



TROUBLESOME FOE

Locations:  

Rank:	Troublesome.
Features:	• Eyes that seem to glimmer in the dark. • Small and dexterous • Well suited to subterranean environments.
Drives:	• Defend its dwelling. • Acquire loot. • Hunt for meat.
Tactics:	• Strike at night • Ambush travelers • Attack in packs.

KITER:

Kiters are subterranean dwellers that inhabit natural caves and abandoned mines. They live in families of ten to twenty individuals led by the oldest female in the family. They are smart enough to coordinate ambushes and raids on unsuspecting travelers and undefended settlements. The Kiters are patient and calculating; they only act openly when their community is facing starvation or when driven out of their homes by another creature or human presence.

Physiology:

Kiters are smaller and frailer than the average person, they are capable of seeing in complete darkness and are well suited for living underground. They communicate by growling and howling and their fingers end in sharp claws that they use for hunting.



The torso and head of the creature is covered in a coat of thick hair, it is believed this hair helps them somehow to navigate the dark mazes of the underground and it's somewhat effective in protecting the creature in combat. Contrary to popular belief, Kiters do not excavate or dig and their dwellings are always abandoned mines or natural formations.

Threat:

Physically a single Kiter does not pose much threat to a person, but they always act in packs and coordinate to ambush their victims. A small group of Kiters can easily overwhelm a trained and well-equipped warrior.

Habits:

These creatures are nocturnal as it allows them to exploit their dark-vision to its fullest advantage; they wield crude spears and stone tools and will scavenge any armor and weapons they can find. Kiters are prodigious accumulators and they fill their dwellings with all manner of items they manage to steal.

The size of a Kiter community is determined mainly by the size of their cave or mine, once space becomes scarce, the weakest younglings are forced to leave and fend for themselves.

Diet:

Kiters eat meat as well as vegetables, they cultivate different kinds of mushrooms and fungus in their dwellings and hunt humans and other animals for meat.





DANGEROUS FOE

Locations:



Rank:	Dangerous.
Features:	• Odd number of eyes. • Large and slow. • Capable of short burst of speed.
Drives:	• Roam looking for prey. • Eat as much meat as possible.
Tactics:	• Charge head on.

SPAWN:

Spawns were humans that once exposed to the dark magic of the Starfall began to change rapidly. Believed to be the crudest form of Star-Spawn this creatures are a horrible amalgamation of mutated flesh and bony protrusions. Spawns can be found almost anywhere as they move constantly without any apparent purpose other than to feed and reproduce.

Physiology:

Spawns are taller and broader than the average human, they are much stronger and their arms tend to end in sharp bone claws that they use to attack.



They always have an odd number of eyes, with the most common being three eyes, and some having up to nine. They shamble slowly with a clumsy gait until they spot a potential prey at which point they are prone to burst of great speed and strength for short periods of time.

Threat:

A single spawn can be quite dangerous, especially if the person facing it is unaware of its capacity for short bursts of speed. Those trained in combat and with knowledge of the

creature's behavior are capable of defeating the creature in single combat.

Habits:

Spawns are solitary creatures that roam the land without a purpose other than to feed and reproduce. They reproduce by consuming animal meat, as they eat seemingly human bodies with greyish skin grow from the creature's back until they are fully mature and fall off. This newborn spawns are the size of a fully-grown man and undergo rapid mutations a few hours from their "birth". Spawns do not care for their offspring, abandoning them the moment they fall off from their bodies.

Spawns never work or travel in groups and will usually attack and eat each other. They charge head on at any prey they find, without any consideration for tactics or sense of self-preservation. Spawns attack lone travelers as well as marching armies without showing any regard for numbers or odds of success.

Diet:

Spawns are strictly carnivorous; they require animal meat to sustain themselves and to reproduce. They eat any animal they can kill, including Humans.





