

**+Introduction+**

The many forests of the Known World are not quiet welcoming places. They are dark, mysterious and full of dangerous foes for the Adventurers to face.

**+The Bane Elves+**

Few creatures of the wild are so feared as the Bane Elves. Unlike Elven Adventurers who come from the civilized nations, these are wild, capricious and cruel. They have declared war on any that would enter or defile their woodland realms.

Bane Elf Warbands always number seven individuals. A Shaman and his or her bodyguard.

**Bane Elf Warrior**

Fast and deadly. They appear from nowhere and disappear as quickly leaving death and destruction in their wake. Often all you know of them is when an arrow appears in your chest.

**Profession:** Fighter (Double Trouble with Bow as well as Spear).

STR: 1, DEX: 4, INT: 2, SPT: 2.

AGI: +6, CFT: +3, FTG: +5, KNW: +2, PCP: +4, PRS: +2, STG: +7, SPD: +3, STL: +5, TGH: +2.

**Armour:** Light (Leather Tunics).

**Weapons:** Spear, Elven Bow & 12 Arrows.

**Bane Elf Shaman**

Bane Elves are led by their Shamen. They are cunning and the masters of ambushing travellers in their realms. Think Rambo, but slim and beautiful.

**Profession:** Wizard.

STR: 1, DEX: 4, INT: 4, SPT: 2.

AGI: +6, CFT: +4, FTG: +3, KNW: +8, PCP: +4, PRS: +3, STG: +4, SPD: +2, STL: +3, TGH: +1.

**Armour:** Light (Leather Tunic).

**Weapons:** Spear.

**Spells:** Blind, Dodge, Enchant Weapon, Float, Haste, Invisibility, Shrive.

**+The Slith+**

These are sinuous & stealthy, man-sized reptiles, with many sorcererous abilities. They pre-date even the Elves and no-one really understand their motives. No-one has ever deciphered their language either.

There are number of Slith types each with their own deadly combination of magic and guile.

**Unmarked Slith**

These are ferocious warriors who hunt all intelligent life in groups of three. They can climb at full speed without fear of falling and have a number of spells that they can cast at will.

**Profession:** Barbarian (Slaughter).

STR: 3, DEX: 5, INT: 2, SPT: 2.

AGI: +7, CFT: +3, FTG: +4, KNW: +2, PCP: +3, PRS: +2, STG: +3, SPD: +4, STL: +3, TGH: +5.

**Armour:** Medium (Scales).

**Weapons:** Talons & Whip like tail.

**Spells:** Dragon Scale, Haste, Invisibility.

**Marked Slith**

A marked Slith looks like a more slender version of their cousins. Their scales are covered in runes that change as they select and cast spells.

They tend to hunt alone, though they will cooperate with Unmarked Slith on occasion.

**Profession:** Wizard.

STR: 2, DEX: 3, INT: 5, SPT: 3.

AGI: +5, CFT: +4, FTG: +3, KNW: +9, PCP: +4, PRS: +3, STG: +4, SPD: +2, STL: +4, TGH: +2.

**Armour:** Light (Scales).

**Weapons:** None, they use their magic or befriended enemies.

**Spells:** Befriend, Blind, Dodge, Haste, Invisibility, Shrive, Teleport, Terrify.

**+The Beast Races+**

Over the millennia magic has seeped into the very bones of the animals that inhabit the Known World, warping their shapes and giving them intelligence. Many have become the Beast Races of the forests. These are generally called 'Taur's', which is the ancient dragon word for Beast.

**Centaur's**

Proud, noble and quick to anger these Horse/Men live in small clans in the more open areas of the forests. They are territorial and regard the forests as their exclusive hunting grounds.

**Profession:** Fighter (Double Trouble).

STR: 3, DEX: 3, INT: 1, SPT: 1.

AGI: +3, CFT: +2, FTG: +6, KNW: +1, PCP: +1, PRS: +1, STG: +7, SPD: +5, STL: +2, TGH: +4.

**Armour:** Light (Hide).

**Weapons:** Lance & Short Bow (12 Arrows).

**Spells:** There are a few Centaur Priest who know the Healing Touch and Holy Light abilities, but otherwise they generally abhor sorcery.

**Sataurs**

Sly and mischievous these Goat/Men prey upon unwary travellers, tricking them out of their gold.

**Profession:** Rogue.

STR: 1, DEX: 3, INT: 2, SPT: 3.

AGI: +5, CFT: +4, FTG: +2, KNW: +2, PCP: +3, PRS: +5, STG: +4, SPD: +2, STL: +7, TGH: +2.

**Armour:** None.

**Weapons:** Club, Sling (10 bullets).

**Spells:** Befriend, Blind, Dodge, Haste.

**Minotaur's**

These Bull/Men have an unfair reputation for violence due to their berserk rage. However they must be severely provoked or threatened to succumb to this. Otherwise they are very placid.. Most make their livings as woodsmen and Charcoal Burners. They have an absolutely unerring sense of direction.

