1-2m
 Shriek: If creature or light within 1z, screams. Can be heard up to 30z away.
 Continues up to 1d3 Rounds.

SE:20 Shrieker



SE:20 Warhorse Skeleton

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	6	2/-	
Magic Defense	-1	2x	12	6/1	
Melee Combat	6	3x	18	12/7	
Moxie	1	4x	24	18/13	
Ranged Combat	3	Over x4	25+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural: 2/Plate: 7			
Stealth	-1	Weapons/SA/Glance			
Perception	-1	Unarmed/6c/1d6 Hooves/6c/2d6			

Special Abilities/Notes

Large: -2 Luck, 3.5m, 850kg,
 Four Leg, No Hands,
 Darkvision, Undead
 Vulnerable: Crush
 Immune: Poison

SE:20 Warhorse Skeleton



SE:20 Minotaur Skeleton

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

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
 +1d6 Glance, Darkvision
 Undead
 Immune: Poison
 Vulnerable: Crushing

Charge: If moved 1z, add +3d6.
 Stamina T# 14 or Knock Prone

SE:20 Minotaur Skeleton



SE:20 Skeleton

Skills	SA	Stun Table			
Intimidate	0	Stun Num.	5	2/-	
Magic Defense	0	2x	10	6/1	
Melee Combat	2	3x	15	12/7	
Moxie	1	4x	20	18/13	
Ranged Combat	4	Over x4	21+	20/15	
Ranged Defense	4	Armor/TAR			
Stamina	2	Scrap Armor/1			
Stealth	2	Weapons/SA/Glance			
Perception	-1	Unarmed/2c/1d6t Shortsword/4s2p/2d6+1 Fn Bow/3p/2d6+2			

Special Abilities/Notes

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

SE:20 Skeleton



SE:20 Encounter Cards

SE:20 Large Constrictor Snake

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

Special Abilities/Notes

Large: -2 Luck, 5m, 800kg
No Hands, Never Prone
Constrict: +1d6 Control on Entanglement

SE:20 Large Constrictor Snake



SE:20 Flying Snake

Skills	SA	Stun Table
Intimidate	-1	Stun Num. 2 2/-
Magic Defense	1	2x 4 6/1
Melee Combat	-1	3x 6 12/7
Moxie	1	4x 8 18/13
Ranged Combat	4	Over x4 9+ 20/15
Ranged Defense	6	
Stamina	0	
Stealth	8	
Perception	1	
Armor/TAR		
Natural Hide: 0		
Weapons/SA/Glance		
Unarmed/-1c/1d6in		
Bite*/3p/1d6in Finesse		
*Venom: Instant, 2d6 Damage		

Special Abilities/Notes

Tiny: +4 Luck, 25-50cm, 1 kg

SE:20 Flying Snake



SE:20 Solar

Skills	SA	Stun Table
Intimidate	17	Stun Num. 28 2/-
Magic Defense	17	2x 56 6/1
Melee Combat	15	3x 84 12/7
Moxie	9	4x 112 18/13
Ranged Combat	13	Over x4 113+ 20/15
Ranged Defense	13	
Stamina	8	
Stealth	4	
Perception	14	
Armor/TAR		
Natural Armor/5		
Weapons/SA/Glance		
Unarmed/15c/1d6		
Greatsword*/15s13p/5d6+3		
War Bow**/12p/3d6+4		
*+8d6 Radiant Damage		

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance, Truesight, Telepathy
Resist: Radiant, Nonmagic Weapons, Magic
Immune: Necrotic, Poison
**Stamina T# 15 or dies
Flying Sword: MER 2z
Healing (4/day): 10d6, Cure Disease, Poison, Blindness, Deafness, Curse

SE:20 Solar



SE:20 Spectator

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

Special Abilities/Notes

Medium: 1-2m, Darkvision, Telepathy, Immune: Prone
Eye Rays:
Confusion: T# 13, -1 CA, Attacks random target
Paralyze: Stamina T# 13, 1 Min, Reroll each round.
Fear: T# 13 or Demoralized
Wound: 5d6 Damage or Stamina T# 13 for half

SE:20 Spectator



SE:20 Encounter Cards

SE:20 Specter

Skills	SA	Stun Table
Intimidate	0	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	-3	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	2	Natural Armor/0
Perception	0	Weapons/SA/Glance
		Drain Life/4/3d6 Necrotic, Stamina T# 10 or Max Damage reduced until Rest.

