

# MONSTERS MASTERY COURSE

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5E TO CBA MONSTER CONVERSION

## COMBAT SITUATION 1

### 1. A group of normal enemies

**Formation:** Standard Formation

#### Monster List (Danger Rating: 600)

Combat for four level 1 Cloudbreakers

- **Frontline**
  - Aqrabuamelu x 1
  - Razor Shell x 1
- **Backup**
  - Razor Shell x 2
- Adjust difficulty by adding a Razor Shell for each additional PC, to the frontline and backup alternatively.

#### Monster Tactics

- As the frontliners engage each other, the backup Razor Shells will circle the melee zone to attack the player backups.

#### Course Objective

- Let players get the hang of the Spirit token system and GM the Morale Token system.
- GM should try to use Morale Boosts, especially for the Razor Shells circling the melee zone, so that they can hurt the player backups more.
- Don't forget to use the Aqrabuamelu's Hidden Stinger.
- Players should learn how to neutralise monsters here. The Aqrabuamelu's Hidden stinger should make it obvious.

### RAZOR SHELL (Nickname: Buzz)

*Copper Grade Cindeblighted, Animal*

**Size:** Medium, **Speech:** No, **Danger Rating:** 50

**TURN SPEED:** 5    **MOV:** 10m/30m (1zone/3zone) Land, Fly  
**HP:** 20    **MP:** 10    **Morale T:** 1 (Normal)  
**DEF:** 8    **P.Fort:** 6    **M. Fort:** 6

MASTERY B.	STR	AGI	AWA	EMP
+2	2	2	1	0

**Masteries:** -

**Analyze:** Information 8, Arcanist Kit 8, Chemist Kit 8

**Falter:** HP 50% and below, While medicated

(Behaviour Change: Legs tremble and starts losing balance)

**Neutralize:** Auditory Confusion: Artistry 16 (8 falter), Mechanics Kit 16 (8 falter)

**Weakness:** All spell damage is doubled

ACTIONS	Major 1	minor 1
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#### ATTACKS & EFFECTS

**Shred (Major Action):** *Melee attack, range: 0, +2 attack, 8HP Sharp Unarmed Combat damage.*

#### FEATURE

**Boost:** *Move 20m (2 zones). Maximum movement range limitation still applies.*

### AQRABUAMELU (Nickname: Deathlobster)

*Copper Grade Cindeblighted, Animal*

**Size:** Medium, **Speech:** No, **Danger Rating:** 250

**TURN SPEED:** 4    **MOV:** 10m/20m (1z/2z) Land (Burrow)  
**HP:** 80    **MP:** 40    **Morale T:** 1 (Normal)  
**DEF:** 8    **P.Fort:** 5    **M. Fort:** 5

MASTERY B.	STR	AGI	AWA	EMP
+2	4	1	2	0

**Masteries:** Brute 6

**Analyze:** Information 8, Arcanist Kit 8, Chemist Kit 8

**Falter:** HP 50% and below (Hidden Stinger becomes available)

(Behaviour Change: Reveals stinger and puff up body)

**Neutralize:** Pull out stinger: Brute 6, Climbing Kit 6 (only available when stinger is revealed)

**Weakness:** All spell damage is doubled

ACTIONS	Major 1	minor 1
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#### ATTACKS & EFFECTS

**Claw (Major Action):** *Melee attack, range: 0, +2 attack, 6 HP sharp unarmed combat damage.*

**Claw (minor action, 1 follow up after Claw Major Action):** *Melee attack, range: 0, +2 attack, 6 HP Sharp Unarmed Combat damage.*

#### SPECIAL

**Hidden Stinger (Major Action):** *Melee attack, range: 0, +2 attack, 17 HP Sharp Unarmed Combat damage.*

#### FEATURE

**Hidden Stinger:** *When this creature is faltering, it reveals its hidden stinger and can attack with it.*

# COMBAT SITUATION 2

## 2. A multi-target enemy

**Formation:** Standard Formation

### Monster List (Danger Rating: 750)

Combat for four level 2 Cloudbreakers

- **Frontline**
  - Spider Sentry Mk III x 1

### Monster Tactics

- Use the Lightning Blaster against player frontliners and the Gun Pods against player backups.

### Course Objective

- Let players know that independent units don't use Morale Tokens.
- Let players know all available targets when they enter combat.
- Practice using effect rolls.