TROUBLESOME FOE

Locations: 

Rank:	TROUBLESOME
Features:	• Flailing tendrils and tentacles. • Multiple bodies fused together. • Communal creatures.
Drives:	• Consume bodies. • Seek other of its kind • Create and protect a Nest.
Tactics:	• Very unlikely to be alone. • Cautious when outside their nest. • Prefer to attack and travel in packs.

CRAWLER:

When humans die in the blighted lands and their bodies are left exposed, they often become a Crawler. These creatures start from a single cadaver but seeks to absorb more in order to grow. Crawlers seek each other and when a group is strong enough they will infest a suitable building or ruin to form a nest.

Once a nest is formed, a sort of communal intelligence begins to emerge. This nest never stop growing and are constantly searching for more bodies and Crawlers to add to its number.

Physiology:

This creature is an amalgamation of human bodies in different states of decay; they drag themselves through the floor using various limbs and tendrils that protrude from its body.



The speed of a Crawler depends on how many limbs it can use to propel itself, the newly born are slow and those that have consumed many bodies can be faster than a human.

Threat:

Individually a Crawler is relatively easy to defeat, as its limbs and tendrils are often in awkward positions that make it difficult for the creature to coordinate properly. However this beings are almost never found alone, they tend to travel in packs of at least three and when encountered in their nest there are usually over a dozen Crawlers at any given time.

Habits:

Crawlers are communal creatures that instinctively seek each other and work together to increase their numbers; they infest ruins and raid nearby settlements, attack passing travelers and caravans and are capable of migrating if their access to human bodies is threatened.

Diet:

These creatures seek human bodies to add to their own, but they do not actually eat human meat. Instead, Crawler cultivate a special fungus in their nest, which they consume to sustain themselves.



WARLOCK:



EXTREME FOE

Locations: 

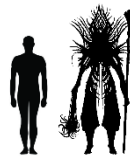
Rank:	EXTREME.
Features:	• Human body with thorns and tendrils at its back. • Powerful mystic.
Drives:	• Obtain Knowledge and Artifacts. • Secure a place to experiment and study.
Tactics:	• Use slaves and creatures as cover. • Use magic to attack from a distance. • Flees when defeat seems likely.

Warlocks were humans who willingly expose themselves to the changing properties of the Star-Fall to obtain greater arcane power and knowledge. Intelligent and cunning these creatures are capable of speaking and collaborating with humans. Their arcane gifts and affinity for flesh magic allows them to create and enslave other Star-Spawns.

They are driven by their lust for knowledge; they explore ruins and places of power searching for artifacts and ancient tomes. Will often enlist willing humans to aid them in exchange for gold, artifacts or knowledge.

Physiology:

Warlocks retain many of the physical characteristics they possessed before changing. Their skin turns pale and bluish and the protrusions and tendrils characteristic of Star-Spawn creatures appear on their backs and sometimes their heads.



Warlocks are stronger than the average person, but not as strong as most Star-Spawns. With time and knowledge Warlocks can achieve arcane powers far beyond what any human can hope to wield.

Threat:

Facing a Warlock in single combat is **extremely** difficult, as it is physically stronger than most humans are and the arcane power it possesses is often overwhelming to all but the most trained and hardened warriors and mystics. Furthermore, Warlocks are rarely alone and usually have a dozen or more servants, slaves and hirelings to do their bidding.

Habits:

Warlocks explore the ruins of castles, towers, cities, temples and any other place where they think they might find ancient relics, books, scrolls or artifacts. They often employ human adventurers to aid them in their quest for knowledge and to go places where a Star-Spawn cannot go unnoticed, such as human cities and settlements.

Warlocks never attack humans without cause; usually it happens when the humans possess an artifact, knowledge or on the occasions that it needs human captives to experiment or turn into shackled servants with flesh magic.





TROUBLESOME FOE

Locations:   

Rank:	TROUBLESOME.
Features:	• Muscular and strong. • Completely subservient to its Master.
Drives:	• Obey its orders. • Protect its Master above all.
Tactics:	• Avoid combat unless ordered. • Will defend itself if attacked.

