

MONSTERS AND NPCs

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USING MONSTERS AND NPCs

USING MONSTERS & NPCs SUMMARY

Monster & NPC Basic

- Monsters & NPCs are controlled by GM
- They are operated like PCs, but simpler
- GM may allow players to control NPCs
- Combat rules involves Morale Tokens
- Players can look at monster stats while playing
- GM may hide monster's identity & make changes

Monster Mastery Course

- Learning all the combat rules is hard, even for an experienced GM.
- Follow the Monster Mastery course to pace your learning.
- This is not mandatory, you may swap the order.

Through the course of the game, the Game Master may use various monsters and non-players characters (NPCs) to interact with the players. Functionally, there are no difference between Monsters & NPCs. But narratively, monsters are usually more powerful and are more likely to be presented as enemies for the players to combat. For brevity's sake, this book will just use the term "monster".

They are operated in completely the same way as player characters (PCs), but given limited choice of actions to make it easier for the GM to operate. In certain situations, the GM may allow the players to control some NPCs or even monsters.

Learn how monsters work in this chapter and how to measure combat difficulty. A list of monster stat block can be found at the back of this chapter.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.



Razor Shell

A commonly found Cinderblighted roaming the desert of Ulruk

Cloudbreaker alliance has open book policy. Players are allowed to refer to the monster stats while playing. But the GM may obscure the identity of the monster or modify the monsters' stats. If the GM made any modification to the monsters, hints that the monster is different than the rest of its kind should be given. (See the monster modification section)

The monster whose identity is obscured or modified, should be analyzable in combat, Unless the GM specifically rules that its unidentifiable for narrative purpose. In this case the GM should, by courtesy, inform the players that it can't be identified after one or two failed attempts at analysing it. This prevents the game from being bogged down by having the players analysing the monsters to no avail.

While controlling individual monsters & NPCs are easy, controlling them in combat situations is more tricky because it involves the morale token mechanics. To make the experience of learning how to use monsters easier, GMs may use the following course. This course is not mandatory, but it is very helpful for both the players and GM for learning the mechanics. The GM may swap the combat situation order.

Monster Mastery Course

1. A group of normal enemies

Learn to control multiple monsters and using Morale Boosts against the PCs. Try using Recover Half HP & Attack Edge.

2. A multi-target enemy

Learn to control a multi-target enemy unit and its individual targets.

3. A horde type enemy

Learn to control horde type enemies, especially how their zone-fill movement work.

4. A captain rank enemy & some normal enemies

Learn to control a captain rank monsters with its danger token while controlling other monsters.

5. A boss rank enemy

Learn to control a boss rank monster with its double turns and danger tokens.

6. A boss rank enemy with a horde type enemy

The classic big bad boss surrounded by a horde of minion fight. The boss receives cover from the horde and can also use the horde's morale, making it a challenging fight.

You can find more guidance on how to run these combat situations in a separate document.

MONSTER STATS AND ACTIONS

MONSTER STATS & ACTIONS SUMMARY

Monster Stats

- Monsters stats are simplified version of PCs
- There are unique information on their stats that PCs don't have
- The unique information are explained below

Monster Actions

- Monsters operate the same way as PCs
- Monsters can make the Orderly Retreat Major Action
- Only monsters with Melee Major Attack Action can make opportunity strikes

Monster Stats

At the end of this chapter is an array of monster statistics presented in blocks. They have limited amount of attack and effect options to accentuate their themes

and to make them easier to operate. Most of the information in the block are the same as PCs' but there are unique information that only exist for monsters.

- **Grade** - This indicates the grade when cloudbreakers would encounter these monsters more commonly. It is used to quickly inform the players how challenging the monsters are.
- **Danger Rating** - This is a more accurate measure of the monster's lethality. This rating is also used to calculate the difficulty of a combat situation. See the for Combat Difficulty section below.
- **Base Morale** - This is the number of morale tokens the unit brings to the enemy group's morale token total.
- **Special** - These are the monster's powerful special attacks & abilities. Danger Tokens may be required to use them.
- **Features** - These are the unique features of the monster.

Monster Actions

In general, monsters are operated in the same way as player characters. They also have Major and minor actions, which can be used to perform the same actions as the PCs. The number of minor actions they have on their turn is listed in their respective stats block.

However, there are some actions that are unique to monsters controlled by the GM.

- **Orderly Retreat** (Major Action) - Enemies can leave from the combat situations without losing their morale token. If they were to use their action to retreat in a zone that's occupied by the PCs, the PCs can make opportunity strikes at them. This is a strategic move used to remove weakened monsters from combat to conserve the morale tokens of the enemy group. This also allows the more powerful monsters to benefit from the morale tokens.
- **Opportunity Strike** - Since monsters do not have a standard Major Attack action, they can only make opportunity strikes if they have a melee attack Major Action in their stat block.

Monster/NPC Roles

Monsters and NPCs are specialized in fulfilling certain functions in combat. The role tags assigned to them help readers understand what their specialties are quickly, though their abilities are not necessarily limited to what's described in the roles. There can be no more than 3 role tags assigned to them at once.

The following is a list of the roles and their explanations:

- **Front / Back** - Front means that the unit is better suited to fight in the melee zone, whether it's due to its powerful melee attacks, vast HP pool or various other reasons. Naturally, Back means that the unit is better suited to be in the backup zone.
- **Multi** - This role means that the unit specializes in delivering damage or effects against multiple targets at once.
- **Caster** - Caster is self-explanatory, it means that the unit specializes in casting spells.
- **Control** - The control role means that the unit specializes in inhibiting movements.
- **HP/MP Dmg** - HP Dmg means that the unit specializes in dealing large amount of HP damage, while MP Dmg means the same for MP damage.
- **Flanker** - These units specializes in moving into the zones where the PC backups are located.
- **Hit & Run** - These units specializes in moving out of the reach of attacks.
- **Support** - These units specializes in either healing, providing beneficial effects, harmful effects, or any combination of those.
- **Tank** - These units specializes in enduring a large amount of damage or reducing damage received by the unit or the whole group

UNIT, CREATURE AND TARGET

UNIT, CREATURE & TARGET SUMMARY

Unit Creature & Target

- GM controls monster units
- A unit may be composed of multiple creatures and or targets
- Players attack the targets on unit
- Here are some possible unit configurations
 - Single Creature Single Target
 - Single Creature Multiple Targets
 - Multiple Creatures Single Target
 - Multiple Creatures Multiple Targets
- A unit is defeated if any of its core targets are destroyed or neutralised
- GM reveals all available targets to players besides hidden targets
- Player Character is a Single Creature Single Target unit

Effect rolls on Targets

- Mental effects roll can only be made on targets with Mental fortitude
- MP damage can only be dealt on targets with MP
- Physical effects roll can only be made on targets with Physical fortitude
- HP damage can only be dealt on targets with HP

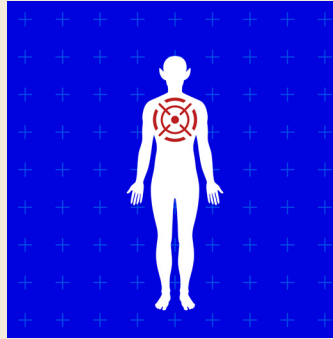
Game Masters (GM) controls the monster unit. A unit can be made up of a single or a collection of creatures and it may present a single or a collection of targets the Player Characters can attack or effect.

A player character (PC) is a unit that's made up of a single creature and single target. Most monster units have the same configuration. However, there are also a variety of units with more complex configurations.

Technically the PCs' attacks are directed at the target on a monster unit, not the unit itself, although the term may be conflated for a single target units. The GM has to reveal all the available targets of a multi-target unit, unless the target is hidden.

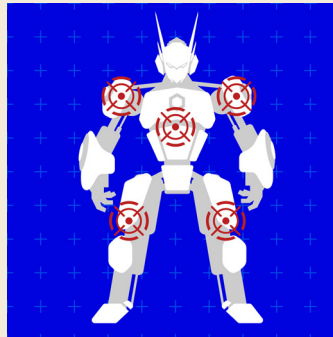
The following is a list of possible unit configuration:

Single Creature Single Target



This is the most common unit configuration for monsters. Player Character also has this configuration.

Single Creature Multiple Targets



This unit configuration is commonly used by big monsters with independently functioning body parts. Mental effect rolls can only be made at targets with mental fortitude, usually the head. The weakpoints of some smaller units may also be uncovered as separate

targets. An enemy unit is defeated if its core target is destroyed (reduced to 0 HP or MP). In case the units has more than 1 core targets, it's defeated if any of its core targets are destroyed.

Multiple Creatures Single Target



This unit configuration is commonly used by a swarm or a well coordinated team of combatants. This is also the configuration used by Horde units, which has it own unique rules (more in this section).

Multiple Creatures Multiple Targets



This is a very rare unit configuration for monsters. It's reserved for the foulest misbegotten writhing mass of partly fused creatures. Otherwise, it functions similarly to the Single Creature Multiple Targets unit configuration.

Effect Rolls on Target

If you were to take a closer look at the monster's stats, some monsters may not have any numbers for their HP, MP, Mental effects or Physical effects. If they don't have any HP, it means that they are immune to HP damage. Apparitions and ghosts are the most common kind of monsters that are immune to HP damage. Hordes and mindless targets such as constructs do not take MP damage.

Based on the same logic, physical effects roll can only be made on targets with Physical Fortitude and mental effects roll can only be made on targets with Mental Fortitude.

MORALE TOKENS AND BOOSTS

MORALE TOKENS & BOOSTS SUMMARY

- The enemy group automatically loses when they lose all their morale tokens
- The morale tokens should be displayed to the players
- Enemies can have a maximum of 10 morale tokens total

Morale Token Number

- The enemy group's total morale count comes from their rank
 - **Normal Rank Enemy Unit** - 1 morale token
 - **Captain Rank Enemy Unit** - 2 morale tokens
 - **Boss Rank Enemy Unit** - 3 morale tokens
 - **Horde Enemy Unit** - 5 morale tokens
 - **Independent Unit** - 0 morale token
- Independent units are not affected by the morale system

Morale Generators

- Some monsters, artifacts and environment may generate morale tokens every round
- While fighting inside the cloud walls, monsters gain morale tokens every round.
- The thickness of the cloud dictates the number of morale tokens gained.

Morale Boosts

- GMs can expend 1 morale token to activate a morale boost
- Can be used at any instant as long as requirement is fulfilled

- These Morale Boost can be used by Normal, Captain & Boss units
 - **Emergency Half Recovery**
 - **Ignore Neutralization**
 - **Attack Edge**
 - **Invigorate**
- This Morale Boost can only be used by Captain & Boss units
 - **Recover Half at Will**
 - **Double Danger Token Gain**
- Independent and horde units can't use morale boosts

Morale tokens represent the enemy's collective willingness to engage in combat. Once they run out of morale tokens, the enemy side loses. The GM will then narratively fast forward their retreat or annihilation by the PCs.

Morale tokens are displayed to the players so that they can gauge the tide of the combat situation. It also makes converting lost morale tokens into spirit tokens easier as the tide of combat swing. The enemy group can only have a maximum of 10 morale tokens at a time.

Morale Token Number

The total number of morale tokens the enemy group has is the sum of the individual enemy unit's base morale. Their base morale can be found on their stats block. In general, each normal enemy units brings 1 morale token to the pool. But enemies elevated to higher ranks brings more morale tokens with them to the group.

Normal Rank Enemy Unit - 1 morale token

Captain Rank Enemy Unit - 2 morale tokens

Boss Rank Enemy Unit - 3 morale tokens

Horde Enemy Unit - 5 morale tokens

Independent Unit - 0 morale token

For example, a group of 3 normal ranked enemy units and 1 boss ranked enemy unit would provide a total of 6 morale tokens on the enemy's side. One horde unit and a captain ranked unit would provide a total of 7 morale tokens.

Certain monster types, such as constructs, operate independently from the morale system. They do not have base morale and only stop when they're destroyed or neutralised.

Additional morale tokens may be added to increase the difficulty of the combat situation. See the Danger Rating and Difficulty section of this chapter for more details.

See the Monster Ranks and Danger Tokens section of this chapter to learn how to elevate a normal monster unit to higher rank and how they function.

Morale Generators

Some monsters, enemy artifacts and environment may provide the enemy group with morale token at every round. Sprite Hive is one of such monster.

When fighting within the cloud walls, monsters will gain morale token at the start of the second round onwards. The thickness of the cloud determine the number morale tokens they gain per turn.

Thin Cloud - 1 morale token per round

Medium Cloud - 2 morale tokens per round

Thick Cloud - 3 morale tokens per round

Morale Boosts

To keep players constantly on the edge during combat, the GM may expend morale tokens to activate a morale boost. Morale boosts can be used at any instant as long as their specific conditions are fulfilled.

Morale Boost for Normal, Captain and Boss Units

- **Emergency Half Recovery** (1 Token) - When an enemy target receives enough damage that would reduce its HP to zero, it can immediately reduce the damage by half of its HP maximum. The excess reduction is gained as HP recovery. This boost can be stacked, but the enemy's HP cannot recover above 50% using this boost. Alternatively, you can also use this boost on the monster's MP.
- **Ignore Neutralization** (1 Token) - Nullify PC's successful Task Roll to neutralise an enemy.
- **Retry** (1 Token) - ignore the result of an attack, effect or task roll and reroll. The new roll ignores edge and setback, but the new result must be used. This boost can be used in succession if you have the Tokens to spend.
- **Invigorate** (1 Token) - Prevent an enemy unit from being afflicted by an effect for one time or nullify all lingering negative effects and conditions on an monster unit. This includes spells, traps, maneuvers and others.

For Captains & Bosses units only

- **Double Danger Token Gain** (1 Token) - Instead of gaining one danger token at the start of its turn, the enemy unit gain 2 instead. This boost can only be used once per enemy unit's turn.
- **Recover Half at Will** (1 Token) - Instantly recover half maximum HP or MP. This morale boost can be used to recover above 50% of the monster's maximum HP or MP.

Independent units and hordes can't benefit from morale boosts.

RANKS AND DANGER TOKENS

RANKS & DANGER TOKENS SUMMARY

Captain & Boss Units

- Brings 2 and 3 morale tokens respectively
- Can gain danger tokens
- Boss units take 2 turns in a round

Danger Tokens

- Can be used to activate special attacks or features
- There are also default special features

Horde Units

- Pours into new zones instead of moving as individual.
- PCs take opportunity strike moving out of a zone that's also occupied by the horde.
- PCs can make opportunity strike any time the horde make a move action.
- Provides a single target but zone damage is tripled.
- Damage treshold replaces HP/MP. Morale is lost when threshold reached.
- Only defeated when enemy group loses all morale tokens
- Has 5 base morale

Most of the monster stat blocks listed at the end of this chapter are in their normal rank form. It is possible for GMs to increase the rank of any normal monsters to Captain or Boss rank by making the following changes.

Captain Ranked Units

Conversion

- Provide **2 morale tokens** to the combat situation.
- Acquires 1 danger token at the start of turn or by using major action.
- Can expend danger tokens to unleash special actions and danger bursts.
- The individual unit's Danger Rating is multiplied by 1.5.

Captain ranked units can gain danger tokens, allowing them to use the powerful special abilities that can't be used by the normal version of the same units. They offer more threat than the average monster. Due to their added complexity, it's advised not to have more than one or two in an enemy group.

Boss Ranked Units

Conversion

- Provide **3 morale tokens** to the combat situation.
- Acquires 1 danger token at the start of turn or by using major action.
- Can expend danger tokens to unleash special actions and danger bursts.
- **Double Turn:** The boss ranked monster takes its turn at its original turn speed order and another one at -5 of its original turn order. If the number goes to 0, it becomes 10 of next turn, -1 becomes 9 and so on. (For example, a boss with 3 turn speed would take its turn at 3, followed by 8 of next round and again at 3)
- The individual unit's Danger Rating is multiplied by 3.