Special Abilities/Notes

Medium: 1-2m, Darkvision, Undead, Incorporeal
Resist: Acid, Cold, Fire, Thunder, Nonmagic Weapon
Immune: Necrotic, Poison

Sunlight Sensitive: Wrecked

SE:20 Specter



SE:20 Giant Spider

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

Special Abilities/Notes

Large: -2 Luck, 4m, 800kg
Blindsight, Darkvision
Spider Climb, Web Sense, Web Walk

*Venom: 3d6 Damage or Stamina T# 11 for half. If Incapacitated, paralyzed 1 hour
Web (Re 5+): Strength 5, Vulnerable to Fire

SE:20 Giant Spider



SE:20 Giant Wolf Spider

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

Special Abilities/Notes

Large: -2 Luck, 4m, 800kg
Blindsight, Darkvision
Spider Climb, Web Sense, Web Walk

*Venom: 2d6 Damage or Stamina T# 11 for half. If Incapacitated, paralyzed 1 hour

SE:20 Giant Wolf Spider



SE:20 Medium Monstrous Spider

Skills	SA	Stun Table
Intimidate	1	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	3	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	5	Over x4 25+ 20/15
Ranged Defense	5	
Stamina	3	Armor/TAR
Stealth	7	Chainmail/Shield: 6/7
Perception	3	Weapons/SA/Glance
		Unarmed/3c/1d6 Bite/1p/1d6 *Venom Web/5/Entangle, MER: 1z

Special Abilities/Notes

Medium: 1-2m, 80kg
Darkvision
Spider Climb, Web Sense, Web Walk

Venom: T# 11, Instant, Fail: 1d6 Damage, Fail5: 2d6 Damage, Fail10: 3d6 Damage
Web: Strength 16, Vulnerable to Fire

SE:20 Medium Monstrous Spider



SE:20 Encounter Cards

SE:20 Phase Spider

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	1	
Stealth	6	
Perception	0	

Armor/TAR

Natural Armor: 1

Weapons/SA/Glance

Unarmed/4c/1d6

Bite*/2p/2d6

Special Abilities/Notes

Large: -2 Luck, 3m, 800kg
Darkvision, Spider Climb,
Web Walk

*Venom: 5d6 Damage or
Stamina T# 11 for half. If
Incapacitated, paralyzed 1 hour
Ethereal Jaunt: Enter Ethereal
Plane or return.

SE:20 Phase Spider



SE:20 Sprite

Skills	SA	Stun Table
Intimidate	0	Stun Num. 1 2/-
Magic Defense	2	2x 2 6/1
Melee Combat	-2	3x 3 12/7
Moxie	0	4x 4 18/13
Ranged Combat	6	Over x4 5+ 20/15
Ranged Defense	6	
Stamina	0	
Stealth	8	
Perception	3	

Armor/TAR

Leather Armor/1

Weapons/SA/Glance

Unarmed/-2c/1d6in

Sprite Sword/4p/1d6 Fn

Sprite Bow*/5p/1d6t

Special Abilities/Notes

Tiny: +4 Luck, 30cm, 2 kg
Invisibility: Can become
invisible for 1 CA.

*Poison: Stamina T# 10 or
Wrecked. Fail 5+, fall asleep

SE:20 Sprite



SE:20 Spy

Skills	SA	Stun Table
Intimidate	3	Stun Num. 5 2/-
Magic Defense	3	2x 10 6/1
Melee Combat	2	3x 15 12/7
Moxie	3	4x 20 18/13
Ranged Combat	4	Over x4 21+ 20/15
Ranged Defense	4	
Stamina	0	
Stealth	4	
BS Meter	4	
Leger De Main	4	
Perception	6	
Persuasion	5	
Puzzles	4	