## SPIDER SENTRY MK III (Nickname: Tin Nope)

*Silver Grade Construct*

**Size:** Large, **Speech:** No, **Danger Rating:** 750

**TURN SPEED:** 6    **MOV:** 10m/20m (1zone/2zone) Land

### TARGET: BODY (CORE)

**HP:** 40    **MP:** -    **Morale T:** 0 (Ind)  
**DEF:** 10 (8)    **P.Fort:** 10    **M. Fort:** -

### TARGET: FRONT ARMS

**HP:** 40    **MP:** -  
**DEF:** 10 (8)    **P.Fort:** 10    **M. Fort:** -

### TARGET: LEGS

**HP:** 60    **MP:** -  
**DEF:** 8    **P.Fort:** 10    **M. Fort:** -

MASTERY B.	STR	AGI	AWA	EMP
+3	3	3	2	0

**Masteries:** Brute 6, Sports 6

**Analyze:** Information 8, Mechanics Kit 8

**Falter:** HP at 50% for each target

(Behaviour Change: Creaking and grinding joints)

**Neutralize:** Disassemble: Brute 18 (9 falter),

Mechanics Kit 18 (9 falter).

**Immunity:** Manuevers, Fire type damage

ACTIONS	Major 1	minor 2
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### ATTACKS & EFFECTS

**BODY - Lightning Blaster (Major Action):** Zone effect, range: 0, Size: 5m sphere (1 zone). +3 effect, +8 HP Lightning Weapon damage reduced by the individual target's physical fortitude.

**FRONT ARMS - Gun Pods (minor action, 2 follow up after Lightning Major Action):** Medium ranged attack, range: 0-1, +3 attack, 5 Sharp Cinderblast damage.

### FEATURE

**LEGS:** When this target is destroyed or neutralised, the Head and Front Arm targets' defense is reduced to 8 defense.

**FRONT ARMS:** When this target is destroyed or neutralised, this unit can't use the gun pod minor action anymore.

# COMBAT SITUATION 3

## 3. A horde type enemy

**Formation:** Standard Formation

### Monster List (Danger Rating: 1,000)

Combat for four level 3 Cloudbreakers

- **Frontline**
  - Preta Horde x 1 (Morale Tokens 10)
- When there are 6 or more players, adjust the difficulty by having the enemy group fight in thin cloud environment (Gain 1 Morale Token every round).

### Monster Tactics

- Place Preta Horde in the frontline zones.
- Move the horde into the player backup's zone to threaten weaker members. Take the opportunity strikes from player frontliners, the payoff is worth it.

### Course Objective

- Learn how to use a horde unit.
- Remember to take and deal every opportunity strike.
- Learn to apply zone effect damage to a horde unit by just multiplying the damage by 3 for fast resolution.

## PRETA HORDE (Nickname: Lurch)

*Copper Grade Undead*

**Size:** Medium+, **Speech:** No, **Danger Rating:** 500

**TURN SPEED:** 1    **MOV:** 10m/20m (1zone/2zone) Land (pour)

**HP T:** 24    **MP:** -    **Morale T:** 5 (Horde)

**DEF:** 7    **P.Fort:** 5    **M. Fort:** -

MASTERY B.	STR	AGI	AWA	EMP
+2	2	1	0	0

**Masteries:** -

**Analyze:** Information 8, Chemistry Kit 8, Thaumaturgist Kit 8

**Falter:** -

**Neutralize:** -

**Immunity:** Manuevers, Grapple

ACTIONS	Major 1	minor 1
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### ATTACKS & EFFECTS

**Mass Bite (Major Action):** Zone effect against all targets sharing the same zone, range: 0, size: 5m radius (1 zone), +2 effect, +7 HP Sharp Unarmed Combat damage reduced by the individual target's physical fortitude.

**Bite (Major Action):** Melee attack, range: 0, +2 attack, 7 HP Sharp Unarmed Combat damage.

**Bite (minor action, 1 follow up after Mass Bite or Bite Major Action):** Melee attack, range: 0, +2 attack, 7 HP Sharp Unarmed Combat damage.

### FEATURE

**Medium Cover:** This unit provides zone cover for non-horde units allied to it of the same size or smaller.

# COMBAT SITUATION 4

## 4. A captain rank & some normal enemies

Formation: Standard Formation

### Monster List (Danger Rating: 1,631)

Combat for four level 4 Cloudbreakers

- **Frontline**
  - Bale Wolf x 2
- **Backup**
  - Temptress Rakshasa x 1 (Captain)
- Adjust difficulty by adding a bale wolf when there are 6 or more PCs.