Similar to Captain ranked units, Boss ranked units can also gain danger tokens. But they are twice as deadly since they take double turns, allowing them to accumulate danger tokens at twice the speed. Due to their added complexity, it's advised not to have more than one or two in an enemy group.

Danger Tokens

Captain and boss ranked units gain 1 danger token on their turn and can spend their Major Action to gain 1 additional danger token. Certain monsters have special attack or features that requires Danger Tokens to activate.

Alternatively, danger tokens can be used for the following default features.

- **Spend 3 danger tokens:** When the monster's attack hits, you can spend 3 danger tokens to turn it into a critical hit (deals double damage). This works on all hit targets when making simultaneous attack.
- **Spend 5 danger tokens:** All the damage the monster deals on this turn is doubled.

Controlling Horde Units

Horde Units Features

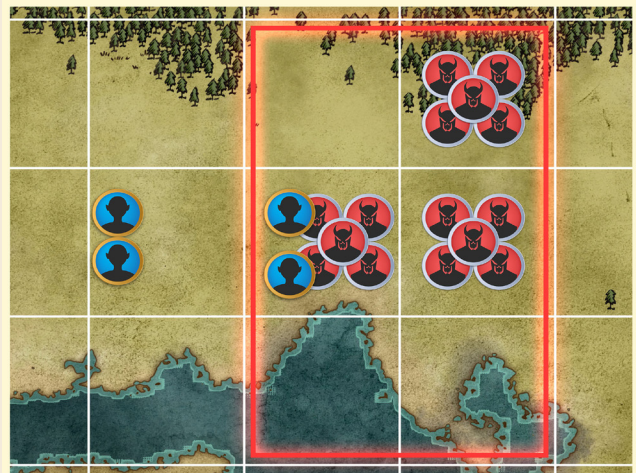
- A horde unit provides **5 morale tokens** to the combat situation.
- Cannot use morale boost.
- Start by occupying any 3 (of 6) zones on the enemy side.
- Starts combat at Uses Pour In Movement
- Opportunity strikes at every movement
- HP is converted to HP damage threshold.
- Major attack is converted to effect roll according to the attack's damage (HP/MP).
- The individual unit's Danger Rating is multiplied by 10.

Horde units overwhelm PCs by their seemingly endless number and can only be driven away when the enemy group lose all their morale or when the GM retreat them. They operate according to a different set of rules, which can be found below.

Instructions on how to recreate normal units into horde units can be found in the Monster Creation section in Chapter 13 Game Mastery.

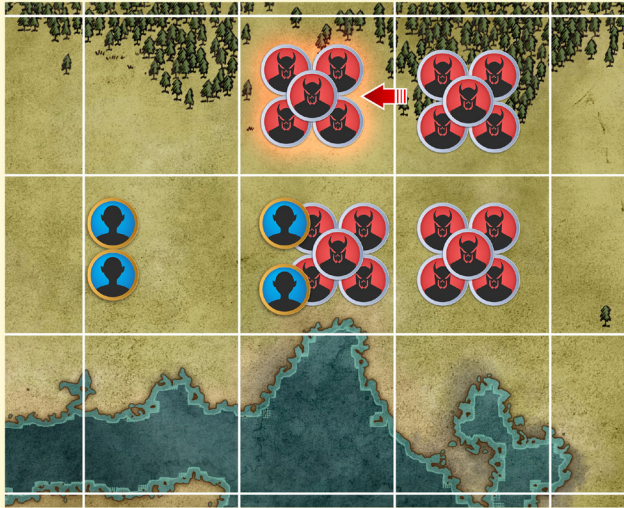
Starting Position

In standard combat formations, horde units start by occupying any 3 zones out of 6 on the enemy's side.



Pour In Movement

A horde unit represents endless waves of combatants pouring into the battlefield and operates according to its own unique rule. Other units move as a singular object, leaving the zone it moved out of empty. A horde unit on the other hand, extends itself from zone to zone, pouring into new zones like fluid, while the zone they moved out of is quickly re-occupied by other horde members.



Opportunity Strikes at Every Movement

Due to the chaotic nature of a horde, PCs can make opportunity strikes at hordes whenever the horde uses its action to move while occupying any zone shared with a PC. PCs will also take opportunity strikes from the horde whenever they move while occupying a zone that's also occupied by the horde unit.

HP Damage Threshold & morale

A horde unit's target has HP damage threshold (HDT) instead of HP, or MP damage threshold (MDT) instead of MP. When the accumulated damage it receives reaches the threshold, the enemy group loses one morale token. Dead and vaporized combatants in a horde are constantly replaced, the horde will only give up when the enemy group loses their will to fight as a whole, which is represented by their morale tokens.

For example, a horde unit with 20 HDT will lose a morale token when it takes accumulated 20, 40, 60, 80 HP damage and so on, at every 20 HP damage interval.

Single target with special properties

Horde units present only a single wide target, but all the zone damage it receives is flatly multiplied by 3. Zone effects that affect multiple zones occupied by the horde does not deal extra damage.

There are two types of horde units. Physical horde units don't have Mental Fortitude nor MP, thus, they're immune to mental effect afflictions and MP damage. Incorporeal horde units don't have Physical Fortitude, nor HP, making them immune to physical effect afflictions and HP damage.

COMBAT DIFFICULTY

COMBAT DIFFICULTY SUMMARY

- Gauge difficulty by comparing PC party's Combat Rating against Monster group's Danger Rating
- Use the Combat Rating table to measure the party's combat rating
- Monster Danger Rating is in their stat block.
- Use the Danger Rating Formula to measure enemy group's danger rating
- Combat Situation Difficulty
 - **Easy** - Danger Rating is half (0.5) the party's Combat Rating
 - **Medium** - Danger Rating is same (1) the party's Combat Rating
 - **Hard** - Danger Rating is one and a half (1.5) the party's Combat Rating
 - **Very Hard** - Danger Rating is double (2) the party's Combat Rating
- This measurement is not perfect

To provide appropriate amount of challenge for players in combat situations, the GM can use the player characters' Combat Rating and the monsters' Danger Rating as guide. Once the Combat Rating and Danger Rating of both sides have been calculated, the difficulty can be evaluated.

This difficulty calculation is not a perfect science and certain monster combinations may prove to be more effective than others. So just use this section as general guide.

PC Party Combat Rating

PC LEVEL	COMBAT RATING
Level 1	200
Level 2	240
Level 3	280
Level 4	480
Level 5	1,200
Level 6	1,400
Level 7	1,600
Level 8	2,000
Level 9	4,800
Level 10	5,500
Level 11	6,200
Level 12	8,200
Level 13	8,700
Level 14	9,100
Level 15	9,500
Level 16+	10,000

Combat prowess can be calculated using the Combat Rating Table, which is based on the PC's level. At level 16, they reach their maximum Combat Rating. Characters of higher level, such as level 42 would still have 10,000 CR.

The player party's combat rating, is the sum of their combat rating. For example, in a group with two level 6 characters (2 x 1,400) and one level 8 character (2,000), they have a combined party combat rating of 3,400.

Monster Group Danger Rating

Each monster' danger rating is displayed in their stat block. However, calculating their total danger rating is slightly more complicated than just adding their danger rating together. You need to follow the following process.

1. Rank multiplication

Multiply the individual monster's Danger Rating according to its rank. Monsters raised to the Captain rank has their DR multiplied by 1.5 and those raised to the Boss rank has their DR multiplied by 3.

2. Group addition

Add the monsters' adjusted danger rating together.

3. Group multiplier

Multiply the sum above by the enemy number multiplier.

ENEMY NUMBER	MULTIPLIER
1	1
2	1.5
3	1.5
4	2
5	2
6	3
7	3
8	4

The difficulty of a combat situation can be assessed by comparing the PC party's Combat Rating against the monster group's Danger Rating.

Easy - Enemy group's Danger Rating is 50% of party's Combat Rating

Medium - Enemy group's Danger Rating is 100% of party's Combat Rating

Hard - Enemy group's Danger Rating is 150% of party's Combat Rating

Very Hard - Enemy group's Danger Rating is 200% of party's Combat Rating

For example, for a party with 1,000 combat rating a monster group with 500 Danger Rating is considered easy and a monster group with 2,000 Danger Rating is considered Very Hard.

Controlling multiple enemy units can get very complicated. In general, it is advised that GMs control around 5-6 units maximum and use horde units to represent an overwhelming number of enemy.

Morale Token Difficulty Adjustment

To quickly adjust the difficulty of a combat situation, the GM can increase the number of morale tokens they have instead of adding new monsters.

MORALE TOKEN INCREASE	DANGER RATING MULTIPLIER
Multiply MT by 1.5 (rounded down)	1.5
Multiply MT by 2	2.0
Generate MT by 1 every round	1.5
Generate MT by 2 every round	2.0
Generate MT by 3 every round	3.0

MONSTER CODEX

Playtest Monster List

Arcanoid

Recommended Toolkits: Arcanist Kit, Climbing Kit, Infiltration Kit, Navigation Kit

Copper	DR 25	Wind Sprite
Copper	DR 75	Molten Lurcher
Silver	DR 750	Molten Lurcher Horde
Silver	DR 750	Lava Shooter
Silver	DR 850	Cyclone Sylph
Silver	DR 925	Spark Salamander
Silver	DR 1,125	Thorny Dryad
Gold	DR 1,775	Brick Gnome
Gold	DR 2,600	Undine Drowner
Gold	DR 4,075	Gold Spinner
Gold+	DR 4,850	Swamp Kelpie
Gold+	DR 48,500	Swamp Kelpie Horde
Gold+	DR 5,775	Lightning Ball
Gold++	DR 18,500	Fire Daemon
Gold++	DR 35,700	Ice Daemon
Gold++	DR 87,325	Earth Titan

Apparition

Recommended Toolkits: Chemist Kit, Impersonification Kit, Navigation Kit, Thaumaturgist Kit

Copper	DR 50	Ghost
Copper	DR 500	Ghost Horde
Silver	DR 350	Fearsome Bhoota
Silver	DR 750	Poltergeist
Silver	DR 1,125	Scavenger Vetala
Gold	DR 2,200	Forked Tongue Bhoota
Gold+	DR 9,750	Prophetic Vetala
Gold++	DR 17,825	Ghost Ship
Gold+++	DR 105,125	Dahhak

Cinderblighted

Recommended Toolkits: Arcanist Kit, Climbing Kit, Mechanics Kit, Navigation Kit

Copper	DR 50	Razor Shell
Copper	DR 250	Aqrabuamelu
Silver	DR 325	Cinder Flea
Silver	DR 650	Alu
Silver	DR 900	Axundak (Mantis)
Gold	DR 1,600	Craniophage
Gold	DR 16,000	Craniophage Horde
Silver	DR 1,875	Kullulu
Gold	DR 2,200	Khopri (Bombardier)
Gold	DR 3,500	Urmahlullu
Gold	DR 4,525	Kusarikku
Gold+	DR 6,800	Craniophage Sniper
Gold+	DR 8,850	Craniophage Attacker
Gold++	DR 95,850	Cortex

Construct

Recommended Toolkits: Arcanist Kit, Climbing Kit, Infiltration Kit, Navigation Kit

Silver	DR 750	Spider Sentry
Silver	DR 875	Chrome Walker
Silver	DR 8,750	Chrome Walker Horde
Silver	DR 1,125	Bone Arrow Tower
Gold	DR 2,350	Chrome Commander
Gold	DR 3,175	Sensha Dokuro
Gold	DR 3,200	Raider Landcruiser
Gold	DR 4,400	Bone Chariot
Gold+	DR 5,950	Cindergrafted
Gold+	DR 11,350	Bone Belfry

Eldritch

Recommended Toolkits: Arcanist Kit, Chemist Kit, Climbing Kit, Impersonification Kit

Gold	DR 550	Moon Toad
Gold	DR 1,275	Tindalos Enforcer
Gold	DR 1,800	Warbling Shambler
Gold	DR 1,900	Tekeli
Gold+	DR 9,525	Star Lizard
Gold++	DR 100,500	Winter Worm



Playtest NPC List

Fiend

Recommended Toolkits: Chemist Kit, Climbing Kit, Impersonification Kit, Thaumaturgist Kit

Copper	DR 100	Bale Serpent
Copper	DR 125	Yate Venus
Copper	DR 225	Bale Wolf
Copper	DR 275	Bale Hog
Silver	DR 425	Temptress Rakshasa
Silver	DR 700	Brutal Rakshasa
Silver	DR 825	Obsessive Rakshasa
Silver	DR 1,025	Avaricious Rakshasa
Silver	DR 1,100	Prideful Rakshasa
Gold	DR 2,675	Pishacha of Delusion
Gold++	DR 10,250	Pishacha of Greed
Gold++	DR 15,625	Pishacha of Hatred
Gold++	DR 15,825	Atavi
Gold++	DR 25,900	Daitya of War
Gold++	DR 42,100	Daitya of Illusion

Ruin Arm

Recommended Toolkits: Chemist Kit, Thaumaturgist Kit, Infiltration Kit, Mechanics Kit, (Soul Arm)

Silver	DR 700	Ruin Daggerhound
Gold	DR 1,500	Ruin Sword Wielder
Gold	DR 2,700	Ruin Halberdier
Gold	DR 3,150	Ruin Claymoreagle
Gold	DR 3,325	Ruin Shielder
Gold+	DR 6,500	Ruin Speardiver
Gold+	DR 16,700	Ruin Ballista
Gold++	DR 32,225	Ruin Axe

Undead

Recommended Toolkits: Chemist Kit, Impersonification Kit, Infiltration Kit, Thaumaturgist Kit

Copper	DR 50	Bloated Preta
Copper	DR 50	Lone Preta
Copper	DR 500	Lone Preta Horde
Silver	DR 325	Ravenous Preta
Silver	DR 3,250	Ravenous Preta Horde
Silver	DR 500	Mauled Squire
Silver	DR 625	Terror Baku
Gold	DR 1,050	Ronin Reaper
Gold	DR 1,350	Death Knight
Gold	DR 13,500	Death Knight Horde
Gold+	DR 9,250	Blood Trumpeteer
Gold++	DR 17,700	Kingslain
Gold++	DR 36,800	Embryonic Queen

People

Recommended: Intimidation, Deception, Reason, Appeal

Copper	DR 14	Commoner
Copper	DR 50	Pirate
Copper	DR 50	Punk
Copper	DR 50	Dandelion Wizard
Copper	DR 50	Bandit
Silver	DR 325	Bandit Enforcer
Silver	DR 325	Gambler
Gold	DR 1,300	Seele Inquisitor
Gold	DR 1,775	Headbanger
Gold	DR 1,800	Charlatan Master
Gold	DR 1,825	Rebel Warlord
Gold	DR 2,225	Templar Protector
Gold	DR 2,225	Mystic Master
Gold	DR 2,325	Sheriff
Gold	DR 2,475	Congress Marshal
Gold	DR 2,875	Frenzied Channeler
Gold+	DR 6,525	Ice Mage
Gold++	DR 13,075	Garfist Boulderwell
Gold++	DR 15,775	Queenie
Gold++	DR 15,775	Hakon Almeta
Gold++	DR 15,975	Nameless Attendant

Animals

Recommended Toolkits: Chemist Kit

Copper	DR 3	Rat
Copper	DR 6	Cat
Copper	DR 13	Dog
Copper	DR 21	Honeyjug Ant
Copper	DR 45	Wolf
Copper	DR 50	Pegasus
Copper	DR 95	Wax Caterpillar
Copper	DR 150	Elephant

ARCANOID

Commonly Found In: Feyland

Recommended Toolkits: Arcanist Kit, Climbing Kit, Infiltration Kit, Navigation Kit

These elemental beings are the corrupted antibodies of nature. They crystalize into being to destroy everything that's not part of the natural cycle of their habitat. Due to their unstable nature, they often trespass into other biomes and destroy all things indiscriminately.