**Profession:** Barbarian (Slaughter).

STR: 8, DEX: 1, INT: 1, SPT: 2.

AGI: +1, CFT: +1, FTG: +8, KNW: +1, PCP: +1, PRS: +2, STG: +1, SPD: +4, STL: +1, TGH: +8.

**Armour:** Light (Hide).

**Weapons:** Great Axe (two-handed).

**+The Trolls+**

Few races can match the shock & awe of the trolls. Although there are violent and predatory Trolls many are relatively peaceful if left alone.

The brighter ones regard Adventurers as curious children and delight in giving them clues in the form of riddles.

If not KO'd at the end of a turn a Troll can regenerate a single wound, unless that wound was caused by fire or magic.

**Lesser Troll**

Standing 8' at the shoulder and weighing in at over 3,000lbs these are immensely powerful foes. Generally they won't attack unless provoked, though what provokes each one is different. They are known to be highly territorial.

Some build bridges and charge tolls, not so much for the money but apparently as a way of meeting and intimidating passers by.

**Profession:** Barbarian (Slaughter).

STR: 6, DEX: 3, INT: 1, SPT: 1.

AGI: +3, CFT: +2, FTG: +5, KNW: +1, PCP: +1, PRS: +1, STG: +2, SPD: +4, STL: +2, TGH: +7.

**Armour:** Medium Armour (Troll Hide).

**Weapons:** Fists, hurling rocks/barrels/people

**Greater Troll**

Even larger than the Lesser Trolls, they also have long tails.

These are now exceedingly rare but when encountered are unlikely to attack unless threatened.

Their knowledge of magic is unsurpassed and they no longer have need of spells. With a moment's concentration they can make almost anything happen.

**Profession:** None.

STR: 6, DEX: 3, INT: 6, SPT: 6.

AGI: +3, CFT: +4, FTG: +8, KNW: +8, PCP: +6, PRS: +6, STG: +4, SPD: +5, STL: +4, TGH: +10.

**Armour:** Medium Armour (Troll Hide).

**Weapons:** Fists, hurling rocks/barrels/people

**+Others+**

**Ogres**

Truly abominable, these huge creatures are 10' tall and live in quarrelsome families of 3-5 individuals.

They spend their days hunting other creatures upon which to feast. They especially love Human, Elf and Hobbit flesh for their enormous cook-pots.

**Profession:** Barbarian (Slaughter).

STR: 7, DEX: 2, INT: 1, SPT: 3.

AGI: +2, CFT: +1, FTG: +6, KNW: +1, PCP: +2, PRS: +2, STG: +1, SPD: +4, STL: +2, TGH: +9.

**Armour:** Thick Skin & Furs [Light Armour]

**Weapons:** Two-handed Great Club.

**Spells:** Ogres are immune to any magic that targets them specifically.

**Needle-men**

These are the spirits of murdered Bane Elves. They now haunt isolated glades in the great pine forests and prey upon any that enter their territory.

A Needle-man is a spirit that can take a physical being by drawing pine needles up into a rough elven form. It then attacks by either rasping the needles across its victims or firing a stream of needles at them.

**Profession:** None.

STR: 1, DEX: 4, INT: 2, SPT: 2.

AGI: +4, CFT: +0, FTG: +0, KNW: +2, PCP: +2, PRS: +2, STG: +7, SPD: +2, STL: +5, TGH: +1.

**Armour:** Only magical weapons or attacks can harm them.

**Weapons:** Needles (range 20').

**Spells:** None.

**Treemen**

Although slow to act initially, once provoked they are swift and merciless. They will usually target anyone who has damaged a tree or who is carrying an axe.

Given time Treemen can break through stone walls, move rivers and build new hills.

**Profession:** Fighter (Double-Trouble).

STR: 7, DEX: 2, INT: 2, SPT: 3.

AGI: +2, CFT: +2, FTG: +8, KNW: +4, PCP: +2, PRS: +3, STG: +2, SPD: +4, STL: +2, TGH: +7.

**Armour:** Thick Bark (Heavy).

**Weapons:** Great boughs which count as two-handed weapons. Hurl great boulders (+4 damage).

**Spells:** None.

**The Leprechaun**

Deeply mischievous and often quite vicious, these small fey men delight in misleading big folk.

They are experts as setting snares & traps.

**Profession:** Wizard

STR: 1, DEX: 2, INT: 3, SPT: 3.

AGI: +2, CFT: +2, FTG: +2, KNW: +6, PCP: +5, PRS: +5, STG: +2, SPD: +1, STL: +5, TGH: +2.

**Armour:** None

**Weapons:** None

**Spells:** Befriend, Blind, Dodge, Float, Haste, Invisibility, Teleport.