### Monster Tactics

- Let the Temptress Rakshasa stay at the back and use its Major Action to gain additional Danger Token.
- Use its Deadly Allure feature and Bewitch Special whenever it's available.
- Let the Temptress Rakshasa enter the fray only when the Bale Wolves are gone or retreated.

### Course Objective

- Remember to adjust the number of Morale Tokens due to having a Captain unit in the enemy group.
- Learn to use Danger Tokens and specials that use them.
- Try to retreat the Bale wolves when they're in bad shape so that the Morale Tokens can be reserved for the more powerful Temptress Rakshasa.

## BALE WOLF (Nickname: Yip)

Copper Grade Fiend, Animal  
Size: Large, Speech: No, Danger Rating: 225

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land  
HP: 60 MP: 30 Morale T: 1 (Normal)  
DEF: 8 P.Fort: 7 M. Fort: 5

MASTERY B.	STR	AGI	AWA	EMP
+2	2	3	2	1

Masteries: Sports 5

**Analyze:** Information 8, Psychology 8, Thaumaturgist Kit 8, Chemist Kit 8

**Falter:** HP 50% and below

(Behaviour Change: Constantly sniffing and rubbing nose)

**Neutralize 1:** Scare Away: Intimidate 16 (8 falter)

**Neutralize 2:** Chemistry Kit 16 (8 falter)

ACTIONS	Major 1	minor 1
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### ATTACKS & EFFECTS

**Shred (Major Action):** Melee attack, range: 0, +2 attack, 6 HP Sharp Unarmed Combat damage.

**Shred (minor action, 1 follow up after Shred Major Action):** Melee attack, range: 0, +2 attack, 6 HP Sharp Unarmed Combat damage.

### FEATURE

**Leap Frog:** When there is an allied unit of the same size as this unit in the same zone, this creature can move 1 zone away without taking any opportunity strikes.

## TEMPTRESS RAKSHASA (Nickname: Raks)

Silver Grade Fiend  
Size: Large (Medium), Speech: Yes, Danger Rating: 425

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land  
HP: 70 MP: 140 Morale T: 1 (Normal)  
DEF: 9 P.Fort: 7 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+3	2	4	3	3

Masteries: Deceive 7, Psychology 7

**Analyze:** Information 9, Psychology 9, Thaumaturgist Kit 9

**Falter:** HP 50% and below

(Behaviour Change: Perfume smell turns to rancid stench)

**Neutralize 1:** Flatter: Appeal 18 (9 falter)

**Neutralize 2:** Cleanse stench: Chemistry Kit 18 (9 falter), Thaumaturgist Kit 18 (9 falter)

ACTIONS	Major 1	minor 2
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### ATTACKS & EFFECTS

**Shred (Major Action):** Melee attack, range: 0, +3 attack, 7 HP Sharp Unarmed Combat damage.

**Shred (minor action, 1 follow up after Shred Major Action):** Melee attack, range: 0, +3 attack, 7 HP Sharp Unarmed Combat damage.

### SPECIAL

**Bewitch (Major Action, 2+ danger tokens):** Choose one unit within 30m (3 zones) radius. Order that unit to use its Major action to perform specific tasks on its next turn. They can be ordered to attack, cast spell or use consumable items on any target of your choice. If they fail to perform your specified task by the end of their turn, they take 2d6 + 4 MP chaos spell damage. (5 danger tokens): You can choose to order 3 units.

### FEATURE

**Deadly Allure:** Once on its turn, the Temptress Rakshasa can use its minor action to allure all targets it chooses within 30m (3 zones) radius. Allured targets take 1HP & 1MP damage for each Spirit Token they possess.

**Sapienoid Form (minor action):** The Temptress Rakshasa can turn into any medium sized sapienoid it imagines. This effect can be dismissed by minor action.

# COMBAT SITUATION 5

## 5. A boss rank enemy

Formation: Standard Formation

### Monster List (Danger Rating: 2,100)

Combat for four level 5 Cloudbreakers

- **Frontline**
  - Brutal Rakshasa x 1 (Boss)
- Adjust difficulty by adding an additional morale token for 6 players and 2 tokens for 7 players & above.

### Monster Tactics

- Start by punching the player frontliners and push them away to prevent them from making an opportunity attack when the Brutal Rakshasa move to the backup zone later.
- Punch and grapple player backups and pummel on one.
- Find the opportunity to unleash the Power Slam special.

### Course Objective

- Learn to use a Boss ranked enemy unit and its two turns per round.
- Players should learn maneuvers here. The Disarm maneuver is needed to release grapples
- Don't forget to use the Meat Shield feature.