WIND SPRITE (Nickname: Tinkles)

Copper Grade Arcanoid, **Role:** Front, Multi
Size: Very Small, **Speech:** No, **Danger Rating:** 50

TURN SPEED: 6 **MOV:** 10m/20m (1zone/2zone) Land, Fly
HP: 4 **MP:** 8 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 6 **M. Fort:** 6

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

Masteries: Cheap Shot (Maneuver)

Analyze: Information 8, Arcanist Kit 8

Falter: -

Neutralize: Remove Core: Thievery 9, Arcanist Kit 9

Immunity: Wind type damage & effects

Weakness: Earth & Metal damage type (double damage)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Ram (Major Action): Melee Attack, range: 0, +2 attack, 3HP Wind Unarmed Combat damage.

SPECIAL

Elemental Pulse: Zone Physical Effect Spell, range: 30m (3 zones), size: 5m sphere (target zone), affects all chosen targets in zone, +2 effect, +5 (+7) HP Wind Spell damage reduced by each target's Physical Fortitude. Needs three separate wind sprites in the same zone to use their Major Actions.

FEATURE

Barrier 1: This monster starts combat with 1 barrier token. (Reduce 5 HP damage each)

MOLTEN LURCHER (Nickname: Melt)

Copper Grade Arcanoid, **Role:** Front
Size: Medium, **Speech:** No, **Danger Rating:** 75

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
HP: 30 MP: 15 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 6

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

Masteries: -

Analyze: Information 8, Arcanist Kit 8

Falter: HP 50% and below, While prone

(Behaviour Change: Legs tremble and starts losing balance)

Neutralize 1: Detach Leg: Brute 16 (8 falter) takes 1d6 Fire Environment damage for each attempt.

Neutralize 2: Puncture Membrane: Infiltration 16 (8 falter), Arcanist Kit 16 (8 falter)

Immunity: Fire & Earth type damage & effects

Weakness: Water damage type (double damage)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

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

FEATURE

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

MOLTEN LURCHER HORDE (Nickname: Melt)

Copper Grade Arcanoid, **Role:** Front, Multi
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: Maneuvers, Fire & Earth type damage & effects

Weakness: Water damage type (double damage)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Mass Bash (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +2 effect, +8 (+10) HP Earth Unarmed Combat damage reduced by each target's Physical Fortitude.

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

Horde Bash (minor action, 1 follow up after any Major Action): Same as above, but does not deal excess 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.

LAVA SHOOTER (Nickname: Hotstick)

Silver Grade Arcanoid, **Role:** Back, Multi
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: Flicker compound eyes)

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 (double damage)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Lava Shooter (Major Action): Medium Ranged Attack, range: 0 - 10, +4 attack, 6 HP 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 or can be individually dismissed using Free Action.

SPECIAL

Radiate Heat (Major Action, 3+ danger tokens): Raise the lava Shooter's heat level by 1. All targets within 100m (10 zones) takes 4 HP Fire Spell damage for each heat level at the start 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 5 HP damage each)

CYCLONE SYLPH (Nickname: Windbag)

Silver Grade Arcanoid, **Role:** Front, Multi, Control
Size: Medium, **Speech:** No, **Danger Rating:** 850

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land, Fly
HP: 60 **MP:** 30 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 5 **M. Fort:** 9

MASTERY B.	STR	AGI	AWA	EMP
+3	1	4	2	0

Masteries: -

Analyze: Information 9, Arcanist Kit 9

Falter: HP 50% and below

(Behaviour Change: Wind slowing down)

Neutralize: Rip Out Core: Brute 18 (9 falter),
Arcanist Kit 18 (9 falter)

Immunity: Wind type damage & effects

Weakness: Earth & Metal damage type (double damage)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Razor Wind (Major Action): Melee Attack, range: 0, +3 attack, 8 HP Wind Spell damage. You can make simultaneous attack against as many chosen targets in range as you want.

Cyclone (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 5 HP Wind Spell damage. When a target is hit by this attack, you can choose to push the unit 1 zone towards any direction.

Cyclone (minor action, 1 follow up after Cyclone Major Action): Same as above, but does not deal excess damage.

FEATURE

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

SPARK SALAMANDER (Nickname: Boom Lizard)

Silver Grade Arcanoid, **Role:** Back, Multi
Size: Medium, **Speech:** No, **Danger Rating:** 925

TURN SPEED: 7 **MOV:** 10m/20m (1zone/2zone) Land
HP: 50 **MP:** 25 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 7 **M. Fort:** 7

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

Masteries: -

Analyze: Information 9, Arcanist Kit 9

Falter: HP 50% and below

(Behaviour Change: Tail fire flickers)

Neutralize: Snuff Tail Fire: Thievery 18 (9 falter),
Arcanist Kit 18 (9 falter)

Immunity: Fire type damage & effects

Weakness: Water & Earth damage type (double damage)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Spark Dust (Major Action): Range: 0-5, Place Spark Dust in any 2 separate zones within range. Spark Dust cannot be stacked. On the same turn order next round, the Spark Dust explode and damages all targets in the zones it occupies. If your turn order has not changed, it happens at the start of your turn. It deals the following damage. Zone Physical Effect Spell, range: 0, Size: 5m sphere (target zone), affects all chosen targets in zones, +3 effect, +8 (+11) HP Fire Spell damage reduced by each target's Physical Fortitude.

Spark Breath (Major Action): Physical zone effect, range: 0, Size: 5m sphere (target zone). +3 effect, +4 HP Fire Spell damage reduced by each target's physical fortitudes.

FEATURE

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

Spark Dust: Can be neutralized by an Arcanist Kit 9 minor action or dispel or cleanse spells.

THORNY DRYAD (Nickname: Barbs)

Silver Grade Arcanoid, **Role:** Front, Tank, Control
Size: Medium, **Speech:** No, **Danger Rating:** 1,125

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 90 MP: 45 Morale T: 1 (Normal)
DEF: 8 P.Fort: 5 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+3	1	4	2	0

Masteries: -

Analyze: Information 9, Arcanist Kit 9

Falter: HP 50% and below

(Behaviour Change: Barb movement shudders)

Neutralize: Snatch Core: Thievery 18 (9 falter),
Infiltration Kit 18 (9 falter), Arcanist Kit 18 (9 falter)

Immunity: Wood type damage & effects

Weakness: Fire & Wind damage type (double damage)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Barbed Lasher (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 5 HP Wood Spell damage. When a target is hit by this attack, you can choose to push the unit 1 zone towards any direction.

Barbed Lasher (minor action, 2 follow up after Barbed Lasher Major Action): Same as above, but does not deal excess damage.

FEATURE

Barrier 2 (Regen): You start combat with 2 barrier tokens. When you have less than 2 barrier tokens at the start of your turn, increase until you have 2. (Reduce 5 HP damage each)

Fluttering Barbs: You can choose to deal 5 HP Wood Spell damage to any targets entering or exiting the zone you occupy. This applies to voluntary and involuntary targets.

BRICK GNOME (Nickname: Wally)

Gold Grade Arcanoid, **Role:** Back, Control
Size: Small, **Speech:** No, **Danger Rating:** 1,775

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 90 MP: 45 Morale T: 1 (Normal)
DEF: 10 P.Fort: 10 M. Fort: 6

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

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Cracks appear)

Neutralize: Topple: Brute 20 (10 falter),
Climbing Kit 20 (10 falter)

Immunity: Earth type damage & effects

Weakness: Wood & Metal damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Wall Punch (Major Action): Melee Attack, range: 0 (from a wall), +4 attack, 6 HP Earth Spell damage. Fists extends out of the Gnome Wall you create and punch a target in the zone connected to it. Increase the damage by 4 for every wall connected to the zone your target occupy up to a maximum of 24. If there are 2 walls or more connected to the zone, roll with edge.

Create Gnome Wall (minor action): Create a 10m by 10m sized gnome wall section between two zones within 100m (10 zones) range of you. That wall has 20 HP and the same defense & fortitude as you. You can have a maximum of 6 walls at a time and you can create walls on the ground & above a zone. You can remove a wall instantly at any time with free action.

SPECIAL

Great Wall Builder (Free Action, Instant, 3 danger tokens): Instantly create 3 sections of 10m by 10m sized Gnome Walls and halve all HP damage the stone wall receives (round down) until the start of your next turn.

FEATURE

Barrier 2 (Regen): You start combat with 2 barrier tokens. When you have less than 2 barrier tokens at the start of your turn, increase until you have 2. (Reduce 5 HP damage each)

Wall Walk: You can walk through any walls not made of metal.

UNDINE DROWNER (Nickname: Blobbo)

Gold Grade Arcanoid, **Role:** Front, Tank, Control
Size: Large, **Speech:** No, **Danger Rating:** 2,600

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

MASTERY B.	STR	AGI	AWA	EMP
+4	2	3	3	0

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Water blob bubbles)

Neutralize: Catch Core: Sports 20 (10 falter),
Arcanist Kit 20 (10 falter)

Immunity: Water type damage & effects

Weakness: Wood & Wind damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Pressure Crush (Major Action): Melee Attack, range: 0, +4 attack, 10 HP Water Spell damage. While your water blob is undyed, you attack with edge.

Pressure Crush (minor action, 1 follow up after Pressure Crush Major Action): Same as above, but does not deal excess damage.

SPECIAL

Restrain (minor action, 2 danger tokens): Single-Target Physical Effect Eidolon, range: 0, +4 effect, target afflicted by this effects has the restrained condition until the start of your next turn. (Can't use Major, minor, free actions & all attacks are made against it with edge)

FEATURE

Water Blob: Your undine's core is almost completely transparent in the water blob. Attacks against it is made with setback until the water is dyed with a Chemistry Kit 11 or Impersonification Kit 11 minor action. Only your core can be damaged.

Drown Zone: All units that can't breathe underwater sharing the same zone as you take 1d6 MP damage at the end of your turn. All ranged attacks into and out of your zone are made with setback, unless you allow it to pass through unhindered.

GOLD SPINNER (Nickname: Thumbtack)

Gold Grade Arcanoid, **Role:** Front, Tank, Control
Size: Medium, **Speech:** No, **Danger Rating:** 4,075

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Fly
HP: 100 MP: 50 Morale T: 1 (Normal)
DEF: 11 P.Fort: 9 M. Fort: 9

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

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Creaking metal sound can be heard)

Neutralize: Unspool: Thievery 20 (10 falter),
Infiltration Kit 20 (10 falter)

Immunity: Metal type damage & effects

Weakness: Fire & Water damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Pin Spinner (Major Action): Melee Attack, range: 0, +5 attack, 5 HP Metal Spell damage. When a target is hit by this attack, a spinner needle is attached to it. When that target moves, voluntarily or not, it takes 5 HP Metal Spell damage. A total of 4 spinner needles can be attached to each target. Each spinner needle can be removed by Thievery 12 or Infiltration Kit 12 or when dispelled or cleansed by spells.

Pin Spinner (minor action, 2 follow up after Pin Spinner Major Action): Same as above, but does not deal excess damage.

SPECIAL

Repel (minor action, 2 danger tokens): Zone Mental Effect Spell, range: 0, Size: 5m (target zone), affects all chosen targets in zone, +5 effect, targets afflicted by this effect are pushed 1 zone away from you towards your chosen direction.

FEATURE

Barrier 2 (Regen): You start combat with 2 barrier tokens. When you have less than 2 barrier tokens at the start of your turn, increase until you have 2. (Reduce 5 HP damage each)

Free Movement: You can't be targetted by opportunity strikes.

SWAMP KELPIE (Nickname: Sick Horsie)

Gold+ Grade Arcanoid, **Role:** Front, Tank, Control
Size: Large, **Speech:** No, **Danger Rating:** 4,850

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 180 MP: 90 Morale T: 1 (Normal)
DEF: 11 P.Fort: 8 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+5	4	4	2	0

Masteries: -

Analyze: Information 11, Arcanist Kit 11

Falter: HP 50% and below

(Behaviour Change: Neighs)

Neutralize: Rip Out Core: Brute 22 (11 falter),
Arcanist Kit 22 (11 falter)

Immunity: Toxic type damage & effects

Weakness: Lightning damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Dirty Kick (Major Action): Melee Attack, range: 0, +5 attack, 10 HP Toxic Unarmed Combat damage. When a target is hit by this attack, it is afflicted by the "Sick" condition. (All the unit's task and attack rolls are made with setback until cured.) This condition can be removed by Chemist Kit 11 minor action or when dispelled or cleansed by spells.

Dirty Kick (minor action, 1 follow up after Dirty Kick Major Action): Same as above, but does not deal excess damage.

SPECIAL

Maddening Wisp (Major Action, 5 danger tokens): Zone Mental Effect Spell, range: 0, Size: 20m sphere (expanded 2 zones away from target zone), affects all targets in zones, +5 effect, +15 (+20) MP Toxic Spell damage reduced by each target's Mental Fortitude. Sick units take double damage.

FEATURE

Foul Body: When this unit receives melee attack damage, the attacker receives 1d6 HP Toxic Spell damage.

Foul Stench: Targets with "Sick" condition takes 5 HP & MP Toxic Spell Damage when starting its turn in the same zone as you.

SWAMP KELPIE HORDE (Nickname: Sick Horsie)

Gold+ Grade Arcanoid, **Role:** Front, Multi
Size: Large+, **Speech:** No, **Danger Rating:** 48,500

TURN SPEED: 1 MOV: 10m/20m (1zone/2zone) Land (pour)
HP T: 180 MP: - Morale T: 5 (Horde)
DEF: 11 P.Fort: 8 M. Fort: -

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

Masteries: -

Analyze: Information 11, Arcanist Kit 11

Falter: -

Neutralize: -

Immunity: Toxic type damage & effects, Maneuvers, Grapple

Weakness: Lightning damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Mass Bash (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +5 effect, +20 (+25) HP Toxic Unarmed Combat damage reduced by each target's Physical Fortitude. When a target is afflicted by this effect, it gets the "Sick" condition. (All the unit's task and attack rolls are made with setback until cured.) This condition can be removed by Chemist Kit 11 minor action or when dispelled or cleansed by spells.

Horde Dirty Kick (Major Action): Melee Attack, range: 0, +5 attack, 20 HP Toxic Unarmed Combat damage. When a target is hit by this attack, it is afflicted by the "Sick" condition. (All the unit's task and attack rolls are made with setback until cured.) This condition can be removed by Chemist Kit 11 minor action or when dispelled or cleansed by spells.

Horde Dirty Kick (minor action, 3 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

Foul Body: When this unit receives melee attack damage, the attacker receives 1d6 HP Toxic Spell damage.

Foul Stench: Targets with "Sick" condition takes 5 HP & MP Toxic Spell Damage when starting its turn in the same zone as you.

LIGHTNING BALL (Nickname: Bally)

Gold! Grade Arcanoid, **Role:** Back, Control, Caster
Size: Medium, **Speech:** No, **Danger Rating:** 5,775

TURN SPEED: 2 MOV: 10m/20m (1zone/2zone) Fly
HP: 100 MP: 200 Morale T: 1 (Normal)
DEF: 11 P.Fort: 8 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+5	1	4	2	0

Masteries: -

Analyze: Information 11, Arcanist Kit 11

Falter: HP 50% and below

(Behaviour Change: Sparks shoots out of core)

Neutralize: Deactivate Core: Thievery 22 (11 falter),
Arcanist Kit 22 (11 falter)

Immunity: Lightning type damage & effects

Weakness: Toxic damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Lightning Spear (Major Action): Medium Ranged Attack, range: 0-3, +5 attack, 20 HP Lightning Spell damage.

Static Node (minor action): When a unit within 50m (5 zones) of you move voluntarily, you can give it a static node. You can have 3 Static nodes at a time and they do not stack. When you deal damage to a target with static node, the node is destroyed and the target receives 10 HP Lightning spell damage.

