Secrets of the Weird Wizard
Bestiary Update v1.1

This document updates the various enemies that appear inside *Secrets of the Weird Wizard* in hopes of elevating the play experience on both sides of the Sage's screen. While I recommend implementing these changes, you don't have to. You can use the foes as written without much trouble. The changes here adjust some difficulty numbers, squashes some typos, and offers more clarity. When we do another print run of *Secrets,* we will incorporate these changes into the rulebook. This is a living document. Further changes, if needed, appear in future updates.

Difficulty

The game uses Difficulty as a key factor in balancing combat scenes and also to suggest the number of enemies that might appear in a fight. The Difficulty Ratio table shows how to use a creature of a particular Difficulty in a combat scene: [number of enemies]:[characters]. For the novice tier, you can use 2 Difficulty 1 enemies for every character in the group. For the expert tier, you would instead use 2 Difficulty 2 enemies for each character.

Difficulty Ratios

	—Difficulty by Ratio—					
Tier	**2:1**	**1:1**	**1:1.5**	**1:2**	**1:4**	**1:6**
Novice	1	2	4	8	16	24
Expert	2	4	8	16	24	32
Master	4	8	16	24	32	48+

Building Combat Scenes

Secrets' guidance for building combat scenes applies still, though the total Difficulty for such scenes uses the following updated numbers. Adjust the numbers as needed to suit your group. You might go a bit higher for optimized characters or lower for beginners.

Scene Difficulty by Tier per Character

Tier	Easy	Average	Hard
Novice	1	2	4
Expert	2	4	8
Master	4	8	16

Example: If you build a combat scene for four novice characters, the total Difficulty for all enemy combatants would be 4 or less for an easy scene, around between 5 and 15 for an average scene, and 16 or more for a hard one.

Immune

Rules will no longer list deprivation, exposure, infection, or suffocation in the immune line. Instead, these elements receive mention in the descriptors as follows.

Angels, Creations, Demons, Elementals, Spirits, and Undead ignore the effects of deprivation, exposure, infection, and suffocation. Faeries and Fiends ignore the effects of infection.

Revisions

Almost all recommended revisions see a change in Difficulty and almost all of those changes see an increase in one step without altering any of the creature's other rules. As a result, you can continue using the creature rules in *Secrets* with confidence. Just understand that most tend to be a bit more powerful than their original presentation suggests.

Other revisions include modifying Health. Reductions for Difficulty 1 to around 5 reinforces these creatures' role as being fodder. A few cases have rules increase or decrease Health to make the entry more comfortable in its Difficulty.

***Adventuring Archer,* page 100:** Increase Difficulty to 4, reduce Health to 15.

***Adventuring Criminal,* page 100:** Increase Difficulty to 4, reduce Health to 10. Revise Wicked Strike as follows.

Wicked Strike: When the adventuring criminal gets a success on a roll to attack with at least 1 boon, the attack deals an extra 2d6 damage. The criminal then loses access to this talent (luck ends).

***Adventuring Priest,* page 100:** Increase Difficulty to 4, reduce Health to 15.

***Adventuring Fire Mage,* page 100:** Increase Difficulty to 4, reduce Health to 10.

***Adventuring Soldier,* page 100:** Increase Difficulty to 4, reduce Health to 18.

***Amphisbaena,* page 101:** Increase Difficulty to 16.

***Small Animated Skeleton,* page 101:** Reduce Health to 5.

***Medium Animated Skeleton,* page 101:** Reduce Health to 10.

***Large Animated Skeleton,* page 100:** Increase Difficulty to 8, reduce Health to 40.

***Archon Antihero,* page 102:** Increase Difficulty to 16, reduce Health to 80, revise Melee Attack.

Melee Attack—Accursed Long Sword • Slashing, Versatile: Strength (+3) with 1 boon (4d6)

Critical Success: A target creature loses 1d6 Health and becomes weakened (luck ends).

***Swarm of Atomies,* page 103:** Increase Difficulty to 8

***Attercop,* page 104:** Increase Difficulty to 16, reduce Health to 50

***Small Awakened Object,* page 105:** Reduce Health to 5

***Medium Awakened Object,* page 105:** Reduce Health to 10, revise Melee Attack:

Melee Attack—Appendage: Strength (+3) (2d6)

***Large Awakened Object,* page 105:** Increase Difficulty to 8, revise Melee Attack:

Melee Attack—Appendage: Strength (+5) (3d6)

***Bandit Wretch,* Page 105:** Drop Defense to 10 and Health to 5.

***Bandit Soldier,* Page 105:** Drop Health to 10 and adjust attacks as follows:

Melee Attack—Sword • Slashing: Strength (+1) (2d6)

Ranged Attack—Bow • Range 20: Agility (+0) (2d6)

***Bandit Leader,* Page 105:** Increase Difficulty to 8.

***Banshee,* Page 107:** Increase Difficulty to 24, drop Health to 60.

***Barghest,* page 108:** Increase Difficulty to 8, reduce Health to 30, revised Melee Attack as follows:

Melee Attack—Flaming Teeth • Brutal: Strength (+4) with 1 boon (2d6 plus 1d6 from fire)

***Basilisk,* page 109:** Increase Difficulty to 24

***Bauchan,* Page 110:** Increase Difficulty to 16.

***Ape,* page 111:** Increase Difficulty to 8.

***Bear,* page 111:** Increase Difficulty to 8.

***Boar,* page 111:** Increase Difficulty to 4, reduce Health to 30, revise Melee Attack as follows:

Melee Attack—Tusks • Slashing: Strength (+2) with 1 boon (1d6 or 2d6 if the boar is injured)

***Bull,* page 111:** Increase Difficulty to 8.

***Crocodile,* page 111:** Increase Difficulty to 8, increase Defense to 17, Health to 40, and revise actions as follows:

Melee Attack—Teeth: Strength (+3) with 1 boon (3d6)

Crushing Grab: One creature the crocodile has grabbed takes 3d6 damage.

***Curlbeak,* page 112:** Increase Difficulty to 2.

***Gigantic Frog,* page 112:** Increase Difficulty to 2.

***Gigantic Lizard,* page 112:** Increase Difficulty to 8.

***Gigantic Rat,* page 113:** Drop Health to 5.

***Great Cat,* page 113:** Increase Difficulty to 8 and Health to 40.

***Mastodon,* page 113:** Increase Difficulty to 8.

***Raptor,* page 113:** Reduce Health to 4.

***Shark,* page 113:** Increase Difficulty to 4 and revise actions as follows.

Melee Attack—Teeth • Slashing: Strength (+2) with 1 boon (2d6)

***Wolf,* page 114:** Increase Difficulty to 2.

***Blob,* page 114:** Increase Difficulty to 32 and reduce Health to 300

***Bog Beast,* page 115:** Increase Difficulty to 16.

***Boggart,* page 116:** Increase Difficulty to 16.

***Bone Machine,* page 116:** Increase Difficulty to 32.

***Boneguard Archer,* page 117:** Reduce Health to 5.

***Boneguard Shield-Bearer,* page 118:** Reduce Health to 8.

***Boneguard Chopper,* page 118:** Increase Difficulty to 4.

***Boneguard Defender,* page 118:** Increase Difficulty to 4.

***Boneguard Death Priest,* page 118:** Increase Difficulty to 8.

***Boneguard Captain,* page 118:** Increase Difficulty to 16.

***Giant Boneguard,* page 119:** Increase Difficulty to 16.

***Boneguard Champion,* page 119:** Increase Difficulty to 24. Increase Health to 80. Increase the weapon damage to 4d6.

***Band of Brownies,* page 120:** Increase Difficulty to 8. Reduce Health to 30.

***Bugbear,* page 121:** Increase Difficulty to 16.

***Hellbringer,* page 122:** Increase Difficulty to 4. Reduce Health to 10.

***Carnivorous Tree,* page 123:** Increase Difficulty to 8. Reduce Health to 40.

***Catoblepas,* page 123:** Increase Difficulty to 8.

***Centaur Hunter,* page 124:** Increase Difficulty to 4. Reduce Health to 20.

***Changeling Imposter,* page 125:** Increase Difficulty to 4. Reduce Health to 20.

***Chimera,* page 126:** Increase Difficulty to 48.

***Cinderkin,* page 126:** Increase Difficulty to 24.

***Clockwork Forbidden Guard,* page 128:** Increase Difficulty to 4. Replace Grind the Gears with the following rule.

Grind the Gears: A clockwork must lack the Confused, Controlled, Stunned, and Unconscious afflictions to use this trait. At the start of their turn, they can use this trait to increase the number actions they can use on their turn by one. At the end of this round, the clockwork makes a luck roll. On a failure, the clockwork becomes stunned (luck ends). A creature that can reach the clockwork can use an action to remove the affliction early. The clockwork loses access to this trait for 1 minute.

***Cockatrice,* page 129:** Increase Difficulty to 4.

***Collector,* page 130:** Increase Difficulty to 32.

***Colossus,* page 131:** Increase Difficulty to 32.

***Peasant,* page 131:** Reduce Health to 5.

***Milita Member,* page 131:** Increase Difficulty to 2.

***Burglar,* page 132:** Increase Difficulty to 2.

***Cozener,* page 132:** Increase Difficulty to 4.

***Enforcer,* page 132:** Increase Difficulty to 4.

***Hired Killer,* page 133:** Increase Difficulty to 8.

***Murderer,* page 133:** Increase Difficulty to 16.

***Pickpocket,* page 133:** Increase Difficulty to 2.

***Crocotta,* page 134:** Increase Difficulty to 8.

***Crustacor,* page 134:** Increase Difficulty to 4.

***Cultist,* page 136:** Reduce Health to 5.

***Cult Deacon,* page 136:** Increase Difficulty to 4.

***Cult Leader,* page 137:** Increase Difficulty to 4. Reduce Health to 10.

***Cult Priest,* page 137:** Increase Difficulty to 8.

***Cult High Priest,* page 138:** Increase Difficulty to 16.

***Cyclops,* page 139:** Increase Difficulty to 48.

***Godslayer,* page 140:** Increase Difficulty to 24. Increase Health to 80.

***Luminous Symbiote,* page 140:** Increase Difficulty to 8.

***Dead Dreamer,* page 141:** Increase Difficulty to 32.

***Deep Worm,* page 142:** Increase Difficulty to 48.

***Formless Demon,* page 143:** Increase Difficulty to 8.

***Minor Demon,* page 145:** Increase Difficulty to 2.

***Type I Demon,* page 145:** Increase Difficulty to 4. Reduce Health to 15.

***Type II Demon,* page 146:** Increase Difficulty to 8. Reduce Health to 30.

***Type III Demon,* page 146:** Increase Difficulty to 24.

***Type IV Demon,* page 147:** Increase Difficulty to 32. Increase the damage for both types of melee attacks to 6d6.

***Type V Demon,* page 148:** Increase Difficulty to 48.

***Type VI Demon,* page 149:** Increase Difficulty to 96.

***Demonic Ichor,* page 149:** Increase Difficulty to 4.

***Demon Spawn,* page 150:** Increase Difficulty to 8.

***Demonist,* page 150:** Increase Difficulty to 24.

***Devil,* page 151:** Increase Difficulty to 24.

***Dhampir Nosferatu,* page 153:** Increase Difficulty to 4.

***Dire Wolf,* page 154:** Increase Difficulty to 8.

***Dragon,* page 155:** Increase Difficulty to 64.

***Drake,* page 157:** Increase Difficulty to 8.

***Draugr Archer,* page 157:** Increase Difficulty to 4.

***Draugr Guard,* page 158:** Increase Difficulty to 4.

***Draugr Champion,* page 158:** Increase Difficulty to 8.

***Draugr Dark Mage,* page 158:** Increase Difficulty to 8.

***Draugr Heavy,* page 159:** Increase Difficulty to 8. Reduce Health to 35.

***Draugr Death Master,* page 159:** Increase Difficulty to 16.

***Dryad,* page 160:** Increase Difficulty to 8.

***Duergar,* page 160:** Increase Difficulty to 8.

***Deep Warden,* page 161:** Increase Difficulty to 24. Increase Health to 100.

***Elf Highborn,* page 163:** Increase Difficulty to 32.

***Elf Fey Knight,* page 164:** Increase Difficulty to 24. Increase Health to 80.

***Elf Wild Hunter,* page 164:** Increase Difficulty to 4.

***Erinyes,* page 165:** Increase Difficulty to 32.

***Faun Woods Watcher,* page 166:** Increase Difficulty to 8. Increase Health to 30.

***Mongrel Fomorian,* page 168:** Reduce Health to 5.

***Goat Fomorian,* page 168:** Increase Difficulty to 2.

***Fomorian Spirit Caller,* page 168:** Increase Difficulty to 8. Reduce Health to 40.

***Wolf Fomorian,* page 168:** Increase Difficulty to 4. Reduce Health to 15.

***Wolf Fomorian Pack Leader,* page 169:** Increase Difficulty to 8. Reduce Health to 30.

***Boar Fomorian,* page 169:** Increase Difficulty to 8. Reduce Health to 30.

***Bear Fomorian,* page 169:** Increase Difficulty to 16.

***Bull Fomorian,* page 169:** Increase Difficulty to 32. Increase Health to 240.

***Fuath,* page 170:** Increase Difficulty to 24.

***Fungal Hulk,* page 171:** Increase Difficulty to 16.

***Fungal Bud,* page 171:** Increase Difficulty to 2.

***Fungen Button Fellow,* page 172:** Reduce Health to 5.

***Fungen Bluecap,* page 172:** Increase Difficulty to 4.

***Fungen Puffball Fellow,* page 173:** Increase Difficulty to 8.

***Fungen Jellied Lad,* page 173:** Increase Difficulty to 8.

***Fungen Mother,* page 173:** Increase Difficulty to 16.

***Mold Thrall Bear,* page 174:** Increase Difficulty to 8.

***Gargoyle,* page 175:** Increase Difficulty to 8. Reduce Health to 30.

***Ghast,* page 175:** Increase Difficulty to 8. Increase Health to 40.

***Ghost,* page 176:** Increase Difficulty to 16.

***Ghoul,* page 177:** Increase Difficulty to 4. Reduce Health to 10.

***Giant,* page 178:** Increase Difficulty to 32.

***Giant Ant Worker,* page 179:** Increase Difficulty to 2.

***Giant Ant Soldier,* page 180:** Increase Difficulty to 4. Reduce Health to 10.

***Giant Beetle,* page 180:** Increase Difficulty to 8. Reduce Health to 30.

***Giant Centipede,* page 180:** Increase Difficulty to 2.

***Giant Crab,* page 180:** Increase Difficulty to 4. Reduce Health to 10. Add the following under Actions.

Two Attacks: The giant crab makes one Large Claw and one Small claw attack.

***Giant Dragonfly,* page 180:** Increase Difficulty to 4.

***Giant Lobster,* page 181:** Increase Difficulty to 24.

***Giant Scorpion,* page 181:** Increase Difficulty to 24. Increase Health to 80.

***Giant Spider,* page 181:** Increase Difficulty to 4. Reduce Health to 15.

***Giant Wasp,* page 182:** Increase Difficulty to 4. Reduce Health to 10.

***Gloaming,* page 182:** Increase Difficulty to 16.

***Gnome,* page 183:** Increase Difficulty to 16.

***Goblin Grunt,* page 184:** Reduce Health to 5.

***Goblin Mite Horde,* page 185:** Increase Difficulty to 8.

***Goblin Boomer,* page 186:** Reduce Health to 5.

***Goblin Beast Rider,* page 186:** Increase Difficulty to 4.

***Goblin Skulk,* page 186:** Increase Difficulty to 4. Reduce Health to 15.

***Mog,* page 186:** Increase Difficulty to 8. Reduce Health to 40.

***Goblin Hexcaster,* page 187:** Increase Difficulty to 8.

***Goblin Boss,* page 187:** Increase Difficulty to 8.

***Gorgon,* page 188:** Increase Difficulty to 32.

***Great Serpent,* page 188:** Increase Difficulty to 24.

***Green Gorger,* page 189:** Increase Difficulty to 8. Reduce Health to 40.

***Gremlin,* page 190:** Increase Difficulty to 4.

***Guardian Statue,* page 191:** Reduce Health to 50. Reduce Great Sword damage to 4d6.

***Hag,* page 191:** Increase Difficulty to 32.

***Halfling Outrider,* page 192:** Increase Difficulty to 4.

***Haren Patroller,* page 193:** Increase Difficulty to 4.

***Harpy Skyhunter*, page 194:** Increase Difficulty to 4.

***Headless*, page 195:** Increase Difficulty to 24.

***Hollow Knight*, page 197:** Increase Difficulty to 16.

***Horrid Mother*, page 198:** Increase Difficulty to 48.

***Unspeakable Young*, page 198:** Reduce Health to 5.

***Horror*, page 199:** Increase Difficulty to 8. Reduce Health to 30.

***Large Horror*, page 199:** Increase Difficulty to 16. Reduce Health to 60. Reduce melee damage to 5d6.

***Husk Warrior*, page 200:** Increase Difficulty to 8.

***Husk Magus*, page 200:** Increase Difficulty to 16.

***Hybrid*, page 201:** Increase Difficulty to 8. Reduce Health to 40.

***Hydra*, page 202:** Increase Difficulty to 48.

***Illustrated Guardian*, page 202:** Increase Difficulty to 16.

***Imp*, page 203:** Increase Difficulty to 4.

***Iron Giant*, page 206:** Increase Difficulty to 48.

***Jabberwock*, page 207:** Increase Difficulty to 48.

***Jack-o'-Lantern*, page 208:** Increase Difficulty to 16.

***Querant*, page 209:** Increase Difficulty to 4.

***Kelpie*, page 209:** Increase Difficulty to 8.

***Kilmoulis*, page 210:** Increase Difficulty to 2.

***Kobold*, page 210:** Increase Difficulty to 4.

***Korrigan*, page 211:** Increase Difficulty to 2.

***Fell Beast*, page 211:** Increase Difficulty to 16. Reduce Health to 60.

***Ktulian Thrall*, page 214:** Reduce Health to 5.

***Ktulian Nacreous Guard*, page 214:** Increase Difficulty to 8.

***Ktulian Thrall Harvester*, page 214:** Increase Difficulty to 4.

***Ktulian Abomination*, page 214:** Increase Difficulty to 8.

***Ktulian Skin-Stealer*, page 215:** Increase Difficulty to 4.

***Ktukian Deep Chanter*, page 215:** Increase Difficulty to 4.

***Exalted Ktulian*, page 215:** Increase Difficulty to 24.

***Lamia*, page 216:** Increase Difficulty to 32. Reduce Health to 180. Reduce damage healed from Fury to 45.

***Leshy*, page 217:** Increase Difficulty to 32. Reduce Health to 180. Reduce damage healed from Fury to 45.

***Leviathan*, page 218:** Increase Difficulty to 32. Reduce Health to 400.

***Life Eater*, page 220:** Increase Difficulty to 8. Indent Death Grasp to make it subordinate to Melee Attack—Claws.

***Living Statue*, page 221:** Increase Difficulty to 16. Reduce Health to 40.

***Lizardman*, page 222:** Increase Difficulty to 4. Reduce Health to 15.

***Lycanthrope*, page 223:** Increase Difficulty to 24. Increase Health to 80.

***Novice Magic-User*, page 224:** Increase Difficulty to 4.

***Expert Magic-User*, page 224:** Increase Difficulty to 16.

***Master Magic-User*, page 224:** Increase Difficulty to 32. Reduce the damage from Prick the Bladder to 20d6.

***Man-Bear-Pig*, page 225:** Increase Difficulty to 16. Reduce Health to 60.

***Manticore*, page 226:** Increase Difficulty to 16.

***Mechanical*, page 226:** Increase Difficulty to 64.

***Merrow Hunter*, page 227:** Increase Difficulty to 4. Reduce Health to 15.

***Merrow Siren*, page 227:** Increase Difficulty to 8.

***Mutant Wretch*, page 229:** Increase Difficulty to 2.

***Mutant Marauder*, page 229:** Increase Difficulty to 4. Reduce Health to 15.

***Mutant Creeper*, page 229:** Increase Difficulty to 8.

***Mutant Warp Caster*, page 229:** Increase Difficulty to 8.

***Mutant Terror Hulk*, page 229:** Increase Difficulty to 16. Reduce Health to 80.

***Mutant Warp Knight*, page 230:** Increase Difficulty to 24. Increase Health to 80.

***Mutant Warp Master*, page 230:** Increase Difficulty to 16.

***Slug Steed*, page 230:** Increase Difficulty to 2. Increase Health to 15.

***Sniffer Hound*, page 230:** Increase Difficulty to 2.

***Muttering Maw*, page 231:** Increase Difficulty to 32.

***Naga Shapeshifter*, page 233:** Increase Difficulty to 4.

***Thonian*, page 233:** Increase Difficulty to 4.

***Thonian Elucidator*, page 233:** Increase Difficulty to 8.

***Nehe*, page 234:** Increase Difficulty to 4.

***Nehe Demagogue*, page 234:** Increase Difficulty to 8.

***Nehe Oathsworn*, page 235:** Increase Difficulty to 16. Increase Health to 16.

***Nehe Visionary,* page 225:** Increase Difficulty to 16.

***Nether Wraith,* page 235:** Increase Difficulty to 16. Reduce Health to 40.

***Nisse,* page 236:** Increase Difficulty to 24. Reduce Health to 160.

***Nymph,* page 237:** Increase Difficulty to 32.

***Observer,* page 237:** Increase Difficulty to 2.

***Ogre,* page 238:** Increase Difficulty to 16. Reduce Health to 50.

***Om Servitor,* page 239:** Reduce Health to 5.

***Om Unseeing,* page 240:** Increase Difficulty to 4.

***Om Gigant,* page 240:** Increase Difficulty to 24.

***Orc Drudge,* page 242:** Increase Difficulty to 2.

***Orc Firebreather,* page 242:** Increase Difficulty to 4.

***Orc Skirmisher,* page 242:** Increase Difficulty to 4.

***Orc Trooper,* page 243:** Increase Difficulty to 4.

***Orc Heavy,* page 243:** Increase Difficulty to 16. Increase Health to 60

***Orc Manslayer,* page 243:** Increase Difficulty to 8.

***Orc Overseer,* page 243:** Increase Difficulty to 8.

***Death Orc,* page 243:** Increase Difficulty to 24.

***Orc Doombringer,* page 244:** Increase Difficulty to 16. Reduce Health to 60.

***Orc Warlord,* page 244:** Increase Difficulty to 24.

***Otso,* page 245:** Increase Difficulty to 32.

***Phantom,* page 245:** Increase Difficulty to 8.

***Pixie,* page 246:** Increase Difficulty to 4.

***Plague Mother,* page 247:** Increase Difficulty to 2.

***Pollywog Warrior,* page 248:** Increase Difficulty to 2. Increase Health to 10.

***Pollywog God-Croaker,* page 248:** Increase Difficulty to 8.

***Great Pollywog,* page 249:** Increase Difficulty to 8.

***Pollywog Monarch,* page 249:** Increase Difficulty to 24.

***Poltergeist,* page 250:** Increase Difficulty to 16.

***Pooka,* page 251:** Increase Difficulty to 4. Reduce Health to 10.

***Powrie,* page 251:** Increase Difficulty to 16.

***Acolyte,* page 252:** Reduce Health to 5.

***Penitent,* page 252:** Increase Difficulty to 2.

***Crusader,* page 252:** Increase Difficulty to 4. Reduce Health to 12.

***Flagellant,* page 253:** Increase Difficulty to 4.

***Proselytizer,* page 253:** Increase Difficulty to 8.

***Pumpkin Head,* page 254:** Increase Difficulty to 16.

***Rager,* page 255:** Increase Difficulty to 4.

***Raider Wildling,* page 256:** Increase Difficulty to 2.

***Raider Scout,* page 256:** Increase Difficulty to 2.

***Raider Berserker,* page 257:** Increase Difficulty to 8. Increase Health to 40.

***Raider War Priest,* page 257:** Increase Difficulty to 4. Reduce Health to 20.

***Named Raider,* page 257:** Increase Difficulty to 16. Increase Health to 60.

***Raider Hero,* page 257:** Increase Difficulty to 24.

***Rawhead,* page 258:** Increase Difficulty to 16.

***Bloody Bones,* page 258:** Increase Difficulty to 16.

***Reaper,* page 259:** Increase Difficulty to 32.

***Reen Drone,* page 260:** Increase Difficulty to 24.

***Reen Thrall,* page 260:** Increase Difficulty to 2.

***Revenant Vigilant,* page 261:** Increase Difficulty to 8.

***Salamander,* page 262:** Increase Difficulty to 8.

***Seraph,* page 263:** Increase Difficulty to 32.

***Lares,* page 265:** Increase Difficulty to 4.

***Lemure,* page 265:** Increase Difficulty to 4. Reduce Health to 20.

***Malevolent Goo,* page 266:** Increase Difficulty to 8.

***Sentient Flesh-Eating Slime,* page 267:** Increase Difficulty to 8.

***Malicious Ooze,* page 267:** Increase Difficulty to 16. Reduce Health to 60.

***Nefarious Pudding,* page 267:** Increase Difficulty to 16.

***Specter,* page 268:** Increase Difficulty to 24.

***Sphinx Exile,* page 269:** Increase Difficulty to 8. Reduce Health to 40.

***Spriggan Xenophobe,* page 270:** Increase Difficulty to 8.

***Sprite Scamp,* page 271:** Increase Difficulty to 4.

***Swarm,* page 272:** Increase Difficulty to 16.

***Sylph,* page 272:** Increase Difficulty to 8.

***Tomb Guardian,* page 273:** Increase Difficulty to 24.

***Triton Sea Devil,* page 274:** Increase Difficulty to 4.

***Troglodyte Wretch,* page 275:** Increase Difficulty to 4. Reduce Health to 20.

***Troglodyte Witch,* page 275:** Reduce Health to 20.

***Troglodyte Monstrosity,* page 276:** Increase Difficulty to 24.

***Cave Troll,* page 277:** Increase Difficulty to 24.

***Marsh Troll,* page 277:** Increase Difficulty to 24.

***Two-Headed Troll,* page 277:** Increase Difficulty to 32.

***Undine,* page 278:** Increase Difficulty to 16.

***Unicorn,* page 278:** Increase Difficulty to 16.

***Vampire,* page 279:** Increase Difficulty to 24. Reduce Health to 80.

***Vampire Bat,* page 279:** Increase Difficulty to 4.

***Void Shadow,* page 280:** Increase Difficulty to 8.

***Feral Warg,* page 281:** Increase Difficulty to 8. Increase Health to 40.

***Conscript,* page 282:** Increase Difficulty to 2.

***Archer,* page 282:** Increase Difficulty to 2.

***Patroller,* page 282:** Increase Difficulty to 2.

***Soldier,* page 282:** Increase Difficulty to 4.

***Knight,* page 283:** Increase Difficulty to 16.

***Woodwose Hermit,* page 284:** Increase Difficulty to 4. Reduce Health to 20.

***Wyvern,* page 285:** Increase Difficulty to 32.

***Zombie,* page 286:** Increase Difficulty to 4.

Enemy Difficulty Appendix

DIFFICULTY 1

Animated Skeleton, Small

Awakened Object, Small

Bandit Wretch

Beast, Gigantic Rat

Beast, Raptor

Boneguard, Broken

Cliff Haint

Commoner, Peasant

Cultist

Fomorian, Mongrel

Fungen Button Fellow

Giant Bug, Giant Mosquito

Giant Bug, Giant Tick

Goblin Grunt

Haunt

Horrid Mother Unspeakable Young

Ktulian Thrall

Naga Degenerate

OM Servitor

Podling

Priest, Acolyte

Shade, Manes

Unseen

White Worm

DIFFICULTY 2

Animated Skeleton, Medium

Awakened Object, Medium

Bandit Soldier

Beast, Curlbeak

Beast, Gigantic Frog

Beast, Python

Beast, Viper

Beast, Wolf

Boneguard Archer

Boneguard Shield-Bearer

Commoner, Milita Member

Criminal, Burglar

Criminal, Pickpocket

Demon, Minor

Dragonet, Trickster

Fomorian, Goat

Fungal Bud

Giant Bug, Giant Ant Worker

Giant Bug, Giant Centipede

Goblin Boomer

Goblin Odd Fellow

Hobgoblin Sneak

Kilmoulis

Korrigan

Mutant Wretch

Mutant, Slug Steed

Mutant, Sniffer Hound

Observer

OM Spectator

Orc Drudge

Plague Mother

Pollywog Warrior

Priest, Penitent

Raider Scout

Raider Wildling

Reen Thrall

Slime, Sinister Jelly

Warrior, Archer

Warrior, Conscript

Warrior, Patroller

DIFFICULTY 4

Adventuring Archer

Adventuring Criminal

Adventuring Priest

Adventuring Fire Mage

Adventuring Soldier

Beast, Boar

Beast, Shark

Boneguard Chopper

Boneguard Defender

Cambion Hellbringer

Centaur Hunter

Changeling Imposter

Clockwork Forbidden Guard

Cockatrice

Criminal, Cozener

Criminal, Enforcer

Crustacor

Cultist, Cult Deacon

Cultist, Cult Leader

Demon, Type I

Demonic Ichor

Dhampir Nosferatu

Draugr Archer

Draugr Guard

Elf Wild Hunter

Fomorian, Wolf

Fungen Bluecap

Ghoul

Giant Bug, Giant Ant Soldier

Giant Bug, Giant Crab

Giant Bug, Giant Dragonfly

Giant Bug, Giant Spider

Giant Bug, Giant Wasp

Goblin Beast Rider

Goblin Skulk

Gremlin
Halfling Outrider
Haren Patroller
Harpy Skyhunter
Imp
Jann, Querant
Kobold
Ktulian Deep Chanter
Ktulian Skin-Stealer
Ktulian Thrall Harvester
Lizardman
Magic-User, Novice
Merrow Hunter
Mutant Marauder
Naga Shapeshifter
Naga, Thonian
Nehe
OM Unseeing
Orc Firebreather
Orc Skirmisher
Orc Trooper
Pixie
Pooka
Priest, Crusader
Priest, Flagellant
Rager
Raider War Priest
Shade, Lares
Shade, Lemure
Sprite Scamp
Triton Sea Devil
Troglodyte Witch
Troglodyte Wretch
Warrior, Soldier
Woodwose Hermit
Zombie

DIFFICULTY 8

Animated Skeleton, Large
Atomies, Swarm of
Awakened Object, Large
Bandit Leader
Barghest
Beast, Ape
Beast, Bear
Beast, Bull
Beast, Gigantic Lizard
Beast, Great Cat
Beast, Mastodon
Boneguard Death Priest
Brownies, Band of
Carnivorous Tree
Catoblepas
Criminal, Hired Killer
Crocotta
Cultist, Cult Priest
Daeva, Luminous Symbiote
Demon, Formless Demon
Demon, Type II
Demon Spawn
Dire Wolf
Drake
Draugr Champion
Draugr Dark Mage
Draugr Heavy
Dryad
Duergar
Faun Woods Watcher
Fomorian Spirit Caller
Fomorian, Boar
Fomorian, Wolf Pack Leader
Fungen Puffball Fellow
Fungen Jellied Lad
Fungen, Mold Thrall Bear
Gargoyle
Ghast
Giant Bug, Giant Beetle
Goblin Mite Horde
Goblin, Mog
Goblin Hexcaster
Goblin Boss
Green Gorger
Guardian Statue
Horror
Husk Warrior
Hybrid
Kelpie
Ktulian Abomination
Ktulian Nacreous Guard
Life Eater
Merrow Siren
Mutant Creeper
Mutant Warp Caster
Naga, Thonian Elucidator
Nehe Demagogue
Orc Manslayer
Orc Overseer
Phantom
Pollywog God-Croaker
Pollywog, Great
Priest, Proselytizer
Raider Berserker
Revenant Vigilante
Salamander
Slime, Malevolent Goo
Slime, Sentient Flesh-Eating

Sphinx Exile
Spriggan Xenophobe
Sylph
Void Shadow
Warg, Feral

DIFFICULTY 16

Amphisbaena
Archon Antihero
Attercop
Bauchan
Bog Beast
Boggart
Boneguard Captain
Boneguard, Giant
Bugbear
Criminal, Murderer
Cultist, Cult High Priest
Draugr Death Master
Fomorian, Bear
Fungal Hulk
Fungen Mother
Ghost
Gloaming
Gnome
Hollow Knight
Horror, Large
Husk Magus
Illustrated Guardian
Jack-o'-Lantern
Korrigan, Fell Beast
Living Statue
Magic-User, Expert
Mutant Terror Hulk
Mutant Warp Master
Nehe Oathsworn
Nehe Visionary
Nether Wraith
Ogre
Orc Doombringer
Orc Heavy
Poltergeist
Powrie
Pumpkin Head
Raider, Named
Rawhead
Rawhead, Bloody Bones
Slime, Malicious Ooze
Slime, Nefarious Pudding
Swarm
Undine
Unicorn
Warrior, Knight

DIFFICULTY 24

Banshee
Basilisk
Boneguard Champion
Cinderkin
Daeva, Godslayer
Demon, Type III
Demonist
Devil
Elf Fey Knight
Fuath
Giant Bug, Giant Lobster
Giant Bug, Giant Scorpion
Great Serpent
Headless
Ktulian, Exalted
Lycanthrope
Man-Bear-Pig
Manticore
Mutant Warp Knight
Nisse
OM Gigant
Orc, Death Orc
Orc Warlord
Pollywog Monarch
Raider Hero
Reen Drone
Specter
Tomb Guardian
Troglodyte Monstrosity
Troll, Cave
Troll, Marsh
Vampire

DIFFICULTY 32

Blob
Bone Machine
Collector
Colossus
Dead Dreamer
Demon, Type IV
Dwarf Deep Warden
Elf Highborn
Erinyes
Fomorian, Bull
Giant
Gorgon
Gruad
Hag
Lamia
Leshy
Leviathan
Liche
Magic-User, Master

Muttering Maw

Nymph

OM Overmind

Otso

Reaper

Seraph

Troll, Two-headed

Wyvern

DIFFICULTY 48

Chimera

Cyclops

Deep Worm

Demon, Type V

Horrid Mother

Hydra

Iron Giant

Jabberwock

DIFFICULTY 64

Dragon

Incarnation, Avalanche

Incarnation, Conflagration

Incarnation, Cyclone

Incarnation, Tsunami

Kraken

Mechanical

DIFFICULTY 96

Demon, Type VI

DIFFICULTY 128

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