

Foe Statistics

This section lists all foes' statistics in False Promises for handy reference. Additional detail for each common creature can be found in the Lusur Naturae books or in the All-in-One Guide.

Foe: Wolves, average		Found: Road to Harkanan	
PR: 16 DR: 3	Initiative: 4	To-Hit: +/-	Damage: 1
Attributes			
MS: 2 (-1) - IN: 0 (-3) - QU: 4 - CO: 4 - HE: 3 - PS: 3			
DP			
(2-3) LFL - 2	(4-5) RFL - 2	(6-7) HD - 2	(8-9) TOR - 5
(10) RBL - 2	(11) LBL - 2	(12) TAIL - 1	Single out prey

Foe: Wolves, Alpha		Found: Road to Harkanan	
PR: 20 DR: 4	Initiative: 5	To-Hit: +/-	Damage: 2
Attributes			
MS: 3 - IN: 0 (-3) - QU: 5 (+1) - CO: 4 - HE: 4 - PS: 5 (+1)			
DP			
(2-3) LFL - 3	(4-5) RFL - 3	(6-7) HD - 4	(8-9) TOR - 5
(10) RBL - 2	(11) LBL - 2	(12) TAIL - 1	Leads pack

Foe: Converted Dwarves		Found: Kwalstist	
PR: 22 DR: 4	Initiative: 3	To-Hit: +/-	Damage: 2
Attributes			
MS: 2 (-1) - IN: 3 - QU: 3 - CO: 4 - HE: 4 - PS: 5 (+1)			
DP			
(2) LH - 1	(3) RH - 1	(4) LA - 2	(5) RA - 2
(6) HD - 3	(7) CH - 3	(8) ST - 3	(9) RL - 2
(10) LL - 2	(11) LF - 1	(12) RF - 1	See details

Foe: Giant Rats		Found: Kwaltsit, Area 37	
PR: 8 DR: 2	Initiative: 3	To-Hit: -1	Damage: 1
Attributes			
MS: 1 (-2) - IN: 0 (-3) - QU: 4 - CO: 2 (-1) - HE: 0 - PS: 1 (-2)			
DP			
(2) LFL - 1	(3) RFL - 1	(4-5) HD - 1	(6-9) TOR - 1
(10) RBL - 1	(11) LBL - 1	(12) TAIL - 1	Disease (DR 3)

Foe: Giant Rat, Alpha		Found: Kwaltsit, Area 37	
PR: 10 DR: 2	Initiative: 4	To-Hit: +/-	Damage: 1
Attributes			
MS: 2 (-1) - IN: 0 (-3) - QU: 4 - CO: 3 - HE: 0 - PS: 1 (-2)			
DP			
(2) LFL - 1	(3) RFL - 1	(4-5) HD - 2	(6-9) TOR - 2
(10) RBL - 1	(11) LBL - 1	(12) TAIL - 1	Disease (DR 3)

Foe: Goblins		Found: Goblin Lair	
PR: 11 DR: 2	Initiative: 3	To-Hit: +/-	Damage: 1
Attributes			
MS: 2 (-1) - IN: 1 (-2) - QU: 3 - CO: 3 - HE: 1 - PS: 1 (-2)			
DP			
(2) LH - 1	(3) RH - 1	(4) LA - 1	(5) RA - 1
(6) HD - 1	(7) CH - 1	(8) ST - 1	(9) RL - 1
(10) LL - 1	(11) LF - 1	(12) RF - 1	See details

Foe: Goblin Body Guards		Found: Goblin Lair	
PR: 14 DR: 3	Initiative: 3	To-Hit: +/-	Damage: 1
Attributes			
MS: 2 (-1) - IN: 1 (-2) - QU: 3 - CO: 4 - HE: 1 - PS: 3			
DP			
(2) LH - 1	(3) RH - 1	(4) LA - 1	(5) RA - 1
(6) HD - 2	(7) CH - 2	(8) ST - 2	(9) RL - 1
(10) LL - 1	(11) LF - 1	(12) RF - 1	See details

Foe: Uug'luk'kan		Found: Goblin Lair	
PR: 16 DR: 3	Initiative: 3	To-Hit: +/-	Damage: 1
Attributes			
MS: 3 - IN: 1 (-2) - QU: 3 - CO: 4 - HE: 2 - PS: 3			
DP			
(2) LH - 1	(3) RH - 1	(4) LA - 1	(5) RA - 1
(6) HD - 3	(7) CH - 3	(8) ST - 2	(9) RL - 1
(10) LL - 1	(11) LF - 1	(12) RF - 1	See details

Foe: Skeletons		Found: Tomb of the Mad King	
PR: 8 DR: 2	Initiative: 2	To-Hit: +/-	Damage: 1
Attributes			
MS: 0 (-3) - IN: 0 (-3) - QU: 2 (-1) - CO: 3 - HE: 0 - PS: 3			
DP			
(2) LH - 0-1	(3) RH - 0-1	(4) LA - 0-1	(5) RA - 0-1
(6) HD - 1	(7) CH - 1	(8) ST - 1	(9) RL - 0-1
(10) LL - 0-1	(11) LF - 0-1	(12) RF - 0-1	See LN I

Foe: Zombies		Found: Tomb of the Mad King	
PR: 10 DR: 2	Initiative: 2	To-Hit: +/-	Damage: 1
Attributes			
MS: 0 (-3) - IN: 0 (-3) - QU: 2 (-1) - CO: 4 - HE: 0 - PS: 4			
DP			
(2) LH - 0-1	(3) RH - 0-1	(4) LA - 0-1	(5) RA - 0-1
(6) HD - 1	(7) CH - 1	(8) ST - 1	(9) RL - 0-1
(10) LL - 0-1	(11) LF - 0-1	(12) RF - 0-1	See LN I

Foe: Ghouls		Found: Tomb of the Mad King	
PR: 12 DR: 2	Initiative: 3	To-Hit: +/-	Damage: 1
Attributes			
MS: 0 (-3) - IN: 0 (-3) - QU: 3 - CO: 4 - HE: 2 (-1) - PS: 3			
DP			
(2) LH - 1	(3) RH - 1	(4) LA - 1	(5) RA - 1
(6) HD - 1	(7) CH - 1	(8) ST - 1	(9) RL - 1
(10) LL - 1	(11) LF - 1	(12) RF - 1	
Disease (DR: 4 - HE), resistant to normal weapons			

Foe: Zundalrax (wight)		Found: Tomb of the Mad King	
PR: 26 DR: 5	Initiative: 6	To-Hit: +1	Damage: 3
Attributes			
MS: 4 - IN: 1 (-2) - QU: 5 (+1) - CO: 5 (+1) - HE: 4 - PS: 7 (+3)			
DP			
(2) LH - 2	(3) RH - 2	(4) LA - 2	(5) RA - 2
(6) HD - 3	(7) CH - 4	(8) ST - 3	(9) RL - 2
(10) LL - 2	(11) LF - 2	(12) RF - 2	See details