

BEASTS OF FAHRUL

FOR THE KING



"So, another hopeful questor answers the Queen's call. I would try to dissuade you but I see your conviction. Yes, you have the look of one who is comfortable with the likely possibility that this quest will see you perish. A simple citizen setting out, ill-equipped, from your lifelong home. You must not fear the savage beastmen of the woods, nor would you quake at facing far more wicked monsters lurking in the lightning blasted Dropstone Badlands. The mysterious beings dwelling in the Burning Forest trouble you not. Even if you wander the civilized Golden Plains, no gang of bandits would find you easily intimidated. You clearly prefer death to slinking away beaten and penniless, right? Right? Questor, you seem to have lost your way! That path leads back to your home! Forgot you some vital bit of gear? Well, give up then; there are a thousand more fools to answer the call."

--Overheard in the shanties of Hasta

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Assassin



Level 7, Humanoid

Heartless nearly to the point of being inhuman, these killers consider murder an art form.

60	0	12	80
HP	AR	RES	EVD
ATT	SPD	ACC	CR
34	105	87	25%

Immunities distract

Special Abilities evasive, death mark

Bat

Level 1, Vermin, Flying

Flapping, screeching and hard to hit. Do the world a favor and put down this pest.

11	0	0	50
HP	AR	RES	EVD
ATT	SPD	ACC	CR
5	95	83	25%

Immunities none

Special Abilities none



Bandits



Level 2-6, Humanoid

Expect little mercy from someone who has been given a most unfortunate choice: steal or starve.

Immunities none

Special Abilities bleed, pierce, interrupt

Bandit (lvl. 2)

22	4	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
16	72	84	5%

Frost Bandit (lvl. 4)

36	0	8	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
24	70	85	5%

Bandit Captain (lvl. 3)

27	6	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
20	74	85	5%

Desert Raider (lvl. 6)

54	12	0	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
36	80	89	5%

Beastmen



Level 0, Beast

To a Beastman, a collection of human skulls is a powerful demonstration of status.

Immunities none

Special Abilities bleed, daze

Beastman (lvl. 0)

12	0	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
8	74	82	5%

Beastman Raider (lvl. 0)

14	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
10	65	80	5%

Beastman Warrior (lvl. 0)

10	2	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
8	68	81	5%

Beastman Warlock (lvl. 0)

11	0	1	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
7	70	81	5%

Bee

Level 3, Vermin, Flying

The stinger of some bees can immediately cause illness and infection.

6	0	0	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
4	90	85	5%

Immunities none

Special Abilities poison



Bisontaur

Level 2, Beast, Armored

Bisontaur eat no meat, but neither do they tolerate the sight of outsiders. One can see far on the Golden plains.

35	6	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
24	67	85	5%

Immunities none

Special Abilities encourage



Bogling

Level 3, Beast

Normally indifferent to human activity, groups of Boglings have begun venturing out of their swampy homes.

28	6	3	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
21	80	87	5%

Immunities bleed, water

Special Abilities poison

Boomer

Level 8, Undead

Boom goes the dynamite.

150	6	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
52	62	94	0%

Immunities bleed, stun, distract

Special Abilities boat attack



Cave Spider



Level 6, Vermin, Armored

The webs of these giant spiders is large and strong enough to entangle deer and other large prey.

50	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
29	78	89	5%

Immunities none

Special Abilities poison

Clam

Level 6, Vermin, Water

The meat from one of these creatures is enough to feed a full crew for a day.

Or vice versa.

62	10	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
28	70	86	5%

Immunities water

Special Abilities stun, eat item



Cultists



Level 1-10, Humanoid

The Prophets of Chaos claim to have opened a channel between their minds and the Chaos that is just behind.

Immunities varies

Special Abilities varies

Chaos Acolyte (lvl. 1)

16	0	0	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
9	76	84	5%

Chaos Henchman (lvl. 4)

36	10	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
26	70	85	5%

Chaos Soldier (lvl. 2)

20	0	0	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
14	76	84	5%

Chaos Protector (lvl. 9)

86	16	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
45	70	90	5%

Cutpurse



Level 1, Vermin

The rat thief offers to lighten your purse.

16	0	0	25
HP	AR	RES	EVD
ATT	SPD	ACC	CR
9	80	86	10%

Immunities none

Special Abilities steal

Death Knight

Level 5, Undead, Armored

A disgraced lord who now owes fealty to a most morbid liege.

45	12	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
30	68	85	5%

Immunities bleed. stun

Special Abilities daze



Demon



Level 9, Dark, Fire

A hateful being not of this world.