Armor/TAR

Cloth/0

Weapons/SA/Glance

Unarmed/2c/1d6t

Shortsword/4s2p/2d6+1 Fn

Light Crossbow/4p/2d6

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Spy



SE:20 Stirge

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 2 2/-
Magic Defense	-1	2x 4 6/1
Melee Combat	-1	3x 6 12/7
Moxie	0	4x 8 18/13
Ranged Combat	5	Over x4 9+ 20/15
Ranged Defense	5	
Stamina	0	
Stealth	7	
Perception	-1	

Armor/TAR

Natural Armor/0

Weapons/SA/Glance

Unarmed/-1c/1d6in

Bite*/3p/1d6t Fn

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 Encounter Cards

SE:20 Succubus

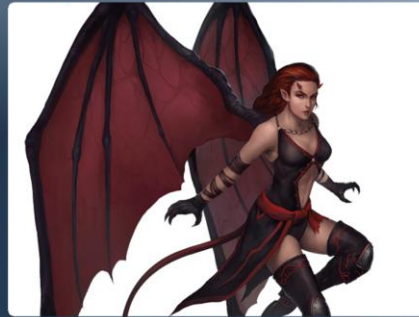
Skills	SA	Stun Table
Intimidate	5	Stun Num. 11 2/-
Magic Defense	5	2x 22 6/1
Melee Combat	1	3x 33 12/7
Moxie	6	4x 44 18/13
Ranged Combat	5	Over x4 45+ 20/15
Ranged Defense	5	
Stamina	1	
Stealth	7	
BS Meter	5	
Perception	5	
Persuasion	9	

Special Abilities/Notes

Medium: 1-2m, 70kg
Darkvision
Resist: Cold, Fire, Nonmagic
Weapons
Telepathic: With Charmed

Shape Change: Small/Medium
Humanoid
Charm: Magic Def. T# 15
Kiss: 8d6 or Stamina T# 15 for half

SE:20 Succubus



SE:20 Swarm of Bats

Skills	SA	Stun Table
Intimidate	NA	Stun Num. 6 2/-
Magic Defense	1	2x 12 6/1
Melee Combat	-1	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	4	Over x4 25+ 20/15
Ranged Defense	4	
Stamina	0	
Stealth	2	
Perception	1	

Special Abilities/Notes

Medium: 1-2m, Blindsight
Resist: Crush, Slash, Pierce
Immune: Charm, Fear, Entangle, Prone

Keen Hearing: +1d6 Control

SE:20 Swarm of Bats



SE:20 Swarm of Insects

Skills	SA	Stun Table
Intimidate	-2	Stun Num. 6 2/-
Magic Defense	-2	2x 12 6/1
Melee Combat	-2	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	3	
Stamina	0	
Stealth	1	
Perception	-2	

Special Abilities/Notes

Medium: 1-2m, 30kg
Blindsight, Spider Climb
Resist: Crush, Slash, Pierce
Immune: Charm, Fear, Entangle, Prone

Immune: Mental, Fear, Paralysis, Prone, Entangle

SE:20 Swarm of Insects



SE:20 Tarrasque

Skills	SA	Stun Table
Intimidate	9	Stun Num. 72 2/-
Magic Defense	9	2x 144 6/1
Melee Combat	19	3x 216 12/7
Moxie	16	4x 288 18/13
Ranged Combat	9	Over x4 289+ 20/15
Ranged Defense	9	
Stamina	10	
Stealth	-6	
Perception	0	

Special Abilities/Notes

Gigantic: -6 Luck, 20m
Blindsight, Resist Magic
Immune: Fire, Poison, Nonmagic Weapons, Mental
Magic, Fear, Paralysis

Reflect Magic: Roll 1d6, on 6, spell targets caster.
*Swallow Large: If target entangled, swallow. 16d6 Acid/round.