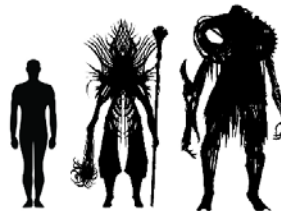
SHACKLED SERVANT:

Shackled Servants are the results of a Warlock's experiments on unwilling human captives. These creatures are created with flesh magic to serve its master as laborers, builders, beasts of burden and at any other task they require. Sometimes a Warlock finds some of the skills of the human subject useful and leaves a small measure of memory and identity left so that the servant might use these skills after its conversion.

Shackled servants are completely subservient to the Warlock who made them, and those who retain a portion of their humanity might experience anger and sadness but they never act against their master.

Physiology:

These creatures are often made to be larger and stronger than the average person so that they might better fulfill their intended roles. They are often muscular with deformed but usable extremities laden with bulging veins and bony protrusions.



They are somewhat slower than the average person owing to their enlarged size and are rendered sterile by the magic used to create them.

Threat:

Servants are not intended for battle and while they are very strong, they are also slow and lack aggression and initiative when it comes to combat. They will defend themselves if attacked, but will ignore strangers unless commanded to fight by their master.

Habits:

Shackled Servants lack initiative and require directions from its master as to what task to perform. Once an order has been given these creatures will not stop until it is complete. They can often be seen carrying the multitude of items and artifacts that belong to their master, clearing stone and rubble from ruins where their master is exploring and constructing, maintaining and expanding the lair of its Warlock. Some servants are capable of functioning as scribes, blacksmiths and carpenters.

Diet:

Shackled servants require quantities of food proportional to their size and muscle mass, the largest can eat as much as three or four adult humans each day. They can eat anything that has some nutritional value. Most Warlocks have their servants tend to animals and crude farms so that they might feed themselves without having to resort to hunting, foraging or raiding and draw unwanted attention.



FORMIDABLE FOE

Locations: 

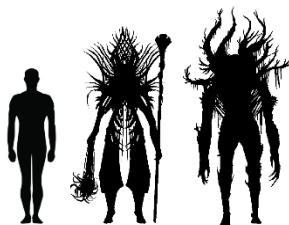
Rank:	DANGEROUS / FORMIDABLE
Features:	• Flailing tendrils and tentacles. • Powerful claws. • Overwhelming speed.
Drives:	• Protect its Master. • The thrill of fighting.
Tactics:	• Overwhelming aggressiveness. • Charge head on into a fight. • Vicious and chaotic attacks.

MYRMIDON - LASHER:

Created by a Warlock as the ultimate expression of its knowledge of flesh magic, a Myrmidon is a work of art as much as a tool and a servant for its Master. A Lasher is a Myrmidon created for speed and agility in combat; a human of special viciousness and sadism is required for its creation.

Physiology:

Lashers vary wildly depending on the preferences and knowledge of its creator, most have flailing tendrils or tentacles with sharp protrusions that they use to overwhelm their opponents. They are of about the same height of an adult male, more muscular and often possess some of the physical traits they had before their transformation.



They have digitigrade legs and are capable of running much faster than a human, their hands end in vicious claws that they often use to finish off their opponents.

Threat:

Lashers are always overwhelming opponents to fight in single combat, their superhuman speed and agility coupled with their

aggressiveness makes them **formidable** foes for any seasoned warrior.

Their capabilities will vary depending on its creator's mastery of flesh magic as well as the characteristics and abilities of the human used in its creation; but even the weakest Lasher is still a **dangerous** foe.

Habits:

Lashers are always moving and hyperactive, their tendrils constantly writhing even when they rests. They are only useful for combat and never perform any task other than fighting and defending its Master.

Despite their seemingly unchecked aggressiveness, they will not attack any of their master's creations or anyone they are ordered to ignore. They are capable of working in packs and will heed orders from more intelligent creatures allied with their master.