## BRUTAL RAKSHASA (Nickname: Raks)

Silver Grade Fiend

Size: Large, Speech: Yes, Danger Rating: 700

TURN SPEED: 5    MOV: 10m/20m (1zone/2zone) Land  
HP: 90    MP: 45    Morale T: 1 (Normal)  
DEF: 9    P.Fort: 9    M. Fort: 7

MASTERY B.	STR	AGI	AWA	EMP
+3	4	3	1	0

Masteries: Brute 7, Intimidation 7

**Analyze:** Information 9, Psychology 9, Thaumaturgist Kit 9

**Falter:** HP 50% and below, While prone & grappled

(Behaviour Change: Growl angrily for the humiliation)

**Neutralize 1:** Insults and Jeers: Deceive 18 (9 falter)

**Neutralize 2:** Humiliating Paint: Chemistry Kit 18 (9 falter),  
Impersonification Kit 18 (9 falter)

**Strength:** All maneuver rolls against this monster are made with setback

ACTIONS	Major 1	minor 2
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### ATTACKS & EFFECTS

**Punch (Major Action):** Melee attack, range: 0, +3 attack, 8 HP Blunt Unarmed Combat damage. When a target is hit by this attack, you can choose to deal half the attack's damage (rounded down) and either push the unit 1 zone away to your preferred direction or have it grappled.

**Punch (minor action, 1 follow up after Punch Major Action):** Melee attack, range: 0, +3 attack, 8 HP Blunt Unarmed Combat damage. When a target is hit by this attack, you can choose to deal half the attack's damage (rounded down) and either push the unit 1 zone away to your preferred direction or have it grappled.

### SPECIAL

**Power Slam (Major Action, 5 danger tokens):** Make a Melee attack at a target you're grappling with edge, +3 attack, 50 HP Blunt unarmed combat damage. This attack is made with edge.

### FEATURE

**Meat Shield:** When an attack misses you, you can choose to deal the attack's damage to a target you're grappling, ignoring the excess.

# COMBAT SITUATION 6

## 6. A boss rank with a horde type enemy

**Formation:** Scenario Formation - PCs should start in the same zone 5 zones away from the Lava Shooter Boss. The Molten Lurcher Horde are placed in the Boss' zone and two zones flanking it.

### Monster List (Danger Rating: 4,500)

Combat for four level 6 Cloudbreakers

- **Scenario**
  - Lava Shooter x 1 (Boss)
  - Molten Lurcher Horde x 1
- If this Combat Situation is too hard, try to reduce the morale tokens proportionally to match the PCs' Combat Rating.

### Monster Tactics

- The Lava Shooter should spend its first round to gain as many danger tokens as it can with its major action while marking PCs. On the third turn, it should use radiate heat to turn the combat into a race for victory.

### Course Objective

- Show the monsters and combat positions to the players and let them strategise before going in.
- Hint that the Lava Shooter will falter if it's blinded by a maneuver and it can be neutralised more easily. But ultimately, let the players decide on their approach.
- Remember that horde units may provide ranged attack cover to Boss. (Setback on ranged attack)

## LAVA SHOOTER (Nickname: Hotstick)

Silver Grade Arcanoid

Size: Medium, Speech: No, Danger Rating: 750

TURN SPEED: 4    MOV: 10m/20m (1zone/2zone) Land  
HP: 50    MP: 100    Morale T: 1 (Normal)  
DEF: 10    P.Fort: 8    M. Fort: 10

MASTERY B.	STR	AGI	AWA	EMP
+4	1	3	5	0

Masteries: Detect 9

**Analyze:** Information 10, Arcanist Kit 10

**Falter:** HP 50% and below, While blinded

(Behaviour Change: Growl angrily for the humiliation)

**Neutralize:** Dismantle Rifle: Thievery 20 (10 falter), Arcanist Kit 20 (10 falter), Infiltration Kit 20 (10 falter).

**Immunity:** Fire type damage & effects

**Weakness:** Water & Ice damage type

ACTIONS	Major 1	minor 2
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### ATTACKS & EFFECTS

**Lava Shooter (Major Action):** Medium ranged attack, range: 0 - 10, +4 attack, 6HP Fire Weapon damage.

**Mark Target (minor action):** Mark 2 separate targets within 100m (10 zones). Each additional minor action marks a new separate target. When this monster attacks, it makes simultaneous attack against all marked targets. All marks disappear after an attack is made.