SPECIAL

Rank 3 Spellcasting (5 danger tokens): Cast a spell available to you at rank 3.

FEATURE

Spellcasting Rank 2 (Special Rank 3): You can cast Water, Wind, Metal & Lighting elemental spells up to rank 2, and rank 3 using its special. You don't need mastered weapon to cast spells. (+5 Spell Roll)

FIRE DAEMON (Nickname: Matchstick)

Gold++ Grade Arcanoid, **Role:** Back, Control, Caster
Size: Very Small, **Speech:** No, **Danger Rating:** 18,500

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Fly
HP: 70 MP: 140 Morale T: 3 (Boss)
DEF: 12 P.Fort: 12 M. Fort: 12

MASTERY B.	STR	AGI	AWA	EMP
+6	0	5	5	0

Masteries: -

Analyze: Information 12, Arcanist Kit 12

Falter: HP 50% and below

(Behaviour Change: Fire flickers)

Neutralize: Snuff Out Core: Brute 24 (12 falter),
Arcanist Kit 24 (12 falter)

Immunity: Fire type damage & effects

Weakness: Water, Earth & Ice damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Fire Wheel (Major Action): Melee Attack, range: 0, +6 attack, 10 HP Fire Spell damage. You can make simultaneous attack against as many chosen targets in range as you want.

Fire Pylon (Major Action): Place a fire pylon in your current zone. It has 30 HP and the same defense and physical fortitude as you and no weaknesses. For every pylon on the field, all targets within 100m (10 zones) of you takes 5 HP Fire Spell Damage at the start of their turn. A Maximum of 10 pylons could exist at a time.

SPECIAL

Additional Fire Pylon (minor action, 2 danger tokens): Place a fire pylon in your current zone.

FEATURE

Barrier 3 (Permanent): You always have 3 barrier tokens and you can spend 3 for every instance of HP damage you receive. (Reduce 5 HP damage each)

Autocasting Rank 3 (Fire): At the end of your turn, you automatically cast a Fire element spell of any chosen rank for free. (+6 Spell Roll)

ICE DAEMON (Nickname: Flake)

Gold++ Grade Arcanoid, **Role:** Back, Control, Caster
Size: Very Small, **Speech:** No, **Danger Rating:** 35,700

TURN SPEED: 3 MOV: 10m/20m (1zone/2zone) Fly
HP: 80 MP: 160 Morale T: 3 (Boss)
DEF: 12 P.Fort: 12 M. Fort: 12

MASTERY B.	STR	AGI	AWA	EMP
+6	1	5	5	0

Masteries: -

Analyze: Information 12, Arcanist Kit 12

Falter: HP 50% and below

(Behaviour Change: Wobbles)

Neutralize: High-Pitched Shatter: Artistry 24 (12 falter),
Arcanist Kit 24 (12 falter)

Immunity: Ice type damage & effects

Weakness: Fire damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Terraform (Major Action): Swap the position of a zone's ground within 100m (10 zones) of you to an adjacent zone. units standing on the zone will move to the new location too.

Create Ice Wall (minor action): Create a 10m by 10m sized Ice wall section between two zones within 100m (10 zones) range of you. That wall has 20 HP and the same defense & fortitude as you. You can cast your spells into the wall and have a maximum of 6 walls at a time and you can create walls on the ground & above a zone. You can remove a wall instantly at any time with free action.

SPECIAL

Smash Wall (Major Action, 5 danger tokens): Medium Ranged Attack, range: 0-5, +6 attack, 20 HP Ice Weapon damage. You need at least one ice wall to make this attack. When you use this attack, you absorb your own ice wall into sharp icicles and throw it at a target in range. You can use your Free Actions to make follow up attacks as many times as the number of Ice walls you have on the field.

FEATURE

Barrier 3 (Permanent): You always have 3 barrier tokens and you can spend 3 for every instance of HP damage you receive. (Reduce 5 HP damage each)

Autocasting Rank 3 (All Arcane except for Fire & Fire combination spells): At the end of your turn, you automatically cast any one arcane spell except for Fire & Fire combination spells of any chosen rank for free. (+6 Spell Roll)

EARTH TITAN (Nickname: Tiny)

Gold++ Grade Arcanoid, **Role:** Front, Multi
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 87,325

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land

TARGET: HEART (CORE)

HP: 100 **MP:** 50 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 8 **M. Fort:** 50

TARGET: BODY (CORE)

HP: 2000 **MP:** 1000
DEF: 8 **P.Fort:** 8 **M. Fort:** 50

MASTERY B.	STR	AGI	AWA	EMP
+6	50	0	3	2

Masteries: -

Analyze: Information 12, Arcanist Kit 12

Falter: HEART HP 50% and below

(Behaviour Change: Elemental arteries stretch and sags)

Neutralize HEART: Rip out heart: Brute 24 (12 falter),
Climbing Kit 24 (12 falter).

Immunity: Maneuvers, Earth type damage & effects

Weakness: Wood & Metal damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Titan Punch (Major Action): Zone Physical Effect Unarmed Combat, range: 20m (2 zones), size: 10m radius (expanded 1 zone away from target zone), affects all chosen targets in zones, +6 effect, +30 (+36) HP Earth Unarmed Combat damage reduced by each target's Physical Fortitude.

Earth Spikes (minor action, 3 follow up after Titan Punch Major Action): Medium Ranged Attack, range: 100m (10 zones), +6 attack, 10 HP Earth Spell damage. (Can also attack targets in Heart Maze.)

SPECIAL

Geode Mines (Major Action, 5 danger tokens): Scatter floating earth geodes to all zones within 100m (10 zones) region centered on the Earth Titan, even in the Heart Maze. To move out of a zone filled with earth geode, the unit need to succeed on 14 Sports, Thievery or Arcanist Kit roll. Failing the roll will prevent the unit from moving and expend its action, additionally it takes 10 HP Earth Spell damage. This effect lasts for 1 minute (5 turns).

FEATURE

Heart Maze: The circulatory system that leads to the Earth Titan's heart can be accessed through exhaust tunnels located on the flat plain on top of its head. To find an entry point, PCs need to succeed on 17 Detect or Navigator's Kit roll while on its head. When the PC enters the circulatory system, roll 2d6 to determine the length of the tunnel. Each point translates to 10m (1 zone). The Earth Titan's heart is located in the last zone and it can't move.

APPARITION

Commonly Found In: Illum & Sanctum

Recommended Toolkits: Thaumaturgist Kit, Chemist Kit, Impersonification Kit, Navigation Kit

Ghosts, Will o' the Wisps, manifestations of corruption, this broad monster category is used for various types of incorporeal beings.

Apparitions and other creatures without HP can be harmed by soularm, spiritarm, eidolon and certain spells. The HP damage they deal is converted to MP damage.

GHOST (Nickname: Float)

Copper Grade Apparition, Undead, **Role:** Front, MP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 50

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Fly
HP: - MP: 20 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 6

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

Masteries: -

Analyze: Information 8, Thaumaturgist Kit 8

Falter: Mind Points (MP) at 50% and below
(Behaviour Change: Moans and cry)

Neutralize 1: Drive away: Intimidation 16 (8 falter),
Impersonification Kit 16 (8 falter)

Neutralize 2: Exorcise: Sunlight, Thaumaturgist Kit 16 (8 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Terrorize (Major Action): Single-Target Mental Effect Eidolon, range: 0-1, +2 effect, +5 (+7) MP Chaos Eidolon damage reduced by the target's Mental Fortitude. You become visible after using this effect until the start of its next turn.

FEATURE

Turn Invisible: You start off being invisible. You become visible when you Terrorizes a target. You turn invisible again if you are visible at the start of your turn.

GHOST HORDE (Nickname: Float)

Copper Grade Apparition, Undead, **Role:** Front, Multi
Size: Medium+, **Speech:** Yes, **Danger Rating:** 500

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

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

Masteries: -

Analyze: Information 8, Thaumaturgist Kit 8

Falter: -

Neutralize: -

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Mass Terrorize (Major Action): Zone Mental Effect Eidolon, range: 0, size: affects all targets sharing the same zone as the horde, +2 effect, +5 (+7) HP Chaos Eidolon Combat damage reduced by the each target's Mental Fortitude.

Horde Terrorize (Major Action): Melee Attack, range: 0, +2 attack, 5HP Chaos Eidolon Combat damage.

Horde Terrorize (minor action, 1 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

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

FEARSOME BHOOTA (Nickname: Boo)

Silver Grade Apparition, Undead, **Role:** Front, MP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 350

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Fly
HP: - **MP:** 50 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 7 **M. Fort:** 7

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

Masteries: -

Analyze: Information 9, Thaumaturgist Kit 9

Falter: Mind Points (MP) at 50% and below

(Behaviour Change: Moans and cry nasally)

Neutralize 1: Drive away: Intimidation 18 (9 falter),
Impersonification Kit 18 (9 falter)

Neutralize 2: Exorcise: Sunlight, Thaumaturgist Kit 18 (9 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Terrorize (Major Action): Single-Target Mental Effect Eidolon, range: 0-3, +3 effect, +6 (+9) MP Chaos Eidolon damage reduced by the target's Mental Fortitude.

Ghostly Claw (Major Action): Melee Attack, range: 0, +3 attack, 6 MP Chaos Eidolon Combat damage.

Ghostly Claw (minor action, 1 follow up after any Major Action):
Same as above, but does not deal excess damage.

FEATURE

Turn Invisible: You start off being invisible. You become visible when you Terrorizes a target. You turn invisible again if you are visible at the start of your turn.

POLTERGEIST (Nickname: Thud)

Silver Grade Apparition, Undead, **Role:** Back, MP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 750

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Fly
HP: - **MP:** 80 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 7 **M. Fort:** 7

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

Masteries: -

Analyze: Information 9, Thaumaturgist Kit 9

Falter: Mind Points (MP) at 50% and below

(Behaviour Change: Floating objects start wobbling)

Neutralize 1: Consecrate 3 Material Attachments (See below)

Neutralize 2: Exorcise: Sunlight, Thaumaturgist Kit 18 (9 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Terrorize (Major Action): Single-Target Mental Effect Eidolon, range: 0-3, +3 effect, +6 (+9) MP Chaos Eidolon damage reduced by the target's Mental Fortitude.

Throw Object (minor action, 2 follow up after Terrorize Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 6 HP Blunt Weapon damage. Does not deal excess damage.

SPECIAL

Ghostly Scream (Major Action, 5 danger tokens): Zone Mental Effect Eidolon, range: 0, size: 30m radius (expanded 3 zones away from target zone), affects all chosen targets in zones, +3 effect, +9 (+12) MP Chaos Eidolon damage reduced by each target's Mental Fortitude.

FEATURE

Three Material Attachments: Three objects that symbolize your attachment to this world are located up to 1 zone away from you. They glow slightly during critical situations. If a unit uses minor action and successfully rolling Detect 9 or Thaumaturgist Kit 9, it will discover all the objects located in that zone, if there are any. If all three objects are individually consecrated using minor actions with Appeal 9 or Thaumaturgist Kit 9, then you are neutralized.

SCAVANGER VETALA (Nickname: Clinger)

Gold Grade Apparition, Fiend, **Role:** Front, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,225

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

TARGET: SPIRIT FORM (CORE) (HIDDEN)

HP: - **MP:** 90 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 6 **M. Fort:** 10

TARGET: CORPSE

HP: 90 **MP:** -
DEF: 10 **P.Fort:** 6 **M. Fort:** 10

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

Masteries: Information 8, Psychology 7

Analyze: Information 10, Thaumaturgist Kit 10

Falter: Mind Points (MP) at 50% and below, Corpse at 0 HP
(Behaviour change: Corpse wobbles)

Neutralize SPIRIT FORM: Appease spirit: Appeal 20 (10 falter),
Thaumaturgist Kit 20 (10 falter)

Immunity SPIRIT FORM: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

CORPSE - Slam (Major Action): Melee Attack, range: 0, +4 attack, 10 HP Blunt Unarmed Combat damage.

CORPSE - Slam (minor action, 1 follow up after Slam Major Action): Same as above, but does not deal excess damage.

Possess (minor action): Single-Target Mental Spell, range: 0-1, +4 effect, target afflicted by this effect is possessed by you and your spirit form now hides in it. On your turn, you may use your actions to control your newly possessed target unit or original corpse freely. Unless you allow it, the possessed target can't use any actions besides using its minor action with Psychology 10 to be break free from the possession on its turn. You may use your own mastery for your possessed's attack rolls.

SPECIAL

Rebuild Body (minor action, 1 danger token): Spend up to 5 MP to recover 5 HP to your Corpse. You may use the MP of your possessed target.

FEATURE

SPIRIT FORM Hidden Spirit: Your spirit form is hidden and can't be targeted until coaxed out by minor action with Appeal 10 or Thaumaturgist Kit 10 rolls or when your Corpse is at 0 HP or when your possessed target is downed. When coaxed out, your spirit hang slightly above the corpse and you would also leave your possessed target if you have one.

FORKED TONGUE BHOOTA (Nickname: Carpet Boo)

Gold Grade Apparition, Undead, **Role:** Back, Multi, MP Dmg
Size: Large, **Speech:** Yes, **Danger Rating:** 2,200

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

HP: - **MP:** 80 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 5 **M. Fort:** 9

MASTERY B.	STR	AGI	AWA	EMP
+4	0	2	2	3

Masteries: Deceive 6, Psychology 7

Analyze: Information 9, Thaumaturgist Kit 9

Falter: Mind Points (MP) at 50% and below

(Behaviour Change: Compulsively lying about various subjects)

Neutralize 1: Contradict Lies: Reason 18 (9 falter)

Neutralize 2: Exorcise: Sunlight, Thaumaturgist Kit 18 (9 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Ghastly Face (Major Action): Zone Mental Effect Eidolon, range: 0-1, Size: 5m sphere (target zone), affects all chosen targets in zone, +4 effect, +10 (+13) MP Chaos Eidolon damage reduced by each target's Mental Fortitude. You become visible after using this effect until the start of its next turn.

Forked Tongue (Major Action): Medium Ranged Attack, range: 0-3, +4 attack, 1 HP Sharp Eidolon damage. Targets hit by the Forked Tongue attack will be siphoned by this monster until they move beyond 3 zones away, disconnecting themselves from the tongue.

Forked Tongue (minor action, 2 follow up after Forked Tongue Major Action): Same as above, but does not deal excess damage.

SPECIAL

Siphon Recovery: At the start of each siphoned targets' turn, they receive 1d6 HP & MP damage. You recovers the same amount of MP as the total damage dealt to the target's HP & MP.

FEATURE

Apparition: You do not take HP damage. However, HP damage done by, soularm, spiritarm, eidolon and certain spells may be converted to MP damage against you.

Turn Invisible: You start off being invisible. You become visible when you use your Ghastly Face action. You turn invisible again if you are visible at the start of your turn. (Tip: You can make Forked Tongue attack with edge at creatures which can't see you and your invisibility won't disappear.)

PROPHETIC VETALA (Nickname: Pro Clinger)

Gold+ Grade Apparition, Fiend, **Role:** Back, Control, Caster
Size: Medium, **Speech:** Yes, **Danger Rating:** 9,750

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

TARGET: SPIRIT FORM (CORE) (HIDDEN)

HP: - **MP:** 120 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 7 **M. Fort:** 11

TARGET: CORPSE

HP: 120 **MP:** -
DEF: 11 **P.Fort:** 7 **M. Fort:** 11

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

Masteries: Information 10, Psychology 8

Analyze: Information 11, Thaumaturgist Kit 11

Falter: Mind Points (MP) at 50% and below, Corpse at 0 HP
 (Behaviour change: Corpse wobbles)

Neutralize SPIRIT FORM: Appease spirit: Appeal 22 (11 falter),
 Thaumaturgist Kit 22 (11 falter)

Immunity SPIRIT FORM: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
ATTACKS & EFFECTS		

ATTACKS & EFFECTS

CORPSE - Flying Nails (Major Action): Medium Ranged Attack, range: 0-3, +5 attack, 10 HP Sharp Unarmed Combat damage. (Edge).