120	12	12	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
42	85	90	5%

Immunities **stun, lightning, fire**
Special Abilities **fire**

Vire Gull

Level 2, Vermin, Flying

A large and hungry Gull.

16	0	0	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
16	85	85	10%

Immunities **none**
Special Abilities **distract**



Druid



Level 2, Humanoid

This fanatical nature worshipper is more interested in protecting the wilds than learning about your quest.

22	0	4	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
18	88	85	10%

Immunities none

Special Abilities entangle

Dry Corpse

Level 7, Undead

This walking corpse is haunted by memories of water, but no amount of drink will ever slake its thirst.

55	0	8	50
HP	AR	RES	EVD
ATT	SPD	ACC	CR
35	82	90	5%

Immunities bleed

Special Abilities curse



Feral Mage

Level 5, Humanoid

A bewildered old man with a look of madness.

48	0	10	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
25	81	85	5%

Immunities ice, lightning, fire, water

Special Abilities ice, lightning, fire

Festering Blob

Level 7, Dark, Acid

Rumor has it covering oneself in cow dung can negate a Blob's powerful acid attack. Or was it milk?

80	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
20	60	87	0%

Immunities bleed, stun, distract

Special Abilities acid



Forest Gnoll



Level 0, Vermin

Not the strongest or the fastest, Gnolls are nonetheless dedicated to defending the Burning Forest from intruders.

9	1	0	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
7	78	80	10%

Immunities none

Special Abilities daze

Forest Mystic

Level 2, Vermin, Lightning

By the time you see one of these feline mystics, it has probably been watching you for hours.

20	0	6	100
HP	AR	RES	EVD
ATT	SPD	ACC	CR
16	90	88	5%

Immunities lightning

Special Abilities evasive, lightning



Forest Nibbler



Level 0, Plant

It was once thought these predatory plants could not grow big enough to eat anything larger than a sparrow.



20	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
9	55	82	0%



Immunities bleed, stun, distract, water
Special Abilities bleed

Forest Shaman

Level 4, Vermin, Fire, Magic

Little is known about these secretive creatures.



40	0	8	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
20	75	85	5%



Immunities ice, lightning, fire
Special Abilities stun group





Forest Troll

Level 2, Beast

Believe it or not, Forest Trolls are considered puny by their hardier cousins.

38	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
23	44	80	0%

Immunities none

Special Abilities stun

Frozen Corpse

Level 4, Undead, Ice

Fell magic or undying rage, some evil keeps these things upright and fighting.

34	0	4	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
24	70	85	5%

Immunities bleed, ice

Special Abilities curse, ice



Frost Dragon



Level 10, Flying, Armored

There hasn't been a dragon sighting in over a hundred years and these flying terrors are long considered extinct.

750	12	12	35
HP	AR	RES	EVD
ATT	SPD	ACC	CR
45	125	94	10%

Immunities stun, ice, lightning, distract

Special Abilities bleed, ice, entangle

Ghost

Level 1, Spirit

Some souls leave behind a phantasmal echo, but only the spite and hatred of the former being persists.

18	0	0	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
9	72	85	5%

Immunities bleed, stun, ice, lightning, fire

Special Abilities curse



Ghoul

Level 4, Dark

Dead and ravenous is a combination which has led to the demise of many travellers.

35	0	3	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
22	80	87	5%

Immunities none

Special Abilities life drain



Goblins



Level 0-2, Humanoid

These scrappy scavengers are small and weak yet foolhardy and numerous.

Immunities none

Special Abilities varies

Goblin Fighter (lvl. 0)

10	2	0	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
8	75	76	5%

Goblin Shaman (lvl. 1)

13	0	3	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
6	72	78	5%

Goblin Archer (lvl. 0)

10	2	0	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
8	78	77	10%

Goblin Assassin (lvl. 2)

18	3	0	25
HP	AR	RES	EVD
ATT	SPD	ACC	CR
8	83	87	10%

Hag

Level 0, Humanoid

Plenty of perfectly sweet old ladies live alone in the wilderness. This is not one of them.

10	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
7	55	85	5%

Immunities ice, lightning, fire

Special Abilities curse



Hellhound

Level 10, Beast, Fire

Fiery demon dogs, often summoned to guard evil secrets.

90	0	0	35
HP	AR	RES	EVD
ATT	SPD	ACC	CR
52	78	90	10%

Immunities bleed, fire

Special Abilities drain focus, fire



Hermit Crab



Level 3, Vermin, Water

These crabs have been known to make their shells out of just about everything.

28	8	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
22	60	85	5%

Immunities stun, water

Special Abilities armor, destroy equipment

Hobgoblin

Level 3, Humanoid, Armored

They're just big goblins, only stronger. And tougher. And more skilled in combat. And well-armed...

