

Undead Core Rulebook								
Name	M	F	S	A	W	H	Type	Notes
Skeleton	6	+1	-/+1	10	+0	1	Undead	Immune to Poison/Venom
Armoured Skeleton	6	+2	-/+2	12	+0	1	Undead	Immune to Poison/Venom
Zombie	4	+0	-	12	+0	6	Undead	Immune to Poison/Venom
Ghoul	6	+2	-	10	+2	10	Undead	Immune to Poison/Venom
Wraith	6	+2	-	10	+3	6	Undead	Immune to Poison/Venom and normal weapons, move through terrain, no pick-up, double damage
Vampire	7	+4	-	12	+4	14	Undead	Immune to Poison/Venom and normal weapons
Animals Core Rulebook								
Name	M	F	S	A	W	H	Type	Notes
Bear	6	+4	-	10	+0	14	Animal	No pick-up, Large
Boar	6	+2	-	12	+2	8	Animal	No pick-up
Gigant Rat	6	+0	-	6	+0	1	Animal	No pick-up, Pack Hunter (multiple Rats move/activate as one)
Ice Spider	6	+0	-	8	+0	4	Animal	No pick-up, Venom (any humanoid taking damage is treated as wounded)
Ice Toad	3	+2	-	10	+0	5	Animal	No pick-up, Triple damage
Snow Leopard	8	+2	-	10	+2	10	Animal	No pick-up
White Gorilla	6	+4	-	12	+8	14	Animal	No pick-up
Wild Dog	8	+0	-	8	+0	4	Animal	No pick-up, Pack Hunter (multiple dogs move/activate as one)
Wolf	8	+1	+0	10	+0	6	Animal	No pick-up
Constructs Core Rulebook								
Name	M	F	S	A	W	H	Type	Notes
Small Construct	6	+0	-	11	+0	10	Construct	Immune to Poison/Venom
Medium Construct	5	+1	-	12	+0	12	Construct	Immune to Poison/Venom
Large Construct	4	+3	-	13	+0	14	Construct	Immune to Poison/Venom , Large
Demons Core Rulebook								
Name	M	F	S	A	W	H	Type	Notes
Imp	6	+1	-	10	+4	6	Demon	
Minor Demon	6	+3	-	11	+4	12	Demon	
Major Demon	6	+4	-	12	+6	15	Demon	Large (optional)

Miscellaneous Core Rulebook								
Name	M	F	S	A	W	H	Type	Notes
Frost Gigant	6	+5	-	15	+4	25	-	Large, Huge Weapon (+2 damage)
Gigant Worm	7	+4	-	10	+5	20	Animal	No pick-up, Large, Moves through terrain
Snow Trolls	4	+4	-	14	+2	16	-	Large, Huge Weapon (+2 damage)
Werewolf	7	+4	-	11	+5	12	-	Ignores difficult terrain, Head can be cut off (one turn) + sold for 20gc
Demons Forgotten Pacts								
Name	M	F	S	A	W	H	Type	Notes
Bile Hound	8	+2	-	10	+1	10	Demon	Acid Bite (-4 Armour for damaged figures)
Chilopendra(hybrid)	6	+4	-	12	+4	14	Demon	Horns, Poison (-1 Action for damaged figures)
Failing Wretch (Fat old nurgle man)	5	+1	-	10	+4	10	Demon	Decaying Touch (Activation in combat with a FW = -1 Health, undead/constructs/demons immune)
Grakyura (turtle-crab)	6	+3	-	15	+3	12	Demon	True Sight, +2 damage and 6'' pushback (monster will immediately move back into combat)
Kaylakid (flying squid)	5	+1	-	12	+0	12	Demon	Tentacles, can only be pushed back if taking damage, +2(3 if mail armor) damage
Into the Breeding Pits								
Name	M	F	S	A	W	H	Type	Notes
Amplipede	5	-2	-	7	+0	1	Animal	No pick-up, Venom (wounded if hit),
Basilisk	4	+3	-	13	+2	14	-	Large, if within 6'' -> will roll against Petrify (12)
Devourer (gigant beetle)	4	+6	+6	15	+0	22	-	Large, moves trough terrain, Peaceful until hurt, +2 damage, if figure within 12'' shooting attack against armor 10 (non magic)
Gnoll Chieftain	7	+4	-	12	+5	14	-	Hand weapon, Shield, Leather Armour
Gnoll Shaman	6	+1	-	11	+5	12	-	Venom (wounded), all Gnolls within 6'' +2 Will
Hydra	5	+3	-	14	+4	16	Animal	No pick-up, Large, counts as if 2 supporting figures, either M 4/Poison (wounded)/+5 Shooting attack if within 6''
Hyena	7	+0	-	10	+3	6	Animal	No pick-up
Minotaur	6	+3	-	12	+4	14	-	Large, +2 damage, Rush (+2 Fight if moved into combat)
Sewer Slime	4	+2	-	20(12)	+6	10	-	12 A if magic, immune to critical hits
Two-Headed Troll	4	+4	-	14	+2	16	-	Large, attackers = 2 supporting bonus, +2 damage
Vaplorhine(mokey)	6	+1	-	10	+4	8	-	Activates twice per turn
Violent Fungus	4	+0	-	10	+6	6	-	If damaged: Will (10) or poisoned (wounded), immune to Poison/venom

Thaw of the Lich Lord								
Name	M	F	S	A	W	H	Type	Notes
Banshee	9	+0	-	10	+5	10	Undead	Immune to normal weapons and Posion, can move through terrain, no pick-up, always random movement + shout (6" will roll (10) = damage)
Blood Crow	9	+0	-	14	+3	1	Animal	No pick-up, ignores all terrain and movement penalties
Death Cultist	6	+0	+0	10	+5	10	-	
Frost Wraith	6	+2	-	10	+3	6	Undead	+2 F when fighting against non undead/constructs
Ghoul King	8	+4	-	12	+6	14	Undead	Immune to Poison/Venom and Control Undead, +2 damage
Rangifer	7	+2	-	12	+3	12	-	+1 Fight and magic attacks vs. undead
Spectre	9	+0	-	10	+10	8	Undead	Immune to normal weapons and Poison, can move through terrain
Wraith Knight	6	+3	-	10	+5	10	Undead	Immune to normal weapons and Poison and Control Undead, can move through terrain, double damage
Zombie Troll	4	+4	-	14	+2	10	Undead	Large, +2 damage
Dark Alchemy								
Fire Flingers	5	+1	+3	12	+0	12	Construct	Special (see Rulebook)
Burning Skeleton	6	+1	-/+1	10	+1	1	Undead	Immune to Poison/Venom, figures that loose a fight always take 2 damage

Lich Lord Random Encounter Table			
First d20 roll	1-12	13-18	19-20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Skeleton	Armoured Skeletons (2)	Armoured Skeletons (3)
2	Skeletons (2)	Ghoul	Death Cultists (4)
3	Armoured Skeletons (2)	Ghouls (2)	Ghouls (3)
4	Zombies (2)	Frost Wraith	Ghouls (3)
5	Zombies (3)	Wraith	Rangifers (3)
6	Ghouls (3)	Bear	Wraith
7	Frost Wraith	Spectre	Vampire
8	Boar	Boar	Zombie Troll
9	Giant Rat	Ice Spider	White Gorilla
10	Giant Rats (2)	Death Cultists (4)	Spectre
11	Rangifer	Snow Leopard	Large Construct
12	Ice Spider	Rangifers (2)	Minor Demon
13	Snow Leopard	Banshee	Frost Wraiths (2)
14	Zombie Troll	Medium Construct	Banshee
15	Wild Dogs (2)	Minor Demon	Snow Troll
16	Wolf	Ice Toad	Wraith Knight
17	Wraith	Wraith Knight	Snow Trolls (2)
18	Small Construct	Zombie Troll	Werewolf
19	Imp	Worm	The Ghoul King & Ghouls (4)
20	Wraith Knight	The Ghoul King & Ghouls (4)	The Lich Lord & retinue (see p.60)

Breeding Pits Random Encounter Table			
First d20 roll	1-12	13-18	19-20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Amplipede	Gnolls (+2 on the Groll Table)	Gnolls (+3 on the Groll Table)
2	Amplipede	Gnolls (+2 on the Groll Table)	Gnolls (+3 on the Groll Table)
3	Skeletons (2)	Ghouls (2)	Gnolls (+3 on the Groll Table)
4	Hyena	Wraith	Minotaur
5	Zombies (2)	Minotaur	Werewolf
6	Ghoul	Sewer Slime	Wraith
7	Violent Fungus	Violent Fungus (2)	Vampire
8	Sewer Slime	Violent Fungus (4)	Minor Demon
9	Giant Rat	Ice Spider	White Gorilla
10	Giant Rats (2)	Ice Spiders (2)	Large Construct
11	Giant Rats (4)	Snow leopard	Worm
12	Ice Spider	White Gorilla	Major Demon
13	Snow Leopard	Hyenas (2)	Basilisk
14	Vaplorhine	Medium Construct	Snow Troll
15	Wild Dogs (2)	Vaplorhine	Two-Headed Troll
16	Gnolls (roll on the Groll Table)	Ice Toad	Two-Headed Troll & Snow Troll
17	Gnolls (roll on the Groll Table)	Two-Headed Troll	Werewolf
18	Small Construct	Snow Troll	Hydra
19	Imp	Worm	Hydra
20	Minotaur	Basilisk	Devourer

Forgotten Pacts Random Encounter Table			
First d20 roll	1–12	13–18	19–20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Wild Dog	Barbarians (+2 on the Barbarian Table)	Barbarians (+4 on the Barbarian Table)
2	Skeleton	Barbarians (+2 on the Barbarian Table)	Barbarians (+4 on the Barbarian Table)
3	Ice Spider	Medium Construct	Barbarians (+4 on the Barbarian Table)
4	Imp	Blue Hound	Snow Troll
5	Zombie	Giant Worm	Werewolf
6	Ghoul	Skeletons (2)	Wraith
7	Imp	Blue Hounds (2)	Vampire
8	Snow Leopard	Kaylakid	Grakyras (2)
9	Boar	Kaylakid	Kaylakids (3)
10	Small Construct	Ice Spiders (2)	Large Construct
11	Armoured Skeleton	Toraxor	Minor Demons (2)
12	Blue Hound	White Gorilla	Chilopendra
13	Ghoul	Toraxor	Chilopendra (2)
14	Ice Toads (2)	Medium Construct	Snow Troll
15	Minor Demon	Grakyras	Frost Giant
16	Barbarians (roll on the Barbarian Table)	Ice Toad	Major Demon
17	Barbarians (roll on the Barbarian Table)	Falling Wretches (2)	Werewolf
18	Small Construct	Snow Troll	Major Demon & Minor Demons (2)
19	Wolf	Giant Worm	Antorrex
20	White Gorilla	Frost Giant	Tsitrain

Random Encounter Table			
First d20 roll	1–12	13–18	19–20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Skeleton	Armoured Skeleton (2)	Armoured Skeletons (3)
2	Skeletons (2)	Ghoul	Ghoul
3	Armoured Skeleton	Ghouls (2)	Ghouls (2)
4	Zombie	Wraith	Ghouls (2)
5	Zombies (2)	Bear	Wraith
6	Ghoul	Bear	Wraith
7	Bear	Boar	Vampire
8	Boar	Boar	White Gorilla
9	Giant Rat	Ice Spiders	White Gorilla
10	Giant Rats (2)	Ice Spiders (2)	Large Construct
11	Giant Rats (4)	Snow Leopard	Large Construct
12	Ice Spider	White Gorilla	Minor Demon
13	Snow Leopard	Wolves (2)	Minor Demon
14	Wild Dog	Medium Construct	Frost Giant
15	Wild Dogs (2)	Minor Demon	Snow Troll
16	Wolf	Ice Toad	Snow Troll
17	Wolves (2)	Ice Toads (2)	Snow Trolls (2)
18	Small Construct	Snow Troll	Werewolf
19	Imp	Worm	Worm
20	Ice Toad	Werewolf	Worm