CORPSE - Flying Nails (minor action, 1 follow up after Flying Nails Major Action): Same as above, but does not deal excess damage.

Possess (minor action): Single-Target Mental Spell, range: 0-1, +5 effect, target afflicted by this effect is possessed by you and your spirit form now hides in it. On your turn, you may use your actions to control your newly possessed target unit or original corpse freely. Unless you allow it, the possessed target can't use any actions besides using its minor action with Psychology 11 with setback to be break free from the possession on its turn. You may use your own mastery for your possessed's attack rolls.

SPECIAL

Rebuild Body (minor action, 1 danger token): Spend up to 10 MP to recover 10 HP to your Corpse. You may use the MP of your possessed target.

FEATURE

SPIRIT FORM Hidden Spirit: Your spirit form is hidden and can't be targeted until coaxed out by minor action with Appeal 11 or Thaumaturgist Kit 11 rolls or when your Corpse is at 0 HP or when your possessed target is downed. When coaxed out, your spirit hang slightly above the corpse and you would also leave your possessed target if you have one.

Syphon Spellcasting Rank 2: You can cast Chaos and Astral elemental spells up to rank 2. You don't need mastered weapon to cast spells and you may use the MP of your possessed target instead of your own. (+5 Spell Roll)

Prophetic Vision: All your Task and Attack Rolls are made with edge, and all Attacks and Task Rolls against you are made with Setback.

GHOST SHIP (Nickname: Boo Boat)

Gold++ Grade Construct, Apparition, Undead, **Role:** Back, Tank
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 17,825

TURN SPEED: 1 MOV: 10m/40m (1zone/4zone) Water

TARGET: SHIP'S HULL (CORE)

HP: 800 MP: - Morale T: 1 (Normal)
DEF: 8 P.Fort: 8 M. Fort: -

TARGET: GHOSTLY CREW (CORE)

HP: - MP: 400
DEF: 8 P.Fort: 8 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+5	30	2	4	0

Masteries: -

Analyze: Information 11, Mechanics Kit 11, Thaumaturgist Kit 11

Falter: Mind Points (MP) at 50% and below

(Behaviour change: Ship veering away)

Neutralize GHOSTLY CREW: Exorcise: Intimidation 20 (10 falter),
Thaumaturgist Kit 20 (10 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

SHIP'S HULL - Ship Ram (Major Action): Melee Attack, range: 0, +5 attack, 30 HP Blunt Weapon damage. This attack deals double damage to units of Xtra Large size and larger.

SHIP'S HULL - Ballista Array (Major Action, with at least 1 Ballista Round): Zone Physical Effect Weapon, range: 0-10, size: 10m radius (expanded 1 zone away from target zone), affects all chosen targets in zones, +5 effect, +4 bonus damage for every Ballista Round loaded. The attack deals HP Sharp Weapon damage reduced by each target's Physical Fortitude.

Load Ballista Round (minor action): Load a ballista round into the ballista array. You can load up to a maximum of 5 round (+20 total).

SPECIAL

Repair (minor action, 1 danger token): Recover 80 HP to the Ship's Hull.

FEATURE

SHIP'S HULL Vehicle (H + 5): This ship can carry a horde and 6 other units as passengers. The Ghost Ship is destroyed if either of its HP or MP is reduced to 0 and all its passengers are thrown prone onto the zone. The passengers can make melee attacks at targets sharing the same zone as the ship.

Ghostly Wail: All targets of your choice takes 2d6 MP Chaos Spell damage at the start of your turn.

DAHAK (Nickname: That Thing)

Gold+++ Grade Apparition, Fiend, **Role:** Back, Control, Caster
Size: XXXtra Large, **Speech:** Yes, **Danger Rating:** 105,125

TURN SPEED: 6 MOV: 30m/90m (1zone/2zone) Fly
HP: - MP: 350 Morale T: 1 (Normal)
DEF: 13 P.Fort: 9 M. Fort: 13

MASTERY B.	STR	AGI	AWA	EMP
+7	0	7	4	4

Masteries: Astral Sight, Deceive 14, Psychology 11

Analyze: Information 13, Thaumaturgist Kit 13

Falter: Mind Points (MP) at 50% and below

(Behaviour Change: Darkens the sky)

Neutralize: Prayer Hymns: Appeal 26 (13 falter),
Thaumaturgist Kit 26 (13 falter)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Piercing Darkness (Major Action): Melee attack, range: 0, +7 attack, 24 MP Chaos Eidolon damage.

Possess (minor action): Possess a target 50m (5 zones) away from you and hide in it. On your turn, you may use your actions to control your newly possessed target unit or original corpse freely. Unless you allow it, the possessed target can't use any actions besides using its minor action with Psychology 13 to be break free from the possession on its turn. You may use your own mastery for your possessed's attack rolls.

SPECIAL

Failure (Free Action, Instant, 2 danger tokens): Cancel any action within 100m (10 zones) of you and expend it.

FEATURE

Complete Possession: While possessing a target, you can't be targeted until coaxed out by minor action with Appeal 13 or Thaumaturgist Kit 13 or when your possessed target is downed. When coaxed out, you occupy the zone of your possessed target. If you have ended 3 turns while possessing a target, that target's body is afflicted by your deep curse. Even when not possessing it, while it's within 100m (10 zones) of you, you can use its actions and prevent it from taking actions you don't approve of. The only way to cure this deep curse is your destruction.

Syphon Spellcasting Rank 3: You can cast any Chaos and Astral elemental spells up to rank 3. You don't need a mastered weapon, movement or the ability to speak to cast spells. You may also use the MP of your possessed target instead of your own. (+7 Spell Roll)

Invisible Horror: You are invisible, all your Task and Attack Rolls are made with edge against targets that can't see you and all Attacks and Task Rolls against you by targets that can't see you are made with Setback. Additionally, when a creature sees you for the first time, it takes 2d6 + 8 MP damage.

CINDERBLIGHTED

Commonly Found In: Uruk

Recommended Toolkits: Arcanist Kit, Climbing Kit, Mechanics Kit, Navigation Kit

These Cinder poisoned creatures are mind-controlled victims of the craniophage hivemind. Their bioengineered grafts enhance their combat prowess, allowing them to better serve their masters until the eventual consumption of their brains.

RAZOR SHELL (Nickname: Buzz)

Copper Grade Cindeblighted, Animal, **Role:** Front, Flanker
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, 8 HP Sharp Unarmed Combat damage.

FEATURE

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

AQRABUAMELU (Nickname: Death Lobster)

Copper Grade Cindeblighted, Animal, Role: Front, Tank
Size: Large, 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

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): Same as above, but does not deal excess damage.

SPECIAL

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

FEATURE

Hidden Stinger: When you are faltering, you reveals your hidden stinger and can attack with it.

CINDER FLEA (Nickname: Tick Tick)

Silver Grade Cindeblighted, Animal, **Role:** Back, Support
Size: Medium, **Speech:** No, **Danger Rating:** 325

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 9 P.Fort: 5 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+3	1	7	4	0

Masteries: -

Analyze: Information 9, Arcanist Kit 9, Chemist Kit 9

Falter: HP 50% and below

(Behaviour Change: Mandible gnashing)

Neutralize: Cinderbag: Thievery 18 (9 falter),
Arcanist Kit 18 (9 falter), Chemist Kit 18 (9 falter)

Weakness: All spell damage is doubled.

Immunity: Fire type damage & effects

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Stinger (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 4 HP Sharp Weapon damage.

Stinger (minor action, 1 follow up after Stinger Major Action): Same as above, but does not deal excess damage.

SPECIAL

Cinder Dust (minor action): Range: 0-3, fill a zone in range with a cloud of cinder dust. When a cinderblighted deals damage to a target in cinder dust, it deals additional 2 damage. If a spell is cast from inside, into or through the zone containing cinder dust, the zone will explode, clearing the dust and nullify the spell. The explosion deals 2d6 Fire Weapon damage to all targets in the zone. The cinder dust can be neutralized by a minor action Arcanist Kit 9 or Chemist Kit 9 roll, it will also automatically expire after 5 minutes.

ALU (Nickname: Sneaky Mozy)

Silver Grade Cindeblighted, **Role:** Back, Hit & Run
Size: Medium, **Speech:** No, **Danger Rating:** 650

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Fly
HP: 70 MP: 35 Morale T: 1 (Normal)
DEF: 9 P.Fort: 7 M. Fort: 7

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

Masteries: Thievery 7

Analyze: Information 9, Arcanist Kit 9

Falter: HP 50% and below

(Behaviour Change: Lets out slow groan)

Neutralize 1: Deactivate Cinder Sack: Arcanist Kit 18 (9 falter)

Neutralize 2: Entangle Wings: Brute 18 (9 falter)
Climbing Kit 18 (9 falter)

Weakness: All spell damage is doubled.

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Neuro Injector (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 4 HP Sharp Weapon damage. When a target is hit by this attack, it is injected by neuro syphon.

Neuro Injector (minor action, 1 follow up after Neuro Injector Major Action): Same as above, but does not deal excess damage.

FEATURE

Neuro Syphon: When a unit injected by neuro syphon starts its turn within 3 zones from you, it takes 1d6 HP and MP Toxic Weapon damage and you recover the same amount of HP & MP. Each unit can only have one neuro injector attached at a time. Neuro injectors can be removed by a minor action with Arcanist Kit 9 or Chemist Kit 9 roll.

Free Movement: You can't be targetted by opportunity strikes.

AXUNDAK (Nickname: Stopper Mantis)

Silver Grade Cindeblighted, Animal, **Role:** Back, Hit & Run
Size: Large, **Speech:** No, **Danger Rating:** 900

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 11 P.Fort: 11 M. Fort: 7

MASTERY B.	STR	AGI	AWA	EMP
+3	1	5	2	0

Masteries: -

Analyze: Information 9, Arcanist Kit 9, Chemist Kit 9

Falter: HP 50% and below

(Behaviour Change: Lets out slow groan)

Neutralize: Snap Blades: Brute 22 (11 falter)
Mechanics Kit 22 (11 falter)

Weakness: All spell damage is doubled.

Immunity: Fire & Toxic type damage & effects

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Mantis Slicer (Major Action): Melee Attack, range: 0, +5 attack, 12 HP Sharp Unarmed Combat damage. When a target is hit by this attack as Opportunity Strike, its movement is cancelled, the action is expended and can't use its actions to move normally again until the end of the turn.

FEATURE

Shifting Legs: Ranged attacks against you are made with setback.

CRANIOPHAGE (Nickname: Floaties)

Gold Grade Cindeblighted, **Role:** Front, Multi, MP Damage
Size: Xtra Large, **Speech:** No (Telepathy), **Danger Rating:** 1,600

TURN SPEED: 5 **MOV:** 10m/20m (1zone/2zone) Fly
HP: 130 **MP:** 260 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 8 **M. Fort:** 20

MASTERY B.	STR	AGI	AWA	EMP
+4	4	2	6	6

Masteries: Reason 10 , Psychology 10

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below (Heat Ray becomes available)

(Behaviour Change: Reveals cranial bulb and expels cinder dust)

Neutralize 1: Retreat is rational: Reason 20 (10 falter)

Neutralize 2: Dislodge Cinderusted Brain: Arcanist Kit 10,

Climbing Kit 10 (only available when cranial bulb is revealed)

Weakness: All spell damage is doubled when faltering.

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Claw (Major Action): Melee Attack, range: 0, +4 attack, 9 HP Sharp Unarmed Combat damage.

Claw (minor action, 1 follow up after Claw Major Action): Same as above, but does not deal excess damage.

SPECIAL

Heat Ray (Major Action): Zone Physical Effect Weapon, range: 50m (5 zones), size: straight line (affects all chosen targets in the zone the heat ray travels through, including the zone you occupy) +4 effect, +20 (+24) HP Fire Weapon damage reduced by each target's physical fortitude.

FEATURE

Craniowave: When a unit starts its turn within 30m (3 zones) of you, you can choose to deal it 2d6 MP Chaos Weapon Damage. Craniowave effect from multiple sources do not stack.

CRANIOPHAGE HORDE (Nickname: Floaties)

Gold Grade Cindeblighted, **Role:** Front, Multi
Size: Xtra Large+, **Speech:** No, **Danger Rating:** 16,000

TURN SPEED: 1 **MOV:** 10m/20m (1zone/2zone) Fly (pour)
HP T: 130 **MP:** - **Morale T:** 5 (Horde)
DEF: 10 **P.Fort:** 8 **M. Fort:** -

MASTERY B.	STR	AGI	AWA	EMP
+4	4	2	6	6

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: -

Neutralize: -

Immunity: Maneuvers, Grapple

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Mass Claw (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +4 effect, +18 (+22) HP Sharp Unarmed Combat damage reduced by the each target's Physical Fortitude.

Horde Claw (Major Action): Melee Attack, range: 0, +4 attack, 18 HP Sharp Unarmed Combat damage.

Horde Claw (minor action, 3 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

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

Craniowave: When a unit starts its turn within 30m (3 zones) of you, you can choose to deal it 2d6 MP Chaos Weapon Damage. Craniowave effect from multiple sources do not stack.

KULLULU (Nickname: Torpedo Fin)

Gold Grade Cindeblighted, **Role:** Back, Hit & Run, Multi
Size: Medium, **Speech:** No, **Danger Rating:** 1,875

TURN SPEED: 4 **MOV:** 10m/40m (1zone/4zone) Land
HP: 80 **MP:** 40 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 10 **M. Fort:** 6

MASTERY B.	STR	AGI	AWA	EMP
+4	2	4	5	2

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Flaps gill frill)

Neutralize 1: Disrupt Fin Navigation: Navigation Kit 20 (10 falter)

Neutralize 2: Tear Off Fins: Brute 20 (10 falter)
Climbing Kit 20 (10 falter)

Weakness: All spell damage is doubled.

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Activate Seeker Fin (Major Action): Immediately order a seeker fin to attack a single target.

Release Seeker Fin (minor action): Place a primed seeker fin up to 20m (2 zones) away from you.

SPECIAL

Cancelling Fin (Free Action, Instant, 2 danger tokens): Instantly order a primed Seeker fin to attack a single target that's using its action. (As below) When hit, that target does not take damage, but the action is cancelled and expended. It can't use the same kind of action again until the end of the turn.

FEATURE

Seeker Fin Attack: A primed seeker fin has 10 HP and the same defense, fortitudes and weakness as you. If not destroyed, on the same turn order it's released next round, they will pick separate targets and make simultaneous attacks at them. Medium Ranged Attack, range: 0-5, +4 attack, 10 HP Sharp Weapon damage. The fins are destroyed after these attacks are made.

KHOPRI (Nickname: Bomb Beetle)

Gold Grade Cindeblighted, **Role:** Back, Hit & Run, Multi
Size: Large, **Speech:** No, **Danger Rating:** 2,200

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

MASTERY B.	STR	AGI	AWA	EMP
+4	5	2	3	0

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Scratches horn)

Neutralize 1: Spike Poison Sack: Chemist Kit 20 (10 falter)

Neutralize 2: Overturn: Brute 20 (10 falter)
Mechanics Kit 20 (10 falter)

Weakness: All spell damage is doubled.

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Bite (Major Action): Melee Attack, range: 0, +4 attack, 10 HP Sharp Unarmed Combat damage.

Bomber Drone (Major Action): Release a bomber drone 10m (1 zone) vertically above you. (Pay attention to the vertical positioning when Bomber Drone Dive activates.)

SPECIAL

Additional Bomber Drone (minor action, 2 danger tokens): Release an additional bomber drone in your zone. It functions the same way as above.