SE:20 Tarrasque



SE:20 Encounter Cards

SE:20 Thug

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	4	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	2	Over x4 29+ 20/15
Ranged Defense	2	
Stamina	2	
Stealth	0	
Perception	0	

Armor/TAR

Leather Armor/1

Weapons/SA/Glance

Unarmed/4c/1d6t
Mace/4cbo/2d6+2 Versatile
Heavy Crossbow/2p/2d6+4

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Thug



SE:20 Tiger

Skills	SA	Stun Table
Intimidate	3	Stun Num. 8 2/-
Magic Defense	1	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	2	4x 32 18/13
Ranged Combat	4	Over x4 33+ 20/15
Ranged Defense	4	
Stamina	2	
Stealth	6	
Perception	3	

Armor/TAR

Natural Armor/0

Weapons/SA/Glance

Unarmed/5c/1d6
Claw & Bite/5s3p/2d6

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance,
Four Legs: +2 vs. Prone
Keen Smell: +1d6 Control
Darkvision

Pounce: If moved 1z and
attacked, Target rolls T# 14 or
Prone.

SE:20 Tiger



SE:20 Treant

Skills	SA	Stun Table
Intimidate	6	Stun Num. 18 2/-
Magic Defense	3	2x 36 6/1
Melee Combat	10	3x 54 12/7
Moxie	6	4x 72 18/13
Ranged Combat	3	Over x4 73+ 20/15
Ranged Defense	3	
Stamina	5	
Stealth	-5	
Perception	3	

Armor/TAR

Natural: 7

Weapons/SA/Glance

Unarmed/10c/2d6+6
Claw & Bite/10s8p/3d6+6
Thrown/3c/7d6+7 MER: 2z

Special Abilities/Notes

Huge: -4 Luck, +2d6 Glance
Vulnerable: Fire
Resist: Crush, Pierce
Animate Trees: Visual, 2
Targets, 1 Day, Trees have
same stats as Treant but
cannot Throw and -2 Magic
Defense/T#

SE:20 Treant



SE:20 Tribal Warrior

Skills	SA	Stun Table
Intimidate	1	Stun Num. 6 2/-
Magic Defense	0	2x 12 6/1
Melee Combat	3	3x 18 12/7
Moxie	1	4x 24 18/13
Ranged Combat	2	Over x4 25+ 20/15
Ranged Defense	2	
Stamina	1	
Stealth	0	
Perception	0	

Armor/TAR

Hide Armor/2

Weapons/SA/Glance

Unarmed/3c/1d6t
Short Spear/3slp/3d6+1 V
Thrown/2c/1d6+1 MER 1z

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Tribal Warrior



SE:20 Encounter Cards

SE:20 Triceratops

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

Special Abilities/Notes

Huge: -4 Luck, +2d6 Glance
Charge: If moved 1z and Gore, Stamina T# 13 or prone.

SE:20 Triceratops



SE:20 Troll

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

Special Abilities/Notes

Large: -2 Luck, 3.5m, 300kg
Darkvision
Keen Smell: +1d6 Control
Regeneration: Heal 10 Damage/round. Fire damage prevents regeneration 1 round.

SE:20 Troll



SE:20 Tyrannosaurus Rex

Skills	SA	Stun Table
Intimidate	7	Stun Num. 18 2/-
Magic Defense	1	2x 36 6/1
Melee Combat	10	3x 54 12/7
Moxie	6	4x 72 18/13
Ranged Combat	3	Over x4 73+ 20/15
Ranged Defense	3	
Stamina	4	Armor/TAR
Stealth	-4	Natural: 3
Perception	4	Weapons/SA/Glance
		Unarmed/10c/2d6+7
		Bite/8p/8d6+7
		Stomp/10c/4d6+7

Special Abilities/Notes

Huge: -4 Luck, 7m, 1800kg

SE:20 Tyrannosaurus Rex



SE:20 Unicorn

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

Special Abilities/Notes

Large: -2 Luck, 3m, 450kg
Four Legs, Darkvision, Telepathy
Immune: Poison, Mental Magic, Paralyze
Resist: Magic
Healing (3/d): Touch, 1 Target, Heal 3d6, disease, poison
Teleport: Clairvoyant Range, 4 Targets

SE:20 Unicorn



SE:20 Encounter Cards

SE:20 Vampire Spawn

Skills	SA	Stun Table
Intimidate	3	Stun Num. 12 2/-
Magic Defense	3	2x 24 6/1
Melee Combat	6	3x 36 12/7
Moxie	6	4x 48 18/13
Ranged Combat	6	Over x4 49+ 20/15
Ranged Defense	6	
Stamina	3	Armor/TAR
Stealth	6	Natural Armor/2
Perception	3	Weapons/SA/Glance
		Unarmed/6c/1d6t
		Claw & Bite/6s4p/1d6
		Med Sword/6s4p/3d6+2

