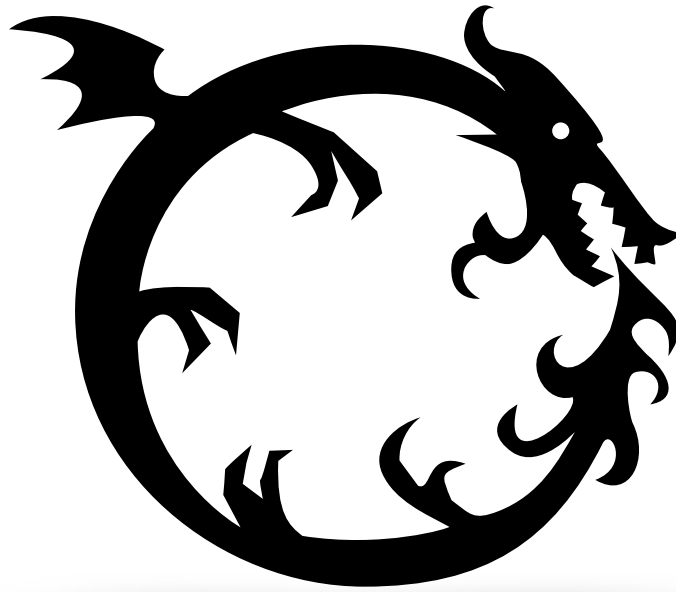




**Role-Playing Game**

# **Monsters & Other Adversaries**

Designed and Illustrated by Todd Lyles



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# Using this Reference

Use this reference to create memorable combat challenges for Swift Saga RPG adventures.

## Types of Enemies

### Squads

A Squad represents a number of creatures of a certain type. The number of creatures that can form a single Squad is dependent on their size (see the Size chart). For example, 15 medium-sized creatures can form a Squad. Nearly any sort of creature can be formed into Squads. Don't let the term mislead you; they are not necessarily *organized* in the sense of a military unit—rather, they're clumped together to make it easier for the GM to run large-scale battles such as *The Big Brawl* (see "*Combat Challenges*" in the *GM Guide*). Squads are the weakest variant of a creature and may not have access to its signature powers.

- As long as a Squad is intact (see below), they move and act in unison, and their attacks are Area Attacks.
- If the the Squad moves over Hazardous Terrain or otherwise takes actions that cost DP, only one creature in the Squad pays the cost.
- When the Squad's numbers are thinned to less than a third of their original number, the stragglers will either merge with a nearby Squad, flee in terror, or be promoted by the GM to Elites.
- Squads have a Power that represents their go-to attack. For example, a Squad Dragon has the Power "Claw, Claw, Bite" as a Melee Attack. Unless otherwise noted, an entire Squad rolls to attack *once* but its attack is considered an Area Attack.

### Elites

An Elite is a tougher version of a creature that benefits from better equipment, experience, or natural ferocity. It is intended to be fought alone in *The Intro Battle*, in small numbers, or as an emergent threat used to spice up a combat that runs the risk of becoming dull. The last case is described in the *Running Combat* section of the *GM's Guide*: begin with a Squad battle, and have the heroes discover an Elite or two hidden in the Squad.

- Elites have access to both the Squad and Elite Powers of a creature. For example, an Elite Dragon has both "Claw, Claw, Bite" *and* "Flaming Breath" Powers available to it.

### Bosses

Bosses lead other creatures, and are the strongest variant of their type the heroes are likely to encounter. Bosses are able to fight an entire band of heroes while alone. Bosses have high defenses in addition to other means of mitigating damage (Passive Powers, etc.).

- All Actions taken by a Boss are assumed to be Epic (+2 Successes).
- Bosses have access to the Squad, Elite, and Boss Powers of a creature. A Boss Dragon, then, has that ability to use "Claw, Claw, Bite," "Flaming Breath," *and* "Sweep Through" Powers.

## Size

Appendix B of the *Player's Guide* covers how Swift Saga RPG treats Size in combat in detail. Be aware that if you've selected a creature that is significantly larger or smaller than your heroes, how the creature moves and attacks will be different. For example, since a *Massive* Dragon is 2 or more sizes greater than a *Medium* Humanoid, *all* of its Melee Attacks are considered Area Attacks.