FEATURE

Bomber Drone Dive: A bomber drone has 20 HP and the same defense, fortitudes and weakness as you. If not destroyed, it will fly up to 30m (3 zones) on the same turn order it's released next round, exploding and damaging all targets in the destination zone. If your turn order has not changed, it happens at the start of your turn, dealing the following damage. Zone Physical Effect Weapon, range: 0-3, Size: 5m sphere (target zone), affects all targets in zone, +4 effect, +10 (+14) HP Toxic Weapon damage reduced by each target's Physical Fortitude.

URMAHLULLU (Nickname: Rocket Cheetah)

Gold Grade Cindeblighted, **Role:** Front, Hit & Run, HP Dmg
Size: Large, **Speech:** No, **Danger Rating:** 3,500

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Land
HP: 160 MP: 80 Morale T: 1 (Normal)
DEF: 10 P.Fort: 8 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+4	3	6	2	0

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Roars furiously)

Neutralize 1: Tie up: Climbing Kit 20 (10 falter)

Neutralize 2: Sabotage Turbine: Thievery 20 (10 falter)
Arcanist Kit 20 (10 falter)

Weakness: All spell damage is doubled.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Swift Blade (Major Action): Melee attack, range: 0, +4 attack, 10 HP Sharp Weapon damage. (With maximum Cinder Turbine +10 bonus, becomes 20 HP damage)

Swift Blade (minor action, 1 follow up after Swift Claw Major Action): Same as above, but does not deal excess damage.

SPECIAL

Cinder Rocket (Free Action, 5 danger tokens): Until the end of the turn, you do not provoke Opportunity Strikes and your movement range and maximum range is doubled. At the end of the turn, you can choose any number of targets that have shared a zone with you through your movements to be damaged by the following physical effect: Make a Zone Physical Effect Weapon roll, +4 effect, +10 (+14) HP Fire Weapon damage reduced by individual chosen target's Physical Fortitude.

FEATURE

Cinder Turbine: Your Swift Blade attack's damage is increased by +1 for every zone you have moved or been pushed. This bonus lasts until the start of your next turn.

Swift Retaliation: If you are hit by an Opportunity Strike, you can deal 2d6 HP Sharp Weapon damage to your assailant.

KUSARIKKU (Nickname: Bull Bouncer)

Gold Grade Cindeblighted, **Role:** Front, Tank, Control
Size: Large, **Speech:** No, **Danger Rating:** 4,525

TURN SPEED: 3 MOV: 10m/20m (1zone/2zone) Land
HP: 200 MP: 100 Morale T: 1 (Normal)
DEF: 10 P.Fort: 10 M. Fort: 6

MASTERY B.	STR	AGI	AWA	EMP
+4	7	2	1	0

Masteries: -

Analyze: Information 10, Arcanist Kit 10

Falter: HP 50% and below

(Behaviour Change: Punches ground in frustration)

Neutralize 2: Tear Off Horns: Brute 20 (10 falter),
Climbing Kit 20 (10 falter), Mechanics Kit 20 (10 falter)

Weakness: All spell damage is doubled.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Smash (Major Action): Melee attack, range: 0, +4 attack, 10 HP Blunt Unarmed Combat damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to have it grappled.

Smash (minor action, 1 follow up after Smash Major Action): Same as above, but does not deal excess damage.

Big Push (minor action, Instant): Push a willing unit 20m (2 zones) away. Units pushed this way does not provoke Opportunity Strike.

SPECIAL

Endure (Free Action, 1 danger token): Halve one instance of damage received.

FEATURE

Smash Together: When you deal damage with a smash attack, you can deal the same amount of damage to one of the targets you're grappling.

CRANIOPHAGE SNIPER (Nickname: Float Shooties)

Gold+ Grade Cindeblighted, **Role:** Back, Multi, MP Damage
Size: Xtra Large, **Speech:** No (Telepathy), **Danger Rating:** 6,800

TURN SPEED: 2 MOV: 10m/20m (1zone/2zone) Fly
HP: 130 MP: 260 Morale T: 1 (Normal)
DEF: 11 P.Fort: 9 M. Fort: 21

MASTERY B.	STR	AGI	AWA	EMP
+5	4	2	6	6

Masteries: Reason 11, Psychology 11

Analyze: Information 11, Arcanist Kit 11

Falter: HP 50% and below (Optical bulb becomes available)

(Behaviour Change: Reveals optical bulb and expels cinder dust)

Neutralize 1: Retreat is rational: Reason 22 (11 falter)

Neutralize 2: Dislodge Cinder-crusted Eyeball: Arcanist Kit 11,
Climbing Kit 11 (only available when optical bulb is revealed)

Weakness: All spell damage is doubled when faltering.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Spike Launcher (Major Action): Medium Ranged Attack, range: 0 - 10, +5 (+8) attack, 10 HP Sharp 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 or can be individually dismissed using Free Action.

SPECIAL

Optical Bulb: Increase your Combat Roll by +3.

FEATURE

Craniowave: When a unit starts its turn within 30m (3 zones) of you, you can choose to deal it 2d6 MP Chaos Weapon Damage. Craniowave effect from multiple sources do not stack.

Proximity Cloak: You are invisible to creatures 10m (1 zone) away.

CRANIOPHAGE ATTACKER (Nickname: Float Shredder)

Gold+ Grade Cindeblighted, **Role:** Front, Tank
Size: Xtra Large, **Speech:** No (Telepathy), **Danger Rating:** 8,850

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 200 MP: 100 Morale T: 1 (Normal)
DEF: 11 P.Fort: 9 M. Fort: 21

MASTERY B.	STR	AGI	AWA	EMP
+5	8	2	6	6

Masteries: Reason 11, Psychology 11

Analyze: Information 11, Arcanist Kit 11

Falter: HP 50% and below (Muscle Bulb becomes available)
(Behaviour Change: Reveals muscle bulb)

Neutralize 1: Retreat is rational: Reason 22 (11 falter)

Neutralize 2: Dislodge Cinder-crusted Brain: Arcanist Kit 11,
Climbing Kit 11 (only available when cranial bulb is revealed)

Weakness: All spell damage is doubled when faltering.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Claw (Major Action): *Melee Attack, range: 0, +5 (+6) attack, 9 (12) HP Sharp Unarmed Combat damage.*

Claw (minor action)(3 per turn after Claw Major Action): *Same as above, but does not deal excess damage.*

SPECIAL

Muscle Bulbs: Increase your Combat roll by +1 and your claw damage by +3.

FEATURE

Cranio-wave: When a unit starts its turn within 30m (3 zones) of you, you can choose to deal it 2d6 MP Chaos Weapon Damage. Cranio-wave effect from multiple sources do not stack.

Cinder Dust Emitter: Cinder dust is constantly being emitted as far as 30m (3 zones) away from you. When a cinderblighted deals damage to a target in cinder dust, it deals additional 2 damage. If a spell is cast from inside, into or through the zone containing cinder dust, the zone will explode and nullify the spell. The explosion deals 2d6 Fire Weapon damage to all targets in the zone. There are 2 emitters and both need to be sealed to deactivate this feature. Each emitter can be shut down by minor action with Arcanist Kit 15 or Chemist Kit 15 roll.

CRANIOPHAGE CORTEX (Nickname: Blimp Float)

Gold++ Grade Cindeblighted, **Role:** Back, Multi
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 95,850

TURN SPEED: 2 MOV: 10m/20m (1zone/2zone) Fly

TARGET: BODY (CORE)

HP: 1200 MP: - Morale T: 3 (Boss)
DEF: 10 P.Fort: 8 M. Fort: -

TARGET: CRANIOPHAGE (1 - 8) (CORE) (COVERED)

HP: 65 / 130 MP: 260
DEF: 10 P.Fort: 50 (8) M. Fort: 20

MASTERY B.	STR	AGI	AWA	EMP
+6	40	2	6	6

Masteries: Reason +12, Psychology +12

Analyze: Information 12, Arcanist Kit 12

Falter: The attached Craniophages are already faltering

Neutralize: Defeat or unattach all Craniophages.

Immunity: Maneuvers

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Spotlight Heat Ray (Major Action, with a Craniophage primed): *Zone Physical Effect Weapon, range: 100m (10 zones), size: 10m radius (expanded 1 zone away from target zone), affects all targets in zones, +6 effect, +30 (+36) HP Fire Weapon damage reduced by each target's Physical Fortitude. The primed Craniophage is reduced to 0 HP after this action.*

Craniophage Priming (minor action): *Orders one of your Craniophages to go on standby, turning it bright red. It becomes primed for Spotlight Heat Ray at the start of your next turn if it still have any HP.*

Spike Launcher (Major Action): *Medium Ranged Attack, range: 100m (10 zones), +6 attack, 10 HP Sharp Weapon damage.*

Spike Launcher (minor action, 3 follow up after any Major Action): *Same as above, but does not deal excess damage.*

SPECIAL

Release Craniophage (minor action, 2 danger tokens): *Release an attached Craniophage (See Craniophage stats block) to let it operate independently. It has the same stats block as a normal Craniophage, but already faltering at 50% HP.*

Homing Ray (Major Action, with a Craniophage primed, 5 danger tokens): *Zone Physical Effect Weapon, range: 0, size: 100m radius (expanded 10 zone away from target zone), affects all chosen targets in zones, +6 effect, +44 (+50) HP Fire Weapon damage reduced by each target's Physical Fortitude.*

FEATURE

Cranio-wave: When a unit starts its turn within 30m (3 zones) of you, you can choose to deal it 2d6 MP Chaos Weapon Damage. Cranio-wave effect from multiple sources do not stack.

Craniophage Passengers: *There are 8 Craniophages with 50% HP attached to the Cortex. If they're all released, destroyed or neutralized, the Cortex is also neutralized. While the craniophages are attached, they have cover against ranged attacks, their Physical Fortitudes are raised to 50 and can't be neutralized.*

CONSTRUCT

Commonly Found In: Ulruk & Sanctum

Recommended Toolkits: Arcanist Kit, Mechanics Kit, Infiltration Kit, Navigation Kit

These automatons can be found in Ulruk and Sanctum, created by monsters and or sapienoids alike.

SPIDER SENTRY (Nickname: Tin Nope)

Silver Grade Construct, Role: Front, Multi
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: Maneuvers, Fire type damage

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

BODY - Lightning Blaster (Major Action): Zone Physical Effect
Weapon, range: 0, size: 5m sphere (target zone), affects all targets
in zone, +3 effect, +8 (+11) HP Lightning Weapon damage reduced
by each 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 Weapon 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.

CHROME WALKER (Nickname: Chrome Face)

Silver Grade Cindeblighted, Construct, **Role:** Front, Tank
Size: Medium, **Speech:** Yes, **Danger Rating:** 875

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
HP: 70 MP: 35 Morale T: 1 (Normal)
DEF: 9 P.Fort: 7 M. Fort: 7

MASTERY B.	STR	AGI	AWA	EMP
+3	4	1	2	0

Masteries: Brute 7, Detect 5

Analyze: Information 9, Mechanics Kit 9

Falter: HP 50% and below

(Behaviour Change: Clanking joints)

Neutralize: Short Circuit: Thievery 18 (9 falter),

Mechanics Kit 18 (9 falter) Need to remove Chrome Plating first.

Resistance: All HP damage is halved, except for Spell damage

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Cinderblast Blade (Major Action): Melee Attack, range: 0, +3 attack, 8 HP Sharp Weapon damage. When this attack hits, you may spend a minor action to deal a separate instance of 6 HP Sharp Weapon damage.

Hand Canon (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 10 HP Sharp Weapon damage.

FEATURE

Unsealed Machinarm: Your weapons are unsealed. When enchanted by spell, your Cinderblast Blade will explode and deal 1d6 + 8 Fire Weapon damage to you and you can't use its minor action option anymore. Your Hand Canon will also explode when enchanted but become totally unusable.

Chrome Plating: Your resistance to all damage besides spell damage is nullified if your plating is removed. It can be removed by a minor action with Brute 9 or Mechanics Kit 9 roll.

CHROME WALKER HORDE (Nickname: Chrome Face)

Silver Grade Cindeblighted, Construct, **Role:** Front, Multi
Size: Medium+, **Speech:** Yes, **Danger Rating:** 8,750

TURN SPEED: 1 MOV: 10m/20m (1zone/2zone) Land (pour)
HP T: 70 MP: - Morale T: 5 (Horde)
DEF: 9 P.Fort: 7 M. Fort: -

MASTERY B.	STR	AGI	AWA	EMP
+3	4	1	2	0

Masteries: -

Analyze: Information 9, Mechanics Kit 9

Falter: -

Neutralize: -

Immunity: Toxic type damage & effects

Weakness: Lightning damage type (double damage)

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Mass Cinderblast Blade (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +3 effect, +14 (+17) HP Sharp Unarmed Combat damage reduced by the each target's Physical Fortitude.

Horde Cinderblast Blade (Major Action): Melee Attack, range: 0, +4 attack, 18 HP Sharp Unarmed Combat damage.

Horde Cinderblast Blade (minor action, 2 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

Horde Unsealed Machinarm: Deal 1d6 + 8 Fire Weapon damage whenever you enchant the horde's weapon. Besides the explosion, the Horde's weapons are unaffected.

BONE ARROW TOWER (Nickname: Bone Shot)

Silver Grade Undead, Construct, **Role:** Back, Multi
Size: Xtra Large, **Speech:** No, **Danger Rating:** 1,125

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

TARGET: TOWER HEAD (CORE)

HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 6

TARGET: TOWER BOTTOM

HP: 60 MP: -
DEF: 8 P.Fort: 6 M. Fort: -

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

Masteries: -

Analyze: Information 10, Mechanics Kit 10, Thaumaturgist Kit 10

Falter: HP 50% and below for each target

(Behaviour change: Rattling sound.)

Neutralize 1 TOWER HEAD: Appease spirit: Appeal 18 (9 falter),
Thaumaturgist Kit 18 (9 falter)

Neutralize 2 TOWER BOTTOM: Disassemble: Brute 18 (9 falter),
Mechanics Kit 18 (9 falter)

Immunity: Maneuvers

Weakness: All Blunt type damage is doubled.

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

TOWER HEAD - Bone Arrow (Major Action): Long Ranged Attack, range: 0-10, +3 attack, 8 HP Sharp 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 or can be individually dismissed using Free Action.

FEATURE

TOWER HEAD - Tall Tower Head: This unit's main target is its head. It stands slightly above 10m, so it's located in a separate zone 10m above the Tower Bottom. When the Tower Bottom is destroyed, the Tower Head is brought down one zone and can now be targeted by the melee attacks of ground units.

TOWER HEAD - Long Ranged Attack: When a hostile unit shares a zone with the Tower Head, it attacks with setback.

CHROME COMMANDER (Nickname: Chrome Head)

Gold Grade Cindeblighted, Construct, **Role:** Front, Tank, Multi
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,350

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

MASTERY B.	STR	AGI	AWA	EMP
+4	5	2	2	0

Masteries: Brute 9, Detect 6

Analyze: Information 10, Mechanics Kit 10

Falter: HP 50% and below

(Behaviour Change: Clanking joints)

Neutralize: Short Circuit: Thievery 20 (10 falter),

Mechanics Kit 20 (10 falter) Need to remove Chrome Plating first.

Resistance: All HP damage is halved, except for Spell damage

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Cinderblast Blade (Major Action): *Melee Attack, range: 0, +5 attack, 8 HP Sharp Weapon damage. When this attack hits, you may spend a minor action to deal a separate instance of 6 HP Sharp Weapon damage.*

Hidden Arm Rifle (Major Action): *Medium Ranged Attack, range: 0-10, +3 attack, 10 HP Sharp Weapon damage.*

Aim Scope (minor action): *Increase the combat roll bonus of your next attack by +1. This effect can be stacked to a maximum of +5 and disappears after you make an attack.*

SPECIAL

Multiscope (3+ danger tokens): *When you make a Hidden Arm Rifle Attack, you can make simultaneous attacks against 3 targets in range. You can increase your target by 1 for each additional danger token you spend.*

FEATURE

Unsealed Machinarm: Your weapons are unsealed. When enchanted by spell, your Cinderblast Blade will explode and deal 1d6 + 8 Fire Weapon damage to you and you can't use its minor action option anymore. Your Hidden Arm Rifle can only be enchanted after you have attacked with it once. It will also explode when enchanted becoming totally unusable.