26	8	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
17	68	88	5%

Immunities stun

Special Abilities retaliates



Jelly Cube



Level 2, Beast

Jelly Cubes envelope their victims to be slowly disintegrated by their digestive acids.

33	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
16	36	94	0%

Immunities bleed, stun, lightning, distract

Special Abilities poison

Kobold

Level 1, Beast

Angry little humanoids who make up for their small size with a healthy appetite for battle.

17	2	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
12	74	85	10%

Immunities none

Special Abilities none



Leprechaun



Level 3, Humanoid

A mischievous species of fairy with a love for riches.

22	0	0	100
HP	AR	RES	EVD
ATT	SPD	ACC	CR
10	115	90	10%

Immunities none

Special Abilities evasive, steal

Lich

Level 6, Undead, Armored, Dark

A rotten corpse animated by powerful magic.

75	6	8	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
28	78	90	5%

Immunities bleed, stun, distract

Special Abilities life drain, attack up, stun



Merlings



Level 2-10, Humanoid, Water

They are weak and slow on land, but these slimy sea dwellers have a malicious glint in their unblinking eyes.

Immunities water

Special Abilities varies

Merling (lvl. 2)

22	0	0	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
12	80	87	5%

Merling Warrior (lvl. 6)

55	9	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
32	79	87	10%

Merling Fighter (lvl. 4)

29	0	0	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
16	82	87	5%

Merling Highguard (lvl. 8)

80	12	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
40	81	87	10%

Mimic



Level ???

Mimics were created as a lethal protection against looters. They are indistinguishable from normal chests until opened.

??? HP	??? AR	??? RES	??? EVD
??? ATT	??? SPD	??? ACC	??? CR

Immunities bleed, stun
Special Abilities eat item

Mind Bender

Level 7, Dark, Magic

You find it impossible to focus as your mind is slowly corrupted.

70 HP	0 AR	12 RES	20 EVD
33 ATT	80 SPD	88 ACC	5% CR

Immunities ice, fire, lightning, distract
Special Abilities confuse, drain



Mummy



Level 8, Undead

The body and mind of this ancient ruler has been preserved by a lost burial rite.

88 HP	4 AR	12 RES	35 EVD
44 ATT	73 SPD	90 ACC	5% CR

Immunities bleed, lightning

Special Abilities curse group

Ogre

Level 6, Beast

If trolls had a larger, meaner and more dangerous cousin...

120 HP	4 AR	0 RES	0 EVD
44 ATT	50 SPD	80 ACC	0% CR

Immunities distract

Special Abilities stun



Owlbear

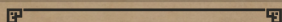


Level 7, Beast

This abomination just wants a hug.



140	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
54	55	85	5%



Immunities stun

Special Abilities slow, death hug

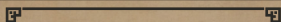
Parakeet

Level 1, Flying

Recent evidence suggests parrots are an ancient ancestor of mimics.



14	0	0	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
5	80	87	15%



Immunities none

Special Abilities distract, encourage, evasive, rush



Pirates



Level 1-7, Humanoid

The bane of sailors and explorers.

Immunities none

Special Abilities varies

Topsy Pirate (lvl. 1)

22	0	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
12	83	85	0%

Musketeer (lvl. 5)

48	4	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
30	85	90	5%

Swashbuckler (lvl. 3)

26	2	0	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
18	82	85	10%

Pirate Captain (lvl. 7)

100	10	4	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
44	70	89	5%

Pixie



Level 0, Spirit, Flying, Magic

These cute little fey creatures laugh at everything, including havoc and death.

8	0	2	50
HP	AR	RES	EVD
ATT	SPD	ACC	CR
6	90	83	0

Immunities fire

Special Abilities attack down, protect

Powder Monkey

Level 4, Beast

Self sacrifice is the easiest way into monkey heaven.

32	0	0	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
28	62	89	0%

Immunities none

Special Abilities suicidal



Puff Puff



Level 4, Vermin, Flying, Water

The mechanism which allows for these creatures to float on land makes swimming nearly impossible.

40 HP	0 AR	4 RES	15 EVD
ATT 21	SPD 60	ACC 87	CR 5%

Immunities stun, water

Special Abilities poison, interrupt

Roc

Level 5, Beast, Flying

A massive bird stands before you.

90 HP	0 AR	0 RES	10 EVD
ATT 38	SPD 60	ACC 86	CR 0%

Immunities stun, distract

Special Abilities interrupt group



Skellys



Level 1-7, Undead

These wretched undead monsters wander aimlessly, their only joy to bring death to the living.