### SPECIAL

**Radiate Heat (Major Action, 3+ danger tokens):** Raise the lava Shooter's heat level by 1. All targets within 100m (10 zones) takes 4HP Fire Spell damage for each heat level at the end of their turn. Spend 5 danger tokens, to raise the heat level by 2 at a time. The maximum heat level this monster can reach is 5.

### FEATURE

**Barrier 2:** This monster starts combat with 2 barrier tokens. (Reduce 5HP damage each)

## MOLTEN LURCHER HORDE (Nickname: Melt)

Copper Grade Arcanoid

Size: Medium+, Speech: No, Danger Rating: 750

TURN SPEED: 1    MOV: 10m/20m (1zone/2zone) Land (pour)  
HP T: 30    MP: -    Morale T: 5 (Horde)  
DEF: 8    P.Fort: 6    M. Fort: -

MASTERY B.	STR	AGI	AWA	EMP
+2	3	0	0	0

Masteries: -

**Analyze:** Information 8, Arcanist Kit 8

**Falter:** -

**Neutralize:** -

**Immunity:** Manuevers, Fire & Earth type damage & effects

**Weakness:** Water damage type

ACTIONS	Major 1	minor 1
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### ATTACKS & EFFECTS

**Mass Bash (Major Action):** Zone effect against all targets sharing the same zone, range: 0, size: 5m radius (1 zone), +2 effect, +8 HP Earth Unarmed Combat damage reduced by the individual target's physical fortitude.

**Bash (Major Action):** Melee attack, range: 0, +2 attack, 8HP Earth Unarmed Combat damage.

**Bash (minor action, 1 follow up after Mass Bash or Bash Major Action):** Melee attack, range: 0, +2 attack, 8HP Earth Unarmed Combat damage.

### FEATURE

**Magma Splash:** When this unit receives melee attack damage, the attacker receives 1d6 Fire Environment damage.

**Medium Cover:** This unit provides zone cover for non-horde units allied to it of the same size or smaller.

# CONVERT 5E TO CBA

## CONVERT 5E TO CBA SUMMARY

This conversion formula is not perfect, but it is useful for players wanting to play the Cloudbreaker Alliance system with existing 5E materials.

This formula will pit starting Cloudbreakers against enemies of higher CR. CR 2 would be a good starting point for challenging adversaries.

### Conversion

- **AC to Defense:** Use conversion table
- **HP:** Leave as is
- **MP:** Half of HP, double of HP if it's a spellcaster
- **Distance:** Divide by 30 & rounded down
- **Ability to Attribute Conversion:**
  - Highest Mod between STR & CON to Strength
  - DEX Mod to Agility
  - Highest Mod between INT & WIS to Awareness
  - CHA Mod to Empathy
- **Skills:** Divide by 2, rounded down
- **Attack Bonus:** Divide by 2, rounded down
- **Damage:** Divide damage roll average number by 2, rounded down
- **Saving Throw to Effect Roll:** Reduce the Saving Throw DC by 8 and divide the remainder by 2, rounded down.
- **Saving Throws type to Fortitude:**
  - STR, DEX & CON to Physical Fortitude
  - INT, WIS & CHA to Mental Fortitude

### Analyze & Neutralize

- Since 5e doesn't have any neutralization component, players will have to analyze each monster and the GM would need to come up with ways of neutralizing them.

### Action Economy

- Run the 5E monsters according to 5E rules.

### Morale Tokens & Rank

- Use the CBA rules for Morale Tokens & Unit Ranks
- Rechargeable Actions become 5 Danger Token Specials

\* This is a work in progress

## AC to Defense Conversion Table

AC	DEFENSE
6, 7, 8	6
9, 10, 11	7
12, 13, 14	8
15, 16, 17	9
18, 19, 20	10
21, 22, 23	11
24, 25, 26	12
27, 28, 29	13

## Attack & Saving Throw Conversion

5E ATK BNS	5E SAVING THROW	CBA ATTACK/EFFECT
+0	DC 8	+0
+1	DC 9	+0
+2	DC 10	+1
+3	DC 11	+1
+4	DC 12	+2
+5	DC 13	+2
+6	DC 14	+3
+7	DC 15	+3
+8	DC 16	+4
+9	DC 17	+4
+10	DC 18	+5
+11	DC 19	+5
+12	DC 20	+6
+13	DC 21	+6
+14	DC 22	+7
+15	DC 23	+7
+16	DC 24	+8
+17	DC 25	+8
+18	DC 26	+9
+19	DC 27	+9
+20	DC 28	+10