Chrome Plating: Your resistance to all damage besides spell damage is nullified if your plating is removed. It can be removed by a minor action with Brute 10 or Mechanics Kit 10 roll.

SENSHA DOKURO (Nickname: Skellitank)

Gold Grade Undead, Construct, **Role:** Front, Tank
Size: Xtra Large, **Speech:** No, **Danger Rating:** 3,175

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land

TARGET: HEAD (CORE)

HP: 80 MP: 40 Morale T: 1 (Normal)
DEF: 11 P.Fort: 10 M. Fort: 10

TARGET: LEFT ARM

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

TARGET: RIGHT ARM

HP: 60 MP: -
DEF: 11 P.Fort: 10 M. Fort: -

TARGET: LEGS

HP: 80 MP: -
DEF: 8 P.Fort: 10 M. Fort: -

MASTERY B.	STR	AGI	AWA	EMP
+4	9	3	2	0

Masteries: -

Analyze: Information 10, Mechanics Kit 10, Thaumaturgist Kit 10

Falter: HP 50% and below for each target

(Behaviour change: Creaking and grinding joints)

Neutralize 1 HEAD: Appease spirit: Appeal 20 (10 falter),
Thaumaturgist Kit 20 (10 falter)

Neutralize: Disassemble: Brute 20 (10 falter),
Mechanics Kit 20 (10 falter)

Immunity: Maneuvers, Fire type damage & effects

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

HEAD - Ballista Spitter (Major Action): Medium Ranged Attack, range: 0-5, +4 attack, 8 Sharp Weapon damage.

RIGHT ARM - Punch (minor action, 2 follow up after Ballista Spitter Major Action): Melee Attack, range: 0, +4 attack, 8 Blunt Unarmed Combat damage.

SPECIAL

HEAD - Flamethrower (Major Action, 3 danger tokens): Zone Physical Effect Eidolon, range: 0-3, Size: 5m sphere (target zone), affects all chosen targets in zone, +4 effect, +14 (+18) HP Fire Weapon damage reduced by each target's Physical Fortitude.

FEATURE

HEAD - Tall Head: This unit's main target is its head. It stands slightly above 10m, so its head is located in a separate zone 10m above its other targets. It is defeated when its head is reduced to 0 HP or neutralised.

LEFT ARM - While this target remains functional, the head has 11 defense instead of 9, its original defense.

RIGHT ARM - When this target is disabled, you cannot make Punch attacks anymore.

LEGS - When this target is disabled, you are brought to your knees and cannot move anymore. The head is also brought down one zone, it is now within the reach of melee weapons.

RAIDER LANDCRUISER (Nickname: Gun Top)

Gold Grade Construct, Sapientoid, **Role:** Back, Tank
Size: Large, **Speech:** Yes, **Danger Rating:** 3,200

TURN SPEED: 2 MOV: 20m/80m (2zone/8zone) Land

TARGET: DRIVER (CORE)

HP: 80 MP: 40 Morale T: 1 (Normal)
DEF: 10 (8) P.Fort: 10 M. Fort: 6

TARGET: CAR BODY

HP: 200 MP: -
DEF: 8 P.Fort: 10 M. Fort: -

TARGET: GUN POD

HP: 80 MP: -
DEF: 10 (8) P.Fort: 10 M. Fort: -

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

Masteries: -

Analyze: Information 10, Mechanics Kit 10

Falter: HP 50% and below for each target

(Behaviour change: Creaking axel sound can be heard)

Neutralize (EACH TARGET): Disassemble: Brute 18 (9 falter),
Mechanics Kit 18 (9 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

CAR BODY - Ram (Major Action): Melee Attack, range: 0, +4 attack, 10 HP Blunt Weapon damage.

GUN POD - Minigun (Major Action): Long Ranged Attack, range: 0-5, +4 attack, 8 HP Sharp Weapon damage.

GUN POD - Minigun (minor action, 3 follow up after Minigun Major Action): Same as above, but does not deal excess damage.

FEATURE

CAR BODY - Defensive Cover: The Driver and Gun Pod's has cover against ranged attack while the defensive cover is operational. It can be taken apart using a minor action with Brute 15 or Mechanics Kit 15. Alternatively, it will automatically fall off when the Car body is reduced to 0 HP.

Covered Unsealed Machinarm: While the defensive cover is operational, the Gun Pod cannot be enchanted. When the Gun Pod is enchanted by spell, It will explode, reduced to 0 HP and deal 1d6 + 20 Fire Weapon damage to the Driver & Car Body.

CAR BODY - Vehicle 4: This car can carry 4 passengers on its open cargo bed. If the Car Body is destroyed, all its passengers are thrown prone onto the zone and it can no longer move. The defense of other targets on this unit are also reduced to 8. The passengers can make melee attacks at targets sharing the same zone as the car.

BONE CHARIOT (Nickname: Bone Wheel)

Gold Grade Undead, Construct, **Role:** Front, Multi
Size: Xtra Large, **Speech:** No, **Danger Rating:** 4,400

TURN SPEED: 2 MOV: 10m/100m (1zone/10zone) Land

TARGET: CHARIOT (CORE)

HP: 160 MP: - Morale T: 1 (Normal)
DEF: 10 P.Fort: 10 M. Fort: -

TARGET: CONTROLLER HEAD

HP: 60 MP: 30
DEF: 10 P.Fort: 10 M. Fort: 6

MASTERY B.	STR	AGI	AWA	EMP
+4	6	3	2	0

Masteries: -

Analyze: Information 10, Mechanics Kit 10, Thaumaturgist Kit 10

Falter: HP 50% and below for each target

(Behaviour change: Rattling & squeaking sound.)

Neutralize: Disassemble: Brute 20 (10 falter),
Mechanics Kit 20 (10 falter)

Immunity: Maneuvers

Weakness: All Blunt type damage is doubled.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

CHARIOT - Spiked Wheels (Major Action): You can stay still or move up to 40m (4 zones) across a straight line without triggering opportunity strikes. You can choose any number of targets that have shared a zone with you during this movement to be damaged by the following Zone Physical Effect Weapon roll, +4 effect, +10 (+14) HP Sharp Weapon damage reduced by each target's Physical Fortitude.

FEATURE

Vision needed: If the controller head is blinded or destroyed, the Spiked Wheels will effect all targets it had shared a zone with during its movement indiscriminately.

CINDERGRAFTED (Nickname: Proto Chrome)

Gold+ Grade Cindeblighted, Construct, **Role:** Front, Tank, Multi
Size: Large, **Speech:** Yes, **Danger Rating:** 5,950

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
HP: 120 MP: 60 Morale T: 1 (Normal)
DEF: 11 P.Fort: 9 M. Fort: 9

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

Masteries: Brute 10, Detect 8

Analyze: Information 11, Mechanics Kit 11

Falter: HP 50% and below

(Behaviour Change: Squelching joints)

Neutralize: Pull Out Spinegraft: Brute 22 (11 falter), Climbing Kit 22 (11 falter) Need to remove Grafted Plating first.

Resistance: All HP damage is halved, except for Spell damage

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Homing Heat Cannon (Major Action, with at least 1 Heat Round loaded): Zone Physical Effect Weapon, range: 0, size: 50m radius (expanded 5 zones away from target zone), affects all chosen targets in zones, +5 effect, +4 bonus damage for every Heat Round loaded. The attack deals HP Fire Weapon damage reduced by each target's Physical Fortitude.

Blast Blade (Major Action): Melee Attack, range: 0, +5 attack, 8 HP Sharp Weapon damage. When this attack hits, you may spend a minor action to deal a separate instance of 8 HP Sharp Weapon damage.

Blast Blade (minor action, 1 follow up after any Major Action): Same as above, but does not deal excess damage.

Load Heat Round (minor action): Load a heat round into the heat cannon. You can load up to a maximum of 5 round (+20 total). Your loaded round can be forcefully unloaded by Thievery 13 or Mechanics Kit 13 minor action.

SPECIAL

Flash Molt (Free Action, 3 danger tokens): End all negative effects, enchantments and conditions on you and your grafted Machinarm until the start of your next turn. You also regain your grafted plating and resistance.

FEATURE

Grafted Machinarm: When enchanted by spell, your Cinderblast Blade can't use its minor action option anymore. When your Heat Cannon is enchanted, the damage it deals is halved.

Grafted Plating: Your resistance to all damage besides spell damage is nullified if your plating is removed. It can be removed by a minor action with Thievery 11 or Chemist Kit 11 roll.

BONE BELFRY (Nickname: Bell Rattler)

Gold+ Grade Undead, Construct, **Role:** Back, Multi
Size: Xtra Large, **Speech:** No, **Danger Rating:** 11,350

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

TARGET: BELFRY HEAD (CORE)

HP: 100 MP: 50 Morale T: 1 (Normal)
DEF: 10 P.Fort: 8 M. Fort: 8

TARGET: BELFRY MIDDLE

HP: 100 MP: -
DEF: 10 P.Fort: 10 M. Fort: -

TARGET: BELFRY BOTTOM

HP: 100 MP: -
DEF: 10 P.Fort: 10 M. Fort: -

MASTERY B.	STR	AGI	AWA	EMP
+5	7	0	6	0

Masteries: -

Analyze: Information 11, Mechanics Kit 11, Thaumaturgist Kit 11

Falter: HP 50% and below for each target

(Behaviour change: Rattling chimes.)

Neutralize 1 BELFRY HEAD: Appease spirit: Appeal 22 (11 falter), Thaumaturgist Kit 22 (11 falter)

Neutralize 2 ALL: Disassemble: Brute 22 (11 falter), Mechanics Kit 22 (11 falter)

Immunity: Maneuvers

Weakness: All Blunt type damage is doubled.

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

BELFRY HEAD - Chime of Agony (Major Action): Zone Mental Effect Spell, range: 0, Size: 100m sphere (expanded 10 zones away from the Belfry Head), affects all chosen targets in zones, +5 effect, +10 (+15) MP Chaos Spell damage reduced by each target's Mental Fortitude.

BELFRY HEAD - Throw Brick (minor action, 2 follow up after Chime of Agony Major Action): Medium Ranged Attack, range: 0-5, +5 attack, 8 HP Blunt Weapon damage.

SPECIAL

Topple (Major Action, 5 danger tokens): Zone Physical Effect Weapon, range: 0, Size: all zones you occupy, affects all chosen targets in zones, +5 effect, and choose to sacrifice your Belfry Middle or Belfry Bottom. The damage is the result of the roll + (the current HP of your sacrificed part) reduced by each target's Physical Fortitude, the damage type is Blunt Weapon HP damage. The sacrificed part is destroyed.

FEATURE

Tall Belfry Head: This unit's main target is its head. It stands slightly above 20m, so it's located in a separate zone 10m above the Belfry Middle and 20m above the Belfry Bottom. When the Belfry Bottom is destroyed, the Belfry Middle & Belfry Head are brought down one zone and only when the Belfry Middle is destroyed the Belfry Head is brought to ground level allowing it to be targeted by the melee attacks of ground units.

Belfry Cover - The Belfry Head is covered, ranged attacks made against the Belfry Head is made with setback.

ELDRITCH

Commonly Found In: Ulruk & Feyland

Recommended Toolkits: Arcanist Kit, Chemist Kit, Climbing Kit, Impersonification Kit

These otherworldly beings make periodical incursion into the cloudbroken lands. Their desire and motives remain a mystery.

MOON TOAD (Nickname: Tentacle Face)

Silver Grade Eldritch, Role: Front, Control
Size: Large, Speech: No, Danger Rating: 550

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
 HP: 70 MP: 35 Morale T: 1 (Normal)
 DEF: 9 P.Fort: 7 M. Fort: 7

MASTERY B.	STR	AGI	AWA	EMP
+3	3	1	2	0

Masteries: -

Analyze: Information 9, Arcanist Kit 9
Falter: HP 50% and below
 (Behaviour Change: Wiggles face tentacle)
Neutralize 1: Cleanse: Arcanist Kit 18 (9 falter)
Neutralize 2: Pinch face tentacle: Thievery 18 (9 falter)

ACTIONS	Major 1	minor 2
ATTACKS & EFFECTS		
<p>Noxious Lash (Major Action): Melee attack, range: 0, +3 attack, 7 HP Blunt Unarmed Combat damage. When you deal +3 or higher excess damage to a target, it is afflicted by the "Stunned" condition until the end of its next turn. While stunned, it can't use any actions and attack rolls against it has edge.</p> <p>Noxious Lash (minor action, 1 follow up after Noxious Lash Major Action): Same as above, but does not deal excess damage.</p>		
FEATURE		
<p>Otherworldly Stench: When a unit not of Eldritch type starts its turn within 30m (3 zones) of you, it takes 1d6 MP Toxic Environment Damage. Otherworldly Stench effect from multiple sources do not stack.</p>		

TINDALOSIAN ENFORCER (Nickname: Wonky Dog)

Gold Grade Eldritch, Apparition, Role: Front, Hit & Run
Size: Medium, Speech: No, Danger Rating: 1,275

TURN SPEED: 8 MOV: 100m/- (10 zone/unlimited) Teleport
 HP: - MP: 70 Morale T: 1 (Normal)
 DEF: 10 P.Fort: 6 M. Fort: 10

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

Masteries: Detect 9

Analyze: Information 10, Arcanist Kit 10
Falter: Mind Points (MP) at 50% and below
 (Behaviour Change: Warbles)
Neutralize 1: Cleanse: Arcanist Kit 20 (10 falter)
Neutralize 2: Deconceptualize: Psychology 20 (10 falter)
Immunity: Maneuvers, Sharp type damage

ACTIONS	Major 1	minor 3
ATTACKS & EFFECTS		
<p>Tongue Lash (Major Action): Melee Attack, range: 0, +4 attack, 7 HP & MP Astral Unarmed Combat damage. When a target is hit by this attack, it's afflicted with astral bleed.</p> <p>Astral Slide (minor action, Instant): You can force any task or attack rolls within 100m (10 zones) to be rolled with setback.</p>		
SPECIAL		
<p>Misdirect (Free Action, 2 danger tokens): When a unit targets you or the zone you occupy with an attack or effect, change the target to another valid target or zone.</p>		
FEATURE		
<p>Astral Bleed: Targets with astral bleed starts its turn taking 2d6 MP Astral Spell damage. This affliction does not stack and it ends when the target is 100m (10 zones) away from you.</p>		

WARBLING SHAMBLER (Nickname: Blink Snatcher)

Gold Grade Eldritch, Apparition, Role: Front, Control
Size: Large, Speech: No, Danger Rating: 1,800

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
 HP: - MP: 80 Morale T: 1 (Normal)
 DEF: 10 P.Fort: 8 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+4	4	3	2	0

Masteries: -

Analyze: Information 10, Arcanist Kit 10
Falter: Mind Points (MP) at 50% and below
 (Behaviour Change: Wiggles face tentacle)
Neutralize 1: Cleanse: Arcanist Kit 20 (10 falter)
Neutralize 2: Deconceptualize: Psychology 20 (10 falter)
Immunity: Maneuvers, Sharp type damage

ACTIONS	Major 1	minor 3
ATTACKS & EFFECTS		
<p>Astral Talon (Major Action): Melee attack, range: 0, +4 attack, 8 HP & MP Astral Unarmed Combat damage. When you deal +3 or higher excess damage to a target, it is afflicted by the "Stunned" condition until the end of its next turn. While stunned, it can't use any actions and attack rolls against it has edge.</p> <p>Astral Talon (minor action, 1 follow up after Noxious Lash Major Action): Same as above, but does not deal excess damage.</p>		

TEKELI (Nickname: Bloop)

Gold Grade Eldritch, **Role:** Front, Tank, Control
Size: Xtra Large, **Speech:** No, **Danger Rating:** 1,900

TURN SPEED: 7 **MOV:** 10m/20m (1zone/2zone) Land

TARGET: BODY (CORE)

HP: 80 **MP:** 160 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 8 **M. Fort:** 12

TARGET: ELDRITCH EYES (1 - 5) (HIDDEN)

HP: 6 **MP:** -
DEF: 10 **P.Fort:** - **M. Fort:** -

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

Masteries: Thievery 8, Deceive 8

Analyze: Information 10, Arcanist Kit 10

Falter: -

Neutralize: Destroy Eldritch Eyes: Reduce the HP of all 5 eldritch eyes to 0. Eldritch eyes can only be attacked when its position is revealed.