Special Abilities/Notes

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

Sunlight/Running Water: 20
Damage/rnd

SE:20 Vampire Spawn



SE:20 Vampire

Skills	SA	Stun Table
Intimidate	4	Stun Num. 19 2/-
Magic Defense	9	2x 38 6/1
Melee Combat	9	3x 57 12/7
Moxie	9	4x 76 18/13
Ranged Combat	9	Over x4 77+ 20/15
Ranged Defense	9	
Stamina	4	Armor/TAR
Stealth	9	Natural Armor/2
Perception	7	Weapons/SA/Glance
		Unarmed/9c/1d6t
		Claw & Bite/9s7p/1d6
		Med Sword/9s7p/3d6+2

Special Abilities/Notes

Darkvision, Undead, Spider
Climb
Resist: Necrotic, Nonmagic
Weapons
Regenerate 20/rnd,

Sunlight/Running Water: 20
Damage/rnd
Charm: T# 17
Mystic Escape if Incapacitated
Shapechange: bat, mist cloud

SE:20 Vampire



SE:20 Veteran

Skills	SA	Stun Table
Intimidate	3	Stun Num. 10 2/-
Magic Defense	0	2x 20 6/1
Melee Combat	5	3x 30 12/7
Moxie	5	4x 40 18/13
Ranged Combat	3	Over x4 41+ 20/15
Ranged Defense	3	
Stamina	3	Armor/TAR
Stealth	1	Splint Armor/6
Acrobatics	5	Weapons/SA/Glance
Perception	2	Unarmed/5c/1d6t
		Longsword/5s3p/3d6+1V
		Shortsword/5s3p/2d6+1
		Heavy Crossbow/3p/2d6+4

Special Abilities/Notes

Medium: 1-2m, 90kg

SE:20 Veteran



SE:20 Violet Fungus

Skills	SA	Stun Table
Intimidate	NA	Stun Num. 6 2/-
Magic Defense	-4	2x 12 6/1
Melee Combat	-2	3x 18 12/7
Moxie	2	4x 24 18/13
Ranged Combat	-3	Over x4 25+ 20/15
Ranged Defense	-3	
Stamina	0	Armor/TAR
Stealth	-5	Natural/0
Perception	-4	Weapons/SA/Glance
		1d3+1 Combat Actions
		Rotting Touch/2/1d6 Necrotic

Special Abilities/Notes

Medium: 1-2m, 90kg
False Appearance: Fungus

SE:20 Violet Fungus



SE:20 Encounter Cards

SE:20 Vrock

Skills	SA	Stun Table
Intimidate	2	Stun Num. 14 2/-
Magic Defense	4	2x 28 6/1
Melee Combat	6	3x 42 12/7
Moxie	5	4x 56 18/13
Ranged Combat	5	Over x4 57+ 20/15
Ranged Defense	5	
Stamina	4	
Stealth	0	
Perception	1	

Armor/TAR

Hide Armor/3

Weapons/SA/Glance

Unarmed/6c/1d6

Beak/6s4p/2d6

Talons/6s4p/3d6

Special Abilities/Notes

Large: -2 Luck, +1d6 Glance, Darkvision, Telepathy
Resist: Cold, Fire, Lightning, Nonmagic Weapons, Magic Immune: Poison
Spores: 1z, 2d6 Damage/round or Stamina T# 14. Reroll each round.
Screech: Range 1z, T# 14, Stunned. Reroll each round

SE:20 Vrock



SE:20 Giant Weasel

Skills	SA	Stun Table
Intimidate	0	Stun Num. 6 2/-
Magic Defense	-1	2x 12 6/1
Melee Combat	5	3x 18 12/7
Moxie	0	4x 24 18/13
Ranged Combat	3	Over x4 25+ 20/15
Ranged Defense	6	
Stamina	0	
Stealth	5	
Perception	3	