Diet:

These creatures eat only meat and are adept hunters and trackers. They are often let loose to hunt their own meals as they tend to grow restless when fed meat from animals they have not killed themselves.





FORMIDABLE FOE

Locations: 

Rank:	DANGEROUS / FORMIDABLE
Features:	• Arm ends in a vicious blade. • Chitinous natural armor. • Laden with horns and tendrils.
Drives:	• Protect its Master. • Lead other creatures in battle. • Perfect its combat abilities.
Tactics:	• Deliberate attacks and actions. • Study opponent weaknesses. • Fight alongside lesser creatures.

MYRMIDON - PALADIN

Created by a Warlock as the ultimate expression of its knowledge of flesh magic, a Myrmidon is a work of art as much as a tool and a servant for its Master. A Paladin is a Myrmidon created to dominate a battle using its strength and mastery of combat tactics. A skilled warrior is required for its creation.

Physiology:

The physiology of a Paladin varies according to the preferences and abilities of its creator, but they always exhibit enhanced strength and resilience. They often have horns or similar protrusions on their heads, and chitinous growths on their backs and thorax that work as a natural armor against physical attacks.



Paladins are much stronger and somewhat taller than the average human. Their body is very muscular and often one of their limbs ends in a vicious blade.

Paladins are intelligent and retain most of the skills from their human existence. However, they rarely have human personalities or human drives and are always focused on furthering their master's goals.

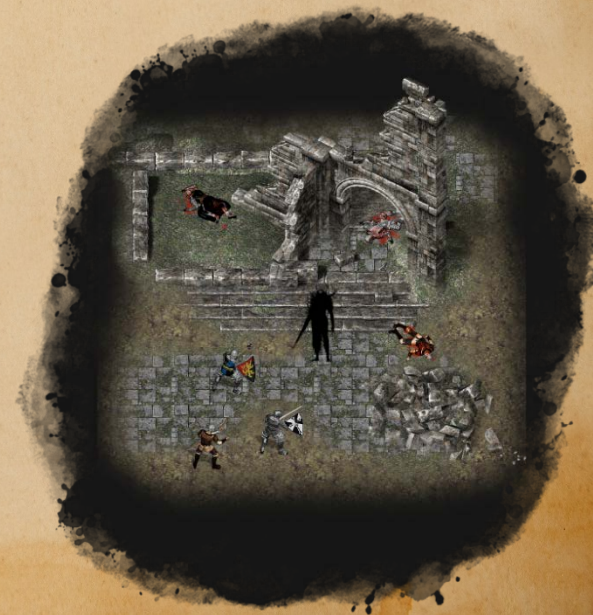
Threat:

Paladins are **formidable** opponents in single combat, with remarkable strength and an almost absolute mastery of combat tactics. They are deliberate in all their movements and they always strike or clash with calculated precision.

A Paladin's ability depends primarily on its creator's mastery of flesh magic as well as the battle prowess of the human used in its creation. Nevertheless, even the lowest Paladin is at least a **dangerous** foe.

Habits:

Paladins are calculating and driven creatures, they do not waste time or energy on fruitless pursuits but once committed to a course of action will do anything to see it completed. They rarely engage in labor or menial tasks themselves and prefer to order other creatures instead.



MYRMIDON - ARTIFICE



INCONSEQUENTIAL FOE

Locations: 

Rank:	INCONSEQUENTIAL
Features:	• Often have only one limb. • Use tendrils to propel itself. • Eidetic memory.
Drives:	• Serve its master. • Observe and remember events. • Read and absorb information from all available sources.
Tactics:	• Never fights or defends itself. • Alert others when an enemy is spotted.

An Artifice is a living tool created to aid its master in intellectual endeavors. They have eidetic memories, are able to remember an entire book after one reading and can compare and analyze the information they have memorized. Warlocks always select scribes, scholars and alchemist as canvas to create an Artifice.