## Villainous Powers

Elite and Boss versions of adversaries have access to special abilities called *Villainous Powers*. Unlike Heroic Powers, a Villainous Power can be used multiple times per encounter. When a Villainous Power is used, the GM tracks its use, and on the adversary's next Turn, the GM rolls a single die. If the result is a 4 or better, the Villainous Power has recharged and is ready for use again. If the result is 3 or less, the Power isn't available to the creature yet and it must rely on its other abilities. If a creature has more than one Villainous Power, each can recharge at a different rate.

Unless a Villainous Power is specifically listed as *Instant*, it takes an Action for the creature to use it. For example, a Hellspawn Elite has access to its Squad Power, "Huge Flaming Sword" and its Villainous Elite Power, "Evil Word." On its Turn it gets to Move and Act, just like our heroes do - but if it decides to attack it must choose whether to use Huge Flaming Sword or Evil Word.

# Adversaries

The exploits of heroes are often opposed by humanoids like themselves.

<b>Brigand</b> (Medium Humanoid) - thieves who plague lonely roads and mountain passes.					
CHA	2				
INT	2				
AGI	4				
STR	3				
Squad (15)	WP	1	DP	2	<b>Bow (Active Skill)</b> Ranged Attack. <b>Knife (Active Skill)</b> Melee Attack.
Elite	WP	2	DP	4	<b>Triggered Snare (Villainous Skill)</b> If the Brigand Elite is fighting in a natural Area where has had time to prepare, he can inflict the <i>Restrained Setback</i> on an enemy in his Area (or one adjacent).
Boss	WP	8	DP	13	<b>Volley of Knives (Villainous Skill)</b> The Brigand Boss launches a number of <i>Ranged Attacks</i> equal to AGI.

<b>Cultist</b> (Medium Humanoid) - worshippers of terrible evil, wielders of forbidden magic.					
CHA	4	Superior Senses: Spirit			
INT	3				
AGI	2				
STR	2				
Squad (15)	WP	2	DP	1	<b>Hex (Active Magic)</b> Psychic Magic Attack.
Elite	WP	4	DP	2	<b>Unholy Summoning (Villainous Magic)</b> The Elite Cultist conjures an <i>Hell Hound</i> (or similar fiend) to fight for its cause. The Hell Hound appears in the Cultist's Area.
Boss	WP	10	DP	5	<b>Unholy Vessel (Instant Villainous Magic)</b> The Boss Cultist afflicts a hero with a <i>Dominate Setback</i> . <i>The Boss can take Actions and control the Unholy Vessel at the same time.</i>

<b>Zealot</b> ( <i>Medium Humanoid</i> ) - berserker warriors sworn to a cause.					
CHA	3				
INT	2				
AGI	4	<b>Fanatical Devotion (Instant Passive Talent)</b> A Zealot <i>Instantly</i> recovers 1 DP if it sees a fellow Zealot slain for the cause.			
STR	6				
Squad (15)	WP	2	DP	3	<b>Sacred Blade (Active Skill)</b> Melee Attack.
Elite	WP	3	DP	6	<b>Whirling Blades (Passive Skill)</b> The Elite Zealot can make a second Melee Attack if the first one Scratches.
Boss	WP	8	DP	15	<b>You Shall Know the Truth (Instant Villainous Talent)</b> The Boss Zealot shrugs off a single attack as if it didn't happen.

# Faeriekind

Creatures of dream and nightmare, ruled over by the Seelie (High) and Unseelie (Dark) Elven Courts.

<b>Doppelganger</b> (Medium Fae Humanoid) - shapeshifting tricksters and assassins.					
CHA	7	Superior Senses: Gloom, Mind			
INT	3				
AGI	4	<b>Chameleon (Passive Magic)</b> <i>Stealth</i> (AGI) Feats are <i>Epic</i> .			
STR	2				
Squad (15)	WP	4	DP	2	<b>Phantasmal Weapons (Active Magic)</b> Psychic Magic Attack.
Elite	WP	7	DP	4	<b>Evil Twin (Instant Villainous Magic)</b> The Doppelganger assumes the appearance of any creature it has observed (from Small to Large in size). <i>Deception</i> (CHA) is <i>Epic</i> . <i>Anytime Powers</i> are also replicated!
Boss	WP	18	DP	10	<b>Switcheroo (Instant Villainous Magic)</b> The Doppelganger Boss rapidly changes shapes, causing a <i>non-Psychic</i> attack directed at it to hit another creature in its Area.