Unveil Eldritch Eye: Use minor action and succeed on Detect 10 or Infiltration Kit 10 roll. An additional eye is revealed for every 4 points above 10 that's rolled.

Immunity: Maneuvers

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Shifting Limbs (Major Action): Melee Attack, range: 0, +4 attack, 8 HP Sharp Unarmed Combat damage.

Shifting Limbs (minor action, 2 follow up after Shifting Limbs Major Action): Same as above, but does not deal excess damage.

SPECIAL

Engulf (Major Action, 3 danger tokens): Grapple all targets occupying the same zones as the Tekeli. While grappled, the target takes 2d6 + 8 HP Toxic Unarmed Combat damage at the start of their turn.

FEATURE

Barrier 3 (Regen): You start combat with 3 barrier tokens. When you have less than barrier tokens at the start of your turn, increase until you have 3. (Reduce 5 HP damage each)

Eldritch Watch (minor action): You can voluntarily reveal one of your eldritch eyes and has it track a target. While the target is being tracked by an eldritch eye, all your attacks against that target is made with edge.

STAR LIZARD (Nickname: Winged Thing)

Gold+ Grade Eldritch, **Role:** Front, Hit & Run, Multi
Size: Xtra Large, **Speech:** No, **Danger Rating:** 9,525

TURN SPEED: 4 **MOV:** 20m/40m (2zone/4zone) Fly
HP: 180 **MP:** 90 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 9 **M. Fort:** 18

MASTERY B.	STR	AGI	AWA	EMP
+5	8	2	6	6

Masteries: -

Analyze: Information 11, Arcanist Kit 11

Falter: HP at 50% and below

(Behaviour Change: Screeches)

Neutralize: Restrain Wings: Brute 22 (11 falter),
Climbing Kit 22 (11 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Peck (Major Action): Melee Attack, range: 0, +5 attack, 20 HP Sharp Unarmed Combat damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to push the unit 1 zone away.

Heavy Drop (Major Action, with at least 1 Ballista Round): Zone Physical Effect Unarmed Combat, range: 0, size: 10m radius (expanded 1 zone away from target zone), affects all chosen targets in zones, +5 effect, Starts with 0 bonus damage, but gets +5 bonus for every zone travelled in a straight line before using this effect. The attack deals HP Metal Spell damage reduced by each target's Physical Fortitude.

SPECIAL

Magnetic Hold (Free Action, 2 danger tokens): Single-Target Mental Effect Spell, range: 0, +5 effect, against the target's Mental Fortitude. The unit afflicted by this effect is grappled by you mentally and your movement is not restricted by it. You can grapple as many targets you want with this ability. You can drop the units, instantly at any time. (Normal fall damage calculation: the first 10m is 2d6 HP and for every additional 10m it's 10HP Blunt Environment Damage).

FEATURE

Magnetic Wave: Ranged attacks against you are rolled with setback and deals half damage.

WINTER WORM (Nickname: Cotton Bud)

Gold+++ Grade Eldritch, **Role:** Front, Multi, Caster
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 100,500

TURN SPEED: 2 **MOV:** 20m/40m (2zone/4zone) Land

TARGET: SHRIVELLED GOD (CORE) (HIDDEN)

HP: 200 **MP:** 40 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 100 **M. Fort:** 100

TARGET: BODY

HP: 800 **MP:** -
DEF: 10 **P.Fort:** 30 **M. Fort:** 30

TARGET: HEADS (1 - 3) (LEFT, MIDDLE, RIGHT)

HP: 200 **MP:** -
DEF: 10 **P.Fort:** 30 **M. Fort:** 30

MASTERY B.	STR	AGI	AWA	EMP
+6	35	2	6	6

Masteries: Astral Sight

Analyze: Information 12, Arcanist Kit 12

Falter: HP 50% and below for heads only

(Behaviour change: Spore sheds)

Neutralize (ANY HEAD): Rip out: Brute 24 (12 falter),
Mechanics Kit 24 (12 falter)

Neutralize (S. GOD): Cleanse: Arcanist Kit 20 (10 falter)

Resistance: All damage not dealt by Melee Attack is halved

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

SHRIVELLED GOD - Willcasting (Major Action): Cast any spells up to rank 3 without spending MP. This can only be done if the shrivelled god's is awakened by having a hostile unit in its zone.

LEFT HEAD - Bite (Major Action): Melee Attack, range: 0, +5 attack, 25 HP Sharp Unarmed Combat damage. When a target is hit by this attack, and it's pushed 1 zone away.

RIGHT HEAD - Astral Rain (Major Action): Zone Physical Effect Weapon, range: 10, size: 10m radius (expanded 1 zone away from target zone), affects all chosen targets in zones, +6 effect, +14 (+20) HP Astral Weapon damage reduced by each target's Physical Fortitude.

ANY HEAD - Astral Shot (Major Action): Medium Ranged Attack, range: 0-10, +6 attack, 20 HP Astral Weapon damage.

ANY HEAD - Astral Shot (minor action, 2 follow up after Any Major Action): Same as above, but does not deal excess damage. This action can only be taken for each head that has not taken any actions that turn.

SPECIAL

Time Dilation (Free Action, Instant, 2 danger tokens): Choose a unit within 100m (10 zones) of you and that unit loses all its minor actions.

FEATURE

Spore Mist: All damage you receive besides Melee Attacks are halved. All targets in the same zone as you take 2d6 MP Chaos Spell damage at the start of their turn. If the unit is downed by this feature or 12 is rolled, the unit is affected by the Mind Spore deep curse.

Mind Spore: A unit cursed by Mind Spore no longer takes Spore Mist MP damage. At the start of its turn, you may use all of its minor actions. You can control this unit anywhere in the universe and you have full control while it's asleep. This curse can be lifted by your destruction.

Entering Body: A passage into the inner zone of the worm containing the Shrivelled God can be accessed through the Body (at 0 HP), which is located in the ground zone. Another passage is through the Middle Head (at 0 HP) which is standing 3 zones away from the body. Only a minor action is required to slide into the inner chamber. When inside, an orifice to the outside can be opened by a minor action with Thievery 12 or Chemist Kit 12.

Latching Onto Head: It is possible to reach the head to make melee attacks against it by latching onto the body and move three zones to the heads.

FIEND

Commonly Found In: Illum

Recommended Toolkits: Chemist Kit, Climbing Kit, Impersonification Kit, Thaumaturgist Kit

Shunning the path of the mystics and munis, fiends gain power by devouring sapienoid spirits. The terror and despair their victims experience before death only sweetens their meal.

As they devour the essence while forgoing the flesh, their body progressively lose their natural functions and the ability to procreate. They propagate their numbers by beguiling strong-willed lifeforms into becoming their initiates and minions.

Initiates start their fiendish path by gaining a baleform. Eventually, if they gained enough power, they will progress to become a rakshasa, pishacha and so on.

Like the mystics of Illum, they also sought to gain the ultimate form, becoming a dragon. Only at the expense of innocent lives.

BALE SERPENT (Nickname: Slithers)

Copper Grade Fiend, Animal, Role: Front, Control
Size: Medium, Speech: No, Danger Rating: 100

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 30 MP: 15 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 6

MASTERY B.	STR	AGI	AWA	EMP
+2	1	3	3	0

Masteries: -

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

Falter: HP 50% and below

(Behaviour Change: Hiss loudly)

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

Neutralize 2: Foul smell: Chemistry Kit 16 (8 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Entangling Bite (Major Action): *Melee Attack, range: 0, +2 attack, 6 HP Sharp Unarmed Combat damage. You can choose to grapple the unit hit by this attack. You can grapple a maximum of 2 units.*

FEATURE

Strangle: *At the end of your turn, you can deal 1d6 Blunt Unarmed Combat damage to any or all units you are grappling.*

YATE VENUS (Nickname: Bud)

Copper Grade Fiend, Plant, **Role:** Back, Caster
Size: Medium, **Speech:** Yes, **Danger Rating:** 125

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

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

Masteries: Deceive 4

Analyze: Information 8, Psychology 8, Thaumaturgist Kit 8,
Arcanist Kit 8

Falter: HP 50% and below

(Behaviour Change: Shrivels and emits the smell of cut grass)

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

Vine Whip Rank 1, MP:2 (Major Action): Medium Ranged Spell Attack, range: 0 - 2 (curvable), +2 attack, 5 HP Wood Spell damage. Hit units can be pulled 1 zone towards Yate Venus.

SPECIAL

Rank 2 Spellcasting (5 danger tokens): Cast a spell available to you at rank 2.

FEATURE

Spellcasting Rank 1 (Special Rank 2): You can cast Wood & Chaos elemental spells at rank 1, and rank 2 using your special. You don't need mastered weapon to cast spells. (+2 Spell Roll)

BALE HOG (Nickname: Snort)

Copper Grade Fiend, Animal, **Role:** Front, Control
Size: Large, **Speech:** No, **Danger Rating:** 275

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 80 MP: 40 Morale T: 1 (Normal)
DEF: 8 P.Fort: 8 M. Fort: 4

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

Masteries: Brute 6

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

Falter: HP 50% and below

(Behaviour Change: Legs limping and eyeball turns blood red)

Neutralize 1: Lure Away: Deception 16 (8 falter)

Neutralize 2: Bind Legs: Climbing Kit 16 (8 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Gore (Major Action): Melee Attack, range: 0, +2 attack, 12 HP Sharp Unarmed Combat damage. Units of large or smaller size categories hit by this attack are knocked prone.

Step On (minor action): Grapple a prone unit of large or smaller size category in the same zone the Bale Hog occupies.

BALE WOLF (Nickname: Yip)

Copper Grade Fiend, Animal, **Role:** Front, Flanker
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): Same as above, but does not deal excess damage.

FEATURE

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

TEMPTRESS RAKSHASA (Nickname: Raks)

Silver Grade Fiend, **Role:** Front, Control

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): Same as above, but does not deal excess 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. The unit can be ordered to attack, cast spell or use consumable item on any target of your choice. If the unit fail to perform your specified task by the end of its turn, it takes 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 units it chooses within 30m (3 zones) radius. Allured units take 1 HP & 1 MP 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.

BRUTAL RAKSHASA (Nickname: Raks)

Silver Grade Fiend, **Role:** Front, Control
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

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, and it's Large sized or smaller, you can choose to push the unit 1 zone away or have it grappled.

Punch (minor action, 1 follow up after Punch Major Action): Same as above, but does not deal excess damage.

SPECIAL

Power Slam (Major Action, 5 danger tokens): Make a Melee Attack at a target you're grappling, +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 damage.

OBSESSIVE RAKSHASA (Nickname: Groupie Raks)

Silver Grade Fiend, **Role:** Front, HP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 825

TURN SPEED: 6 **MOV:** 20m/40m (2zone/4zone) Land
HP: 60 **MP:** 30 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 11 **M. Fort:** 11

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

Masteries: Sports 8, Detect 7

Analyze: Information 9, Psychology 9, Thaumaturgist Kit 9

Falter: HP 50% and below or when you obsess over the same target as another Obsessive Rakshasa.

(Behaviour Change: Shrieks Angrily)

Neutralize 1: Drive Away: Intimidate 18 (9 falter),
Deceive 18 (9 falter)

Neutralize 2: Pacify: Chemistry Kit 18 (9 falter),
Thaumaturgist Kit 18 (9 falter)

ACTIONS Major 1 minor 2

ATTACKS & EFFECTS

Obsessed Shred (Major Action): Melee Attack, range: 0, +8 attack, Instead of dealing damage normally, when this attack hits a target, you develop obsession over it and deal 1 Sharp HP Unarmed Combat damage. The next time you hit your obsessed target, your damage increase by 1, dealing 2, 3, 4... and so on until a maximum of 20 per hit. This count is reset when the attack miss or hits another target. You can obsess over one target at a time and this attack cannot deal critical hit.

Obsessed Shred (minor action, 2 follow up after Obsessed Shred Major Action): Same as above.

SPECIAL

Extra Obsessed Shred (Free Action, 2 danger tokens): Make an Obsessed Shred attack.

AVARICIOUS RAKSHASA (Nickname: Box Raks)

Silver Grade Fiend, **Role:** Front, Control
Size: Large, **Speech:** Yes, **Danger Rating:** 1,025

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land

TARGET: BODY (CORE)

HP: 120 **MP:** 60 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 9 **M. Fort:** 7

TARGET: BOX

HP: 50 **MP:** -
DEF: 9 **P.Fort:** 9 **M. Fort:** -

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

Masteries: Brute 7, Detect 6

Analyze: Information 9, Psychology 9, Thaumaturgist Kit 9

Falter: HP 50% and below for each target

(Behaviour change: Box squeak & grumbles)

Neutralize 1: No Profit in Fighting: Reason 18 (9 falter)

Neutralize 2: Disable Magic Box: Thaumaturgist Kit 18 (9 falter),
Infiltration Kit 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Slam (Major Action): Melee Attack, range: 0, +3 attack, 6 HP Blunt Weapon damage. When you deal damage with this attack, you can deal the same amount of damage to any or all targets within your Magic Box.

Slam (minor action, 1 follow up after Slam Major Action): Same as above, but does not deal excess damage.

Magic Box Suction (minor action): Single-Target Mental Effect Spell, range: 0-1, +3 effect, target afflicted by this effects is trapped in the box and isolated from the outside world until the box is destroyed. The box can hold up to 2 units of Large size category or smaller. It can be attacked from inside and outside. At the end of your turn, you can choose to deal 2d6 MP Chaos Spell damage to any or all units in the box. You can use another minor action to expel all contents in the box.

FEATURE

Fix Magic Box, MP: 50 (minor action): Fully recover the Magic Box HP or recreate it if it's destroyed or neutralized.

PISHACHA OF DELUSION (Nickname: Looney Pisch)

Gold Grade Fiend, **Role:** Front, Control, Flanker
Size: Large, **Speech:** Yes, **Danger Rating:** 2,675

TURN SPEED: 7 **MOV:** 20m/40m (2zone/4zone) Land
HP: 100 **MP:** 200 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 11 **M. Fort:** 15

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

Masteries: Deception 10, Appeal 10

Analyze: Information 11, Psychology 11, Thaumaturgist Kit 11

Falter: HP 50% and below

(Behaviour Change: Laughs maniacally claiming that it's winning)

Neutralize 1: Explanation why it can't win: Reason 22 (11 falter)

Neutralize 2: Recorded Prayer: Thaumaturgist Kit 22 (11 falter),
Impersonification Kit 22 (11 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Smack (Major Action): Melee Attack, range: 0, +5 attack, 6 HP Blunt unarmed combat damage. When a Medium or smaller sized target is hit by this attack, you also choose to have the target fall prone or be grappled.

Smack (minor action, 2 follow up after Claw Major Action): Same as above, but does not deal excess damage.

SPECIAL

Misdirect (Free Action, 2 danger tokens): When a unit targets you or the zone you occupy with an attack or effect, change the target to another valid target or zone.

Face of Madness (Major Action, 5 danger tokens): Zone Mental Effect Spell, range: 0, Size: 20m sphere (expanded 2 zones away from target zone), affects all targets in zones, +5 effect, +20 (+25) MP