Armor/TAR

Natural Hide/0

Weapons/SA/Glance

Unarmed/5c/1d6t

Bite/3p/1d6

Special Abilities/Notes

Lowlight Vision, Basic Tail (+2 Balance)
Bite: Uses bonus to entangle target

SE:20 Giant Weasel



SE:20 Werebear

Skills	SA	Stun Table
Intimidate	4	Stun Num. 18 2/-
Magic Defense	1	2x 36 6/1
Melee Combat	7	3x 54 12/7
Moxie	9	4x 72 18/13
Ranged Combat	3	Over x4 73+ 20/15
Ranged Defense	3	
Stamina	3	
Stealth	0	
Perception	7	

Armor/TAR

Natural: 0/1*

Weapons/SA/Glance

Unarmed/7c/1d6t

Greataxe/7s/4d6+2

Claw & Bite*/7s5p/3d6

Special Abilities/Notes

Keen Smell: +1d6 Control
Immune: Nonmagic/Nonsilver Weapons
*Lycanthropy: T# 14 or become a werebear.
Shapechange: Bear/Hybrid
Claw & Bite

SE:20 Werebear



SE:20 Wereboar

Skills	SA	Stun Table
Intimidate	3	Stun Num. 18 2/-
Magic Defense	0	2x 36 6/1
Melee Combat	5	3x 54 12/7
Moxie	6	4x 72 18/13
Ranged Combat	2	Over x4 73+ 20/15
Ranged Defense	2	
Stamina	2	
Stealth	2	
Perception	2	

Armor/TAR

Natural: 0/1*

Weapons/SA/Glance

Unarmed/5c/1d6t

Maul/4c/3d6+2 A, Pu

Tusks*/3p/2d6

Special Abilities/Notes

Immune: Nonmagic/Nonsilver Weapons
*Lycanthropy: T# 12 or become a wereboar
Shapechange: Boar/Hybrid
Tusks

SE:20 Wereboar



SE:20 Encounter Cards

SE:20 Wererat Warrior

Skills	SA	Stun Table
Intimidate	2	Stun Num. 8 2/-
Magic Defense	4	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	3	4x 32 18/13
Ranged Combat	5	Over x4 33+ 20/15
Ranged Defense	5	
Stamina	2	Armor/TAR
Stealth	5	Natural Hide/0
Perception	4	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Mace/5cbo/1d6+1 Versatile
		Light Crossbow/5p/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 Warrior



SE:20 Wererat

Skills	SA	Stun Table
Intimidate	0	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	2	3x 21 12/7
Moxie	3	4x 28 18/13
Ranged Combat	4	Over x4 29+ 20/15
Ranged Defense	4	
Stamina	1	Armor/TAR
Stealth	4	Natural Hide/0
Perception	2	Weapons/SA/Glance
		Unarmed/2c/1d6t
		Shortsword/4s2p/2d6+1 Fn
		Light Crossbow/4p/2d6
		Bite*/2p/1d6

Special Abilities/Notes

Keen Smell: +1d6 Control
 Immune: Nonmagic Weapons unless silvered

*Lycanthropy: T# 11 or become a wererat
 Shapechange: Rat or Hybrid, Darkvision, Bite

SE:20 Wererat



SE:20 Weretiger

Skills	SA	Stun Table
Intimidate	3	Stun Num. 16 2/-
Magic Defense	1	2x 32 6/1
Melee Combat	5	3x 48 12/7
Moxie	8	4x 64 18/13
Ranged Combat	4	Over x4 65+ 20/15
Ranged Defense	4	
Stamina	3	Armor/TAR
Stealth	4	Natural: 0
Perception	5	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Scimitar/5s3p/3d6 Fn
		Claw & Bite*/5s3p/2d6
		Heavy Bow/4p/2d6+4

Special Abilities/Notes

Keen Hearing & Smell
 Immune: Nonmagic/Nonsilver Weapons

*Lycanthropy: T# 13 or become a weretiger
 Shapechange: Bear/Hybrid
 Claw & Bite

SE:20 Weretiger



SE:20 Werewolf

Skills	SA	Stun Table
Intimidate	2	Stun Num. 10 2/-
Magic Defense	0	2x 20 6/1
Melee Combat	5	3x 30 12/7
Moxie	3	4x 40 18/13
Ranged Combat	4	Over x4 41+ 20/15
Ranged Defense	4	
Stamina	0	Armor/TAR
Stealth	1	Natural: 0/1*
Perception	4	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Spear/5s3p/4d6+1
		Hvy Bow/3p/2d6+4
		Claw & Bite/5s3p/1d6*