Physiology:

An Artifice entire physiology revolves around supporting its enhanced intellect and because of this most of its body parts are removed during its creation. It uses tendrils and tentacles to propel itself on the ground and it often has at least one hand that it uses to interact with the world and write or draw.



They are not intelligent in the traditional sense, while they are capable of remembering and comparing information they lack any kind of identity or sense of self.

Warlocks often take great care in preserving the face of the human used in creating an Artifice.

Threat:

Artifices pose no threat; they will never attack or defend themselves. They are however superb sentries as they are always watching their surroundings and require little rest.

Habits:

An artifice entire existence is devoted to helping its master in its quest for knowledge. They are always observing their surroundings and committing all they see to memory.

Diet:

Artifices can eat almost anything, but they are often fed very specific foods and alchemical concoctions designed by its master to preserve and enhance the Artifice's intellectual prowess.





FORMIDABLE FOE

Locations:



Rank:	FORMIDABLE
Features:	• Always have one or more pair of horns. • Skin is hard like the bark of a tree. • Smells like wet soil.
Drives:	• Protect the Forest. • Revere and worship the ancient trees. • Raise and care for its family.
Tactics:	• Fight alongside animal companions. • Use nature against its foes.

SATYR

Satyrs dwell in the blighted forests of the world, where they worship and commune with ancient and majestic trees. Satyrs perform strange and mysterious rituals that allow them some degree of control over the spirits of the forests.

Physiology:

The most remarkable feature of a Satyr are its majestic horns, which they often adorn with feathers, moss and flowers. Satyrs retain most of the physical traits they had when they were humans, including their height and build.



They move gracefully though the forest, walking on land as easy as climbing and jumping from tree to tree. They often smell like wet soil and rotten leaves, and their skin is hard like the bark of a tree.

Threat:

Satyrs are **formidable** foes, they command the spirits of the forest in battle as tree branches come to life and attack their opponents and vines sprout from the ground to restrain them. They often have animal companions who are extremely loyal and fight alongside them.

Habits:

A Satyrs existence is dedicated to protect the forest and worship the ancient trees. They live in small covens and move periodically to avoid depleting the natural resources of the area. They reproduce sexually but have no concept of parenthood as they raise all their young together as a commune.

Satyrs often attack humans who venture into their forests and they are especially vicious when dealing with woodcutters. They dismember trespassers and present their limbs and broken bodies as offerings to the fallen trees.

Diet:

Satyrs eat mostly fruits and mushrooms and never kill animals for their meat. When an animal dies of natural causes Satyrs perform elaborate rites to honor its spirit and consume its flesh as a form of reverence.





EPIC FOE

Locations:



Rank:	EPIC
Features:	- Bright moon-like eyes. - Surrounded by coruscating darkness. - Speaks directly to the mind with images and colors.
Drives:	- Worship the void dweller. - Seek the blessed ones. - Convert as many blessed ones to the cult of the void dweller.
Tactics:	- Disintegrates humans at will. - Assault the mind of its opponents with horrific visions and images.

THE PROPHET

A figure shrouded in mystery; it is unclear whether it is a single entity or several who use the same title. It claims to be the prophet of the dreaming void, an entity that slumbers deep beneath the crater left by the Starfall. Wielding godlike powers, this being seeks to spread its cult to those it calls "the blessed".

Physiology:

The Prophet appears as a tall and slender human being, some claim it resembles a woman and some that it resembles a man. Only its piercing moon-like eyes can be seen through the coruscating darkness that blurs its features.



It glides effortlessly over the ground, and writhing tentacles can be seen beneath its dark robe. The prophet speaks without sound, with a voice of colors and images that resonate in the mind of anyone nearby.