<b>Goblin</b> (Small Fae Humanoid) - monstrous little creatures that terrorize the countryside.					
CHA	1	Superior Senses: Umbra			
INT	2				
AGI	4	<b>Mob Brutality (Passive Talent)</b> Once a creature has been Scratched by a Goblin, all nearby Goblins receive a +1 bonus to attack it.			
STR	2				
Squad (30)	WP	1	DP	2	<b>Spears (Active Skill)</b> Melee or Ranged Attack.
Elite	WP	2	DP	4	<b>Dirty Trick (Instant Villainous Talent)</b> The Goblin Elite negates a Scratch, then makes an attack with a +1 bonus.
Boss	WP	5	DP	10	<b>Reinforcements! (Instant Villainous Talent - Once per Encounter)</b> The Goblin Boss lets out a battle-cry, and another Squad of Goblins enters the fray, making a <i>Surprise</i> attack.

<b>Kobold</b> (Small Fae Humanoid) - clever tinkers who mine the depths of the earth.					
CHA	1	Superior Senses: Gloom			
INT	6				
AGI	6	<b>Entrepreneurial Instinct (Passive Talent)</b> Kobolds receive a +2 bonus to CHA when money is involved.			
STR	2				
Squad (30)	WP	3	DP	3	<b>Crossbow (Active Skill)</b> Ranged Attack. <b>Miner's Pick or Wrench (Active Skill)</b> Melee Attack.
Elite	WP	6	DP	6	<b>Grenade (Active Skill)</b> Launch a <i>Ranged Area Attack</i> that affects all creatures in an Area.
Boss	WP	15	DP	15	<b>Mechanical Exoskeleton (Villainous Magic)</b> The Kobold Boss picks one of the following: <i>Fly (Bound)</i> a number of Areas equal to AGI, make a number of <i>Melee Attacks</i> equal to AGI, or use INT to perform a STR Feat.

<b>Sprite</b> (Tiny Fae Humanoid) - mischievous woodland guardians.					
CHA	4	Superior Senses: Starlight			
INT	6	Special Movement: Fly (Hover)			
AGI	10	<b>Figment (Passive Magic)</b> If a Sprite doesn't call attention to herself for 3 Turns, she becomes <i>Invisible</i> .			
STR	1				
Squad (15)	WP	3	DP	5	<b>Tiny Bow &amp; Arrows (Active Skill)</b> Ranged Attack.
Elite	WP	6	DP	10	<b>Twilight (Instant Villainous Magic)</b> The Elite Sprite causes a creature <i>Scratched</i> by its bow attack to become <i>Confused</i> .
Boss	WP	15	DP	25	<b>Grand Illusion (Villainous Magic)</b> The Sprite Boss weaves an illusion large enough to transform the appearance of an entire location (e.g., making a swamp appear to be a village). See through the illusion is a <i>Noteworthy INT Feat</i> .



## Giants & Their ilk

Giants as a race once rebelled against the gods, and have been cursed ever since. A doom falls over their every undertaking. They despise the smaller mortals who have multiplied and overrun the world, and take every opportunity to destroy their towns and cities.



<b>Giant</b> ( <i>Giant Humanoid</i> ) - former lords of the earth who seek revenge on lesser races.					
CHA	2				
INT	4				
AGI	5				
STR	12				
Squad (4)	WP	2	DP	6	<b>Club (Active Skill)</b> Melee Attack. <b>Boulder (Active Skill)</b> Ranged Attack.
Elite	WP	4	DP	12	<b>Thunder Stomp (Villainous Talent)</b> The Giant Elite stomps the ground, inflicting <i>Knockback</i> on all creatures in its Area that are smaller than it.
Boss	WP	10	DP	30	<b>Hurl Thunderbolt (Villainous Magic)</b> The Giant Boss launches a lightning-based <i>Magic Area Attack</i> that strikes any 3 Areas in her field of vision. This attack affects <i>all</i> creatures - not just enemies - and leaves victims <i>Stunned</i> .