Special Abilities/Notes

Keen Smell: +1d6 Control
 Immune: Nonmagic/Non-Silver Weapons

*Lycanthropy: T# 12 or become a werewolf
 Shapechange: Wolf or Hybrid, Claw & Bite

SE:20 Werewolf



SE:20 Encounter Cards

SE:20 Wight

Skills	SA	Stun Table
Intimidate	2	Stun Num. 10 2/-
Magic Defense	1	2x 20 6/1
Melee Combat	4	3x 30 12/7
Moxie	3	4x 40 18/13
Ranged Combat	4	Over x4 41+ 20/15
Ranged Defense	4	
Stamina	3	
Stealth	4	
Perception	3	

Armor/TAR

Studded Leather/2

Weapons/SA/Glance

Unarmed*/4c/1d6t
Longsword/4s2p/3d6+1V
Heavy Bow/3p/2d6+4

Special Abilities/Notes

Darkvision, Undead
Resist: Necrotic, Nonmagic/
Non-Silver Weapons
Immune: Poison
Sunlight Sensitive: Wrecked
*Drain: +1d6 Necrotic, Max
Damage Reduced

SE:20 Wight



SE:20 Will-o'-Wisp

Skills	SA	Stun Table
Intimidate	2	Stun Num. 6 2/-
Magic Defense	2	2x 12 6/1
Melee Combat	-3	3x 18 12/7
Moxie	5	4x 24 18/13
Ranged Combat	11	Over x4 25+ 20/15
Ranged Defense	11	
Stamina	0	
Stealth	4	
Perception	2	

Armor/TAR

Natural Hide/0

Weapons/SA/Glance

Unarmed/-3c/1d6in
Shock/9/3d6 Lightning

Special Abilities/Notes

Tiny: +4 Luck, Darkvision,
Incorporeal
Resist: Acid, Cold, Fire,
Necrotic, Nonmagic Weapon
Immune: Lightning, Poison
Consume Life: If Target
Unconscious, Stamina T# 10 or
Die. WoW heals 3d6.
Illumination, Invisibility

SE:20 Will-o'-Wisp



SE:20 Dire Wolf

Skills	SA	Stun Table
Intimidate	3	Stun Num. 8 2/-
Magic Defense	1	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	3	4x 32 18/13
Ranged Combat	4	Over x4 33+ 20/15
Ranged Defense	4	
Stamina	2	
Stealth	4	
Perception	3	

Armor/TAR

Natural Hide/2

Weapons/SA/Glance

Unarmed/5c/1d6
Bite*/5s3p/2d6

Special Abilities/Notes

Large: -2 Luck, 2-5m, 150kg
Keen Hearing & Smell: +1d6
Control
Bonus: Entangle or Trip

SE:20 Dire Wolf



SE:20 Winter Wolf

Skills	SA	Stun Table
Intimidate	4	Stun Num. 12 2/-
Magic Defense	1	2x 24 6/1
Melee Combat	6	3x 36 12/7
Moxie	5	4x 48 18/13
Ranged Combat	3	Over x4 49+ 20/15
Ranged Defense	3	
Stamina	2	
Stealth	3	
Perception	5	

Armor/TAR

Natural Hide/2

Weapons/SA/Glance

Unarmed/6c/1d6
Bite*/6s4p/2d6

Special Abilities/Notes

Large: -2 Luck, 2-5m, 150kg
Keen Hearing & Smell,
Immune: Cold
Camouflage: Snow +1d6
Control
Bonus: Entangle or Trip
Cold Breath: 2 Targets, 5d6
Damage or Stamina T# 12 for
half.