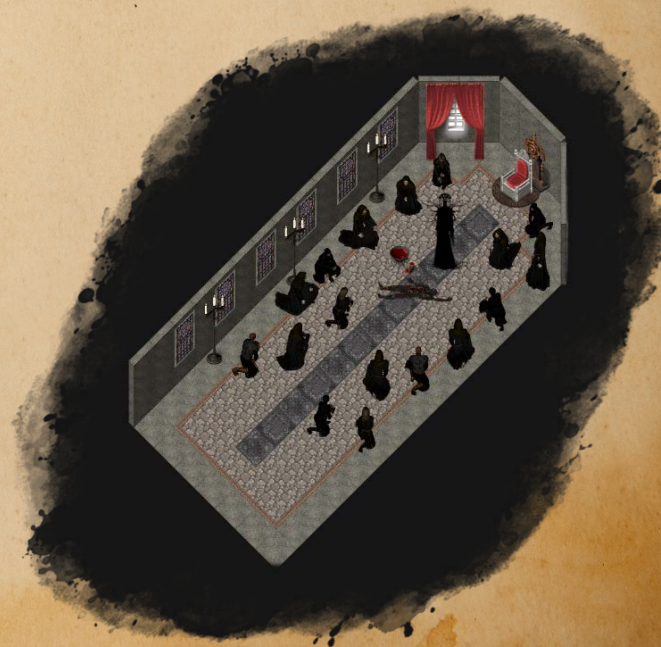
Threat:

The Prophet disintegrates those he deems unworthy and he assaults the mind of those who displease him with images so horrific and sickening that they lose their sanity. Facing The Prophet in single combat or perhaps even at the head of an army would be an **Epic** fight.

Habits:

The Prophet's sole goal seems to be converting people to the cult, but it is only interested in certain individuals who it refers to as "the blessed". The Prophet tends to ignore those who are not "blessed", but deals harshly with anyone who oppose its goals; often burning to ash and cinder entire settlements, villages and cities that refuse to give up those who are marked as blessed.

The Prophet often dwells in abandoned castles, temples or palaces surrounded by the hundreds who follow him. These are places of darkness where strange rituals of self-mutilation are performed. Some carve out their eyes and replace them with jet black stones, others cut off their limbs and grow grotesque tentacles, tendrils or claws.





TROUBLESOME / DANGEROUS FOE

Locations:



Rank:	Troublesome / Dangerous
Features:	• Mutated limbs. • Prefers dark and quiet places. • Fanatic devotion for the Dreaming Void and its Prophet.
Drives:	• Perform the dark rituals to obtain gifts. • Convert others into their faith.
Tactics:	• Attack with mutated tentacles and claws. • Anticipate its opponent moves using the void sight.

CULTIST:

Those who follow The Prophet and worship the Dreaming Void become Cultists. They perform dark rituals of self-mutilation to receive gifts in the form of mutated limbs and extrasensory abilities.

Physiology:

Cultists retain most of their human traits, including their overall appearance strength and dexterity. They also retain their personality and emotions.



Those who believe themselves worthy carve out their eyes and cutoff their limbs in the hope of receiving the jet-black orbs that grant the void sight or grow grotesque and mutated tentacles and claws to better serve their cult.

Threat:

Cultists exhibit different abilities depending on the gifts received during the dark rituals. Those who are bestowed the void sight are capable of preternatural intuition in combat. Cultists who grow mutated limbs possess natural weapons that they use to tear, claw and lash at their opponents. A cultist can be a **Troublesome** or **Dangerous** foe depending on its dark gifts and its abilities.

Habits:

Cultists spend most of their time worshipping the black obelisks that they use to commune with the Dreaming Void, the rest of the time they perform whatever tasks the Prophet or one of its chosen assign to them. These tasks can be anything from tending to the fields of blight crops outside their temples to trying to convert others among the normal humans in settlements and cities.

Diet:

These creatures can consume regular food but once they undergo the dark rituals they prefer to eat the fruits of the various flesh plants that grow in the blighted lands. Many temples and places of worship are surrounded by fields where cultists grow and harvest a variety of bizarre crops.