Immunities bleed, stun

Special Abilities varies

Bone Fighter (lvl. 1)

18	0	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
10	66	82	5%

Bone Warrior (lvl. 4)

35	8	0	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
24	72	85	5%

Bone Archer (lvl. 2)

20	0	0	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
13	72	84	10%

Bone Lord (lvl. 7)

75	12	0	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
39	76	87	5%

Snowman

Level 3, Dark, Ice, Magic

There must be some magic in that old silk hat.

26	0	6	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
14	78	87	5%

Immunities bleed, stun, ice

Special Abilities ice, stun



Swamp Fly

Level 2, Vermin, Flying

Large, aggressive swamp-dwelling bugs are about as horrible as you would expect.

19	0	0	40
HP	AR	RES	EVD
ATT	SPD	ACC	CR
12	85	85	10%

Immunities fire, water

Special Abilities confuse



Thief



Level 4, Humanoid

Your money or your life.

35	0	0	35
HP	AR	RES	EVD
ATT	SPD	ACC	CR
20	95	85	5

Immunities none

Special Abilities steal

Thunder Hawk

Level 4, Beast, Flying

Extremely territorial, always hungry, and electrifying. A dangerous combo indeed.

32	0	4	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
10	92	85	0%

Immunities lightning

Special Abilities evasive, lightning



Timberwolf



Level 0, Beast

Cunning and ever hungry, these wolves have been growing bold as of late.

40	0	4	15
HP	AR	RES	EVD
ATT	SPD	ACC	CR
21	60	87	5%

Immunities none

Special Abilities drain focus

Triclops

Level 4, Humanoid

These brutes have an annoying penchant for childish rhymes which is nearly as painful as their clubs.

90	0	0	10
HP	AR	RES	EVD
ATT	SPD	ACC	CR
38	60	86	0%

Immunities stun, distract

Special Abilities stun, stun group



Vale Imp



Level 0

Intruders from other vistas of reality, Imps are compelled to accumulate magical items and rare artifacts.



10 HP	0 AR	0 RES	100 EVD
ATT 6	SPD 95	ACC 90	CR 10



Immunities none

Special Abilities evasive

Vampire

Level 8, Undead, Humanoid

If allowed to survive, these blood-drinking predators often set themselves up as evil tyrants.



75 HP	0 AR	0 RES	100 EVD
ATT 43	SPD 95	ACC 90	CR 10%



Immunities bleed, distract

Special Abilities life drain



Warbear



Level 1, Beast

These beasts do not survive their harsh surroundings by passing up on a good, warm meal.

24	0	0	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
15	60	83	0%

Immunities none

Special Abilities scare

Watcher

Level 9, Dark, Flying, Magic

These monstrous manipulators prefer to work from the shadows, but are powerful when provoked.

140	0	20	30
HP	AR	RES	EVD
ATT	SPD	ACC	CR
42	72	90	5%

Immunities bleed, stun, ice, lightning, fire, distract

Special Abilities stun group



Wereshark



Level 7, Beast, Water

Drawn to the smell of blood, these creatures are as dangerous on land as in water.

110	6	6	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
50	60	84	0

Immunities distract, water

Special Abilities retaliates, stun, boat attack, scare

Wraith

Level 5, Spirit

A lost spirit with unfinished business: to share the pain and sorrow that grips its soul.

46	0	8	20
HP	AR	RES	EVD
ATT	SPD	ACC	CR
25	72	85	10%

Immunities bleed, stun, ice, lightning, fire

Special Abilities curse



Yeti



Level 6, Beast

Primitive and territorial, yetis don't know the meaning of peace.

99	8	8	0
HP	AR	RES	EVD
ATT	SPD	ACC	CR
42	66	83	0%

Immunities stun, ice

Special Abilities ice, stun, entangle

Young Witch

Level 2, Humanoid

Toil and Trouble.

22	0	4	5
HP	AR	RES	EVD
ATT	SPD	ACC	CR
12	65	84	5%

Immunities none

Special Abilities entangle



“Seen from far above as a bird might, Fahrul must resemble a motley patchwork of gold fields, green forests, bright desert sands, rocky badlands and sparkling oceans. I can tell you from the experience of my long travels that the transition between these realms is drastic. A day’s walk may take you from a cool and breezy forest to a baking desert wasteland, or from jagged granite slopes to a dismal bog. Different manners of people and creatures inhabit each realm, and while people will usually help you (for a price), there are few friendly beasts in the world. To travel is to participate in the struggle for life or death. If you do not wish to take part, my advice is to stay home.”

--Excerpt from Bara Het's A Kaleidoscope of Realms