<b>Ogre</b> (Large Humanoid) - rampaging race of half-giants known for barbarism.					
CHA	1				
INT	3				
AGI	5				
STR	8				
Squad (8)	WP	2	DP	4	<b>Spear (Active Skill)</b> Melee or Ranged Attack.
Elite	WP	3	DP	8	<b>Powerful Strikes (Passive Talent)</b> If the Elite Ogre <i>Scratches</i> an enemy, he can attack a second time.
Boss	WP	8	DP	20	<b>Massive Leap (Villainous Talent)</b> The Ogre Boss leaps a number of Areas equal to STR and makes an <i>Melee Area Attack</i> where he lands.

<b>Troll</b> (Giant Fae Humanoid Beast) - Fae-touched Giants who feast on travelers in the wilderness.					
CHA	1	Superior Senses: Starlight			
INT	3				
AGI	5	<b>Blend with the Wild (Passive Magic)</b> A troll takes on the appearance of its surroundings without effort - a slumbering troll might look like a moss-covered rock, for example. <i>Stealth (AGI)</i> is <i>Epic</i> .			
STR	10				
Squad (15)	WP	2	DP	5	<b>Thorny Claws &amp; Teeth (Active Talent)</b> Melee Attack.
Elite	WP	3	DP	10	<b>Stony Hide (Instant Villainous Talent)</b> The Elite Troll negates a physical attack against it, causing the weapon in question to shatter.
Boss	WP	8	DP	25	<b>Step through Nightmare (Instant Villainous Magic)</b> The Troll Boss vanishes without a trace, leaving echoes of its roar behind it. Then it appears behind an enemy, striking with <i>Surprise!</i>

# Mighty Beasts of Legend

Few heroic journeys are undertaken without running afoul of beasts such as these.

<b>Basilisk</b> ( <i>Large Amphibious Beast</i> ) - seven-legged beasts that stalk marshlands.					
CHA	0	Superior Senses: Scent, Gloom			
INT	3	Special Movement: Wall-Crawling, Swimming			
AGI	3				
STR	5				
Squad (8)	WP	2	DP	3	<b>Claws &amp; Teeth (Active Talent)</b> Melee Attack.
Elite	WP	3	DP	5	<b>Crystallizing Gaze (Villainous Magic)</b> An enemy the Basilisk Elite can see suffers a <i>Potent Frozen Setback</i> .
Boss	WP	8	DP	13	<b>Impenetrable Scales (Passive Talent)</b> If a Melee attacker fails to Scratch or Hit the Basilisk Boss, his weapon breaks, leaving him <i>Unarmed</i> .

<b>Dragon</b> ( <i>Massive Beast</i> ) - fire-breathing winged terrors, remnants of an earlier age...					
CHA	4	Superior Senses: Scent, Umbra			
INT	7	Special Movement: Fly (Soar)			
AGI	7	<b>Damage Resistance (Passive Talent)</b> Dragons ignore the first Success of any attack that targets DP - and any flame-based attacks entirely.			
STR	10				
Squad (4)	WP	4	DP	5	<b>Claw, Claw, Bite (Active Talent)</b> Melee Attack.
Elite	WP	7	DP	10	<b>Flaming Breath (Instant Villainous Talent)</b> Launch a flame-based <i>Ranged Area Attack</i> that targets up to 3 Areas along a line.
Boss	WP	18	DP	25	<b>Sweep Through (Villainous Talent)</b> On the ground, the Dragon Boss moves forward AGI Areas, making a <i>Melee Area Attack</i> in each Area. It can circle around and move through the same Areas more than once.

<b>Giant Spider</b> (Medium Beast) - stealthy arachnids with a 5-foot legspan.					
CHA	0	Superior Senses: Tremor			
INT	2	Special Movement: Wall-Crawling			
AGI	7	<b>Web-Crawling (Passive Talent)</b> Creepers fill their lairs with webs that are Hazardous Terrain for other creatures. Creepers can move along these webs freely at no penalty of course.			
STR	3				
Squad (15)	WP	1	DP	4	<b>Nasty Fangs (Active Talent)</b> Melee Attack.
Elite	WP	2	DP	7	<b>Venom (Instant Villainous Talent)</b> The Creeper Elite declares a victim it has <i>Scratched</i> in Melee to be <i>Poisoned</i> .
Boss	WP	5	DP	18	<b>Hunter's Leap (Villainous Talent)</b> The Creeper Boss jumps up to 3 Areas away to attack with <i>Surprise</i> . It uses AGI for this attack.