SE:20 Winter Wolf



SE:20 Encounter Cards

SE:20 Wolf

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

Special Abilities/Notes

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

*Entangle on bonus

SE:20 Wolf



SE:20 Worg

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	7	2/-	
Magic Defense	0	2x	14	6/1	
Melee Combat	5	3x	21	12/7	
Moxie	2	4x	28	18/13	
Ranged Combat	3	Over x4	29+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	1	Natural Hide/2			
Stealth	-1	Weapons/SA/Glance			
Perception	4	Unarmed/5c/1d6			
		Claw & Bite*/5s3p/2d6			

Special Abilities/Notes

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

*Entangle on bonus

SE:20 Worg



SE:20 Wraith

Skills	SA	Stun Table			
Intimidate	2	Stun Num.	11	2/-	
Magic Defense	2	2x	22	6/1	
Melee Combat	1	3x	33	12/7	
Moxie	4	4x	44	18/13	
Ranged Combat	6	Over x4	45+	20/15	
Ranged Defense	6	Armor/TAR			
Stamina	3	Natural Armor/0			
Stealth	6	Weapons/SA/Glance			
Perception	2	Drain Life/6/5d6 Necrotic, Stamina T# 14 or Max Damage reduced until Rest.			

Special Abilities/Notes

Medium: 1-2m, Darkvision, Undead, Incorporeal
Resist: Acid, Cold, Fire, Thunder, Nonmagic Weapon
Immune: Necrotic, Poison

Sunlight Sensitive: Wrecked

SE:20 Wraith



SE:20 Wyvern

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	15	2/-	
Magic Defense	1	2x	30	6/1	
Melee Combat	7	3x	45	12/7	
Moxie	6	4x	60	18/13	
Ranged Combat	3	Over x4	61+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	3	Natural/3			
Stealth	-2	Weapons/SA/Glance			
Perception	4	Unarmed/7c/1d6			
		Claw & Bite/7s5p/3d6			
		Stinger*/5p/2d6			

Special Abilities/Notes

Large: -2 Luck
Darkvision

*Poison: 7d6 Dmg or T# 15 for half

SE:20 Wyvern



SE:20 Encounter Cards

SE:20 Xorn

Skills	SA	Stun Table			
Intimidate	3	Stun Num.	11	2/-	
Magic Defense	0	2x	22	6/1	
Melee Combat	6	3x	33	12/7	
Moxie	4	4x	44	18/13	
Ranged Combat	3	Over x4	45+	20/15	
Ranged Defense	3	Armor/TAR			
Stamina	6	Natural Hide/9			
Stealth	3	Weapons/SA/Glance			
Perception	6	Unarmed/6c/1d6t			
		Claw/6s4p/1d6			
		Bite/4p/3d6			

Special Abilities/Notes

Medium: 1-2m, 50-150kg
Darkvision, Tremorsense
Camouflage: Stone +1d6
Control

Resist: Non-magic Slash or Pierce Weapons

SE:20 Xorn



SE:20 Yeti

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

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision
Keen Smell: +1d6 Control
Immune: Cold

Gaze: MER 1z, Stamina T# 13 or 3d6 Cold, Paralyzed. Reroll each round.
Fear of Fire: Wrecked on Morale if attacked by Fire

SE:20 Yeti



SE:20 Ogre Zombie

Skills	SA	Stun Table			
Intimidate	4	Stun Num.	12	2/-	
Magic Defense	-2	2x	24	6/1	
Melee Combat	6	3x	36	12/7	
Moxie	4	4x	48	18/13	
Ranged Combat	0	Over x4	49+	20/15	
Ranged Defense	0	Armor/TAR			
Stamina	4	Natural/0			
Stealth	-4	Weapons/SA/Glance			
Perception	-2	Unarmed/6c/1d6			
		Morningstar/6cbo/3d6+2 V			
		Glaive/6s4p/5d6+2			

Special Abilities/Notes

Large: -2 Luck, 3m, 400kg
+1d6 Glance, Darkvision, Undead
Immune: Poison

Undead Fortitude: If Unconscious, Stamina T# 15 to recover.

SE:20 Ogre Zombie



SE:20 Zombie

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

Special Abilities/Notes

Medium: 1-2m, 50kg
Darkvision, Undead
Immune: Poison

Undead Fortitude: If Unconscious, Stamina T# 15 to recover.

SE:20 Zombie



SE:20 Encounter Cards