

Ebony Elf

15



Cast

STR 1
COR 1
DEF 3
SPD 2
WIS 2
HP 12
CAP 7

Ebony Elf

Once the most Nobles of elves. They have been scattered by the Necromancer wars. In general they favor Shifters and get along poorly with other elves.

Cast 218 Art © Susan Van Camp Set 609

Delethine

70



Cast

STR 6
COR 2
DEF 3
SPD 2
WIS 4
HP 48
CAP 7

Delethine

Delethine are an ancient race that dwells in the mountain tops. They are known as great Seers and are frequently consulted for advice about the plans of conquest or any dangerous quest. They are wizards.

Cast 219 Art © Susan Van Camp Set 609

Vorn

20



Cast

STR 3
COR 0
DEF 4
SPD 1
WIS 0
HP 14
CAP 8

Vorn

A savage invader race that lives a barbarian existence. They rarely use magic and live on the fringes of known lands.

Cast 220 Art © Susan Van Camp Set 609

Foxwings

20



Cast, Das Karr

STR 2
COR 1
DEF 3
SPD 2
WIS 0
HP 12
CAP 6

Foxwings

Foxwings are relatives of the Das Karr, and are found with them. Their numbers are slowly dwindling as the dangers of airborne enemies take its toll.

Cast 221 Art © Susan Van Camp Set 609

Killer Bunnies

25



Cast, Animal, Warpspawn

STR 1
COR 1
DEF 3
SPD 3
WIS 0
HP 14
CAP 1 max

Killer Bunnies

Killer Bunnies were natural creatures that were warped and survived to create a new species. These nasties have a +2 to perception and stealth. To make matters worse, they fly.

Cast 222 Art © Susan Van Camp Set 609 Sponsored by Jeff Mancebo

Prime Madspawn One

80



Cast Human, Warpspawn

STR 15
COR 3
DEF 7
SPD 1
WIS 2
HP 60
CAP 11

Prime Madspawn One

These creatures are vicious, smart monstrosities who. A Prime Mad Spawn can enter a Storm Shield. A Prime Mad Spawn has 0 to 5 warp features.

Cast 223 Art © Susan Van Camp Set 609

Boarman

25



Cast

STR 5
COR 1
DEF 3
SPD 1
WIS 1
HP 24
CAP 8

Boarman

An invader race that is found in the Plaguelands working with Jikadell and Necromancers. Most of those in the Stormlands are rebels against the Warp.

Cast 224 Art © Susan Van Camp Set 609

Fire Dragonet

25



Cast, Animal

STR 2
COR 1
DEF 3
SPD 3
WIS 0
HP 18
CAP 1 max

Fire Dragonet

Found in the wild forests and as pets of raptors. They may buy and use Firebreath One. Perception +3. 720 GP. Taint DEF: 8 Od, 4 Warp.

Cast 225 Art © Susan Van Camp Set 609

Shagwrath

50



Cast, Warpspawn

STR 6
COR 1
DEF 5
SPD 4
WIS 1
HP 42
CAP 5

Shagwrath

A nasty invader race loyal to the Pylos and their agents. They have an innate ghostly Glamour and take half damage from magic. They fly. Stealth +6.

Cast 226 Art © Susan Van Camp Set 609