<b>Warg</b> (Medium Beast) - large wolves favored by evil creatures as pets.					
CHA	0	Superior Senses: Gloom, Scent			
INT	3				
AGI	6				
STR	7				
Squad (15)	WP	2	DP	4	<b>Claws &amp; Teeth (Active Talent)</b> Melee Attack.
Elite	WP	3	DP	7	<b>Pack Tactics (Instant Villainous Talent)</b> The Elite Warg immediately attacks a creature that was just attacked by another Warg.
Boss	WP	8	DP	18	<b>Alpha (Passive Talent)</b> The Warg Boss reduces all attacks targeting it by 1 Success.

# Otherworldly Evil

Hellspawn and Hell Hounds were more common during the wars of the gods, but occasionally they makes its way through a planar fissure to hunt and torment mortals. Only mad Cultists willingly bring them into existence today, though few know the proper means to bind or control them!

<b>Hell Hound</b> ( <i>Large Beast</i> ) - these beasts hunt at the behest of the lords of hell.					
CHA	0	Superior Senses: Scent, Umbra			
INT	4				
AGI	8	<b>Fire Immunity (Passive Talent)</b> Hell Hounds are immune to heat and flame.			
STR	8				
Squad (8)	WP	2	DP	4	<b>Claws &amp; Teeth (Active Talent)</b> Melee Attack.
Elite	WP	4	DP	8	<b>Flaming Breath (Villainous Magic)</b> The Elite Hell Hound launches a flame-based <i>Ranged Area Attack</i> against an adjacent Area.
Boss	WP	10	DP	20	<b>Flame Burst (Instant Villainous Magic)</b> The Hell Hound Boss launches a flame-based <i>Melee Area Attack</i> against all creatures in its Area; this attack also inflicts <i>Knockback</i> .

<b>Hellspawn</b> ( <i>Giant Humanoid</i> ) - winged legionnaires from hell.					
CHA	3	Superior Senses: Spirit, Umbra			
INT	8	Special Movement: Fly (Soar)			
AGI	10	<b>Fire Immunity (Passive Talent)</b> Hellspawn are immune to heat and fire.			
STR	12	<b>Burning Aura (Passive Magic)</b> Each time a Hellspawn is attacked in <i>Melee</i> , the attacker is <i>Scratched</i> unless she is immune to fire.			
Squad (8)	WP	4	DP	6	<b>Huge Flaming Sword (Active Magic)</b> Melee Attack. If disarmed, the Hellspawn conjures a new sword.
Elite	WP	8	DP	12	<b>Evil Word (Villainous Magic)</b> The Hellspawn Elite launches an INT-based <i>Psychic Magic Attack</i> against an enemy in its presence; this attack inflicts <i>Knockback</i> .
Boss	WP	20	DP	30	<b>Burning Gate (Villainous Magic - Once per Encounter)</b> The Hellspawn Boss causes an Area in its presence to erupt in flame (a <i>Magic Area Attack</i> ); in those flames a <i>Hellspawn Squad</i> appears, led by a <i>Hellspawn Elite</i> .

# Undead

The restless dead come in many forms, just a few of which are covered here. Some undead are trapped because of unfinished business (Wraiths), others due to improper burial (Ghouls), and still others are created by foul magic (Liches, Skeletons) or evil curses (Vampires).

<b>Ghoul</b> (Medium Undead Humanoid) - the eaters of the dead.					
CHA	1	Superior Senses: Scent			
INT	2	Special Movement: Wall-Crawling			
AGI	5	<b>Blinding Speed (Passive Talent)</b> Ghouls can take 2 Moves during their Turn.			
STR	6				
Squad (15)	WP	1	DP	3	<b>Claws &amp; Teeth (Active Talent)</b> Melee Attack.
Elite	WP	2	DP	6	<b>Paralyzing Touch (Instant Villainous Magic)</b> The Ghoul declares a creature it just Scratched to be <i>Frozen</i> .
Boss	WP	5	DP	15	<b>Fast as Death (Villainous Talent)</b> The Ghoul Boss makes 2 Melee Area Attacks on its Turn in addition to its 2 Moves.

<b>Lich</b> (Medium Undead Humanoid) - undying wizards who seek power over all existence.					
CHA	10	Superior Senses: Mage, Spirit, Umbra			
INT	10	Special Movement: Fly (Hover)			
AGI	4	<b>Aura of Despair (Passive Talent)</b> In order to attack a Lich in any way, a hero must have WP equal or greater than the Lich's; otherwise his weapon (if non-magical) is sundered in twain and he is afflicted with <i>Fear</i> (once per battle).			
STR	2				
Squad (30)	WP	5	DP	2	<b>Death Ray (Active Magic)</b> Magic Attack that targets WP.
Elite	WP	6	DP	6	<b>Wave of Power (Villainous Magic)</b> The Elite Lich causes all enemies or objects in an Area in his presence to experience <i>Knockback</i> .
Boss	WP	15	DP	15	<b>Word of Doom (Villainous Magic)</b> The Lich Boss utters a Word of Power - a Magic Attack that targets both the DP and WP of all who <i>hear</i> it. A victim can suffer no more than 1 Wound as a result of one use of this Power, however.



<b>Skeleton</b> (Medium Undead Humanoid) - the animated dead.					
CHA	0	Superior Senses: Umbra			
INT	2				
AGI	5				
STR	2				
Squad (15)	WP	1	DP	3	<b>Rusty Sword (Active Skill)</b> Melee Attack. <b>Short Bow &amp; Arrows (Active Skill)</b> Ranged Attack.
Elite	WP	2	DP	5	<b>Roll the Bones (Instant Villainous Magic)</b> The Elite Skeleton disassembles (negating an attack), and reforms in an adjacent Area.
Boss	WP	5	DP	13	<b>Growing Threat (Villainous Magic)</b> The Skeleton Boss absorbs the bones of a fallen skeleton to refresh 1d6 DP, grow 1 Size larger, and gain an additional Attack per Action.

<b>Vampire</b> ( <i>Medium Undead Humanoid</i> ) - <i>the hungering dead.</i>					
CHA	8	Superior Senses: Scent, Umbra			
INT	4	Special Movement: Fly (Bound)			
AGI	8	<b>Damage Resistance (Passive Talent)</b> Vampires ignore the first Success of any attack that targets DP unless the weapon has been blessed.			
STR	8				
		<b>Mist Form (Passive Magic)</b> When slain, Vampires become mist and return to their coffin to rise again on another evening. Only if staked in their coffins are they truly dead.			
Squad (15)	WP	4	DP	4	<b>Claws &amp; Fangs (Active Talent)</b> Melee Attack.
Elite	WP	8	DP	8	<b>Blood Feast (Villainous Magic)</b> The Elite Vampire declares a creature it has Scratched to be <i>Stunned</i> , and she recovers 1d6 DP.
Boss	WP	20	DP	20	<b>Children of the Night (Villainous Magic)</b> The Vampire Boss summons a Squad of <i>Wargs</i> .

<b>Wraith</b> ( <i>Medium Undead Humanoid</i> ) - <i>the restless dead.</i>					
CHA	7	Superior Senses: Umbra			
INT	4	Special Movement: Fly (Hover)			
AGI	8	<b>Intangible (Passive Talent)</b> Wraiths are immune to all non-Psychic Attacks, and can drift through physical barriers such as walls and doors.			
STR	0				
		<b>Invisibility (Passive Magic)</b> Wraiths become Invisible after 2 Turns of inaction.			
Squad (15)	WP	4	DP	2	<b>Terrible Moaning (Active Magic)</b> Psychic Attack.
Elite	WP	7	DP	3	<b>Harrowing Wind (Villainous Magic)</b> The Elite Wraith launches a Psychic Area Attack.
Boss	WP	18	DP	8	<b>No Escape (Instant Villainous Magic)</b> The Wraith Boss teleports to any location known to it.