

Pathfinding 101

The following is a brief guide to the most common foes found in and around the Kingdom of Exiles. Please be aware that new and strange creatures are uncovered all the time so you may still be surprised. This guide is meant for Privates and Lance-Corporals and thus focusses on the sorts of threats against which Pathfinders of low rank may be sent.

Pathfinder Lieutenant Jusa Natayelle

Zombies - Slow moving, always strong, often quite tough. Does not parry. If it starts talking or parrying, that's above your pay grade.

Skeletons - Entirely bone, so nothing for a sharp weapon to cut; use blunt weapons or Power. If it starts talking, that's above your pay grade.

Ghouls - Semi-intelligent undead. Big claws that can Paralyse if they cut you, generally fast and sneaky.

Shadows - Semi-intelligent undead. Steal people's strength. Will flee from light, the stronger the better.

Necromancers - People who make undead. Kill on sight. Mostly rely on Fearing you away and stealing your life/health.

Shambling Mounds - Slow-moving shrubbery. Best shredded with sharp weapons, blunts slide off.

Treants - Walking trees. Tend to be faster than they look; often have very thick bark. Intelligent.

Sprites - Magical nuisances. Not very tough, but have annoying innate magical abilities.

Elementals - The bigger, tougher, more magical cousins of Sprites. Be careful casting magic around them as it can offend.

Demons - Creatures brought through from the Plane of Chaos. They tend to rely on the powers of Chaos and a single magical Element plus their claws; the exception is heavily-armed Warrior Demons.

Demonologists - People who summon demons. They can also cast Wrack, which will leave you screaming in agony.

Goblins - Small, green, squeaky, really annoying. Often followers of Chaos or Anarchy.

Tree Goblins - As per Goblins but can hide in/blink between trees.

Rock Goblins - As per Goblins but much stronger and can blink between rocks. Normally Order followers.

Hobgoblins - Bigger, nastier goblins. Possibly goblin/orc crossbreeds.

Orcs - Moderately nasty, can be easy to confuse. Generally followers of Might, Order or Death.

Ogres - Big, kinda dumb.

Trolls - Really big, really hard work to kill; will naturally heal up any wounds not inflicted by Power until killed outright. There are trolls aligned to and healed by particular types of Power.

Wildcats - Fast and nimble, often very good at leaping over obstacles.

Wolves - Attack as a pack; will try to separate out weaker members of a patrol to attack them.

Badgers - Extremely angry; if they start attacking you won't be able to stop them without killing them.

Hassani Jackals - Light skirmishers, followers of Chaos, enemies of the Kingdom. They have distinctive rural accents.

Golems/Constructs - Made creatures, often of stone. Normally resistant to all mental effects.

Drow - Underground-living Might-aligned 'elves' that use Dark magic. Officially at war.