Giant Spider

They say that this race was born in the Agalloch forest, but today it can be encountered in every corner of the world. Giant Spiders inhabit woods, caves, and even cities, where they hide in the ruined temples or old dungeons to lurk for their victims. They are usually guided by their instincts, but it’s hard to define how intelligent these creatures are. Their unusual attribute is that their primal behaviours can be tamed by talented handlers who can teach them surprisingly a lot. Then such Giant Spider becomes a very unique companion of circus troupes, scouts armies or other groups which value its great advantages.

Fast Strike
Giant Spiders are slow creatures, but they attack with an exceptional speed. When charging, M stat of the Giant Spider is equal 20.

Poisonous Venom
If an enemy hero lost any Wounds during combat with a Giant Spider, roll a d6. On 5+ that hero loses his Action Dice and 2 additional Wounds.

Sasquatch

This mysterious beast inhabits far lands of Yria, Fog-Hor and Forbidden Lands. It can be encountered also in the area of Ancient Lands, where it tries not to catch the travellers’ eyes. Many think that they are guardians of magical places, which in exchange bless them with longevity.

Trail expert
Thanks to the Ambush special rule, Sasquatch can be deployed within 30 cm from his party instead of 20 cm. Sasquatch can hide, and when it is in base contact with any terrain or is within it, it cannot be the target of shooting.

Groooaaaaaahh!!
If an enemy hero loses 3 or more Wounds during combat with Sasquatch, roll a d6. On 4+ Sasquatch regains the Action Dice. This test can be made only once per cycle.
The Ancient

LD  M  WS  S  Sp  BS  T  W  C  Al
6   10  5   8   5  4   10  9  88  (A)

This is an exceptionally intelligent and cunning beast, whose whispers can be heard as a voice in a head. It may appear to its victim not as a horrible, shapeless creature, but as a deity, whose subtle requests will be gladly complied. Thus it is difficult to assess whether the one whom the Ancient serves is not in fact its puppet.

Whispers
The Ancient can make a Whispers test in its turn if it doesn’t charge. Roll a d6, and on 4+ the test is successful. If there is an enemy model within 20 cm from the Ancient, you can move that model 15 cm in any direction or put it in a full base contact with the Ancient. Both models are then treated as fighting in combat, but the enemy model cannot disengage from it.

Ancient Power
If an enemy model within 30 cm from the Ancient failed a Magic Test, the Ancient regains an Action Dice.

Plaguebringer

LD  M  WS  S  Sp  BS  T  W  C  Al
5   10  6   10  6   4   8  12  91  (E)

The darkness left its guardians in the dark woods, so that they can spread plagues and fear. These gloomy, sinister beasts listen only to the most corrupt and evil creatures. Their stench spreads over huge distances, but it is extremely difficult to track them down. Plaguebringers can poison nearby areas for a very long time, causing much suffering and many deaths.

Plague
If a Plaguebringer reduces an enemy hero to 0 Wounds, that model must be immediately removed from the game. Then each enemy hero within 10 cm from the Plaguebringer loses 2 W. If another enemy hero is reduced to 0 Wounds this way, each enemy model within 10 cm from that hero loses its Action Dice if it has one. In addition, each enemy hero within 15 cm from Plaguebringer has LD 4 during the Initiative phase.
Dryad

LD  M  WS  S  Sp  BS  T  W  C  Al
6  10  7  7  5  4  9  7  68  (G, L)

Forest dwellers know the wood creatures called Dryads well. It is said that it was a race that had served the Trefoleg centuries ago, but was relieved of this duty and today Dryads favour anyone whose intentions are consistent with their peaceful attitude.

Wooden Shards
The Dryad has many tough, wooden calluses, which is why it is always treated as if it had a Wooden Shield. The Dryad can hide.

The Power of Nature
A friendly Mage within 20 cm of the Dryad may cast an Ally of the nature spell. If the Dryad lost all Wounds during the game, don’t remove it from the table. Make a d6 test in the new cycle. A result of 5+ means that the Dryad regains 1 W. If there are other friendly models within 10 cm of the Dryad, they also regain 1 W. If the test was failed, remove the Dryad.

Werewolf

LD  M  WS  S  Sp  BS  T  W  C  Al
7  10  7  9  8  4  8  10  81  (N, A)

Fury

Most Werewolves can be found in their homeland Valbilia, but many of them wander even to the most distant lands. They are intelligent, furious creatures that live mainly at night. When they join other races, they always do it with prudence, because they trust only other Werewolves.

Furious Leap
If the Werewolf makes a Move, it can roll 2d6 after removing the Action Dice and add the result to the range of the Move.

Wild by Nature
A friendly Mage within 15 cm of the Werewolf may add +1 to Magic Tests from Domain of Nature. In the first cycle the Anarchists party gains one Rage Dice thanks to the Werewolf.

GENERAL RULES OF BEASTS
If a player wants to join a beast, he must have a Mage in his party. A party can only have one model selected from the Beast list for every 500 DC.

All Beasts have Stubborn and Fear special rules.
Beasts cannot be given orders and cannot make precision strikes.
Beasts cannot complete quests from Quest Cards or be their target.
Beasts cannot use the rules of climbing, jumping, swimming and cannot hide. Beasts can add up to 8 cm to the range of their Movement during a charge.
A Beast can never be stunned by a hero, but when it fights with another beast, it can be. The beast may receive a critical strike, but it doesn’t lose all Wounds. It loses 4 W instead.
All Beasts, thanks to their tough skin, are treated as having Light Armour in all locations.
Beasts are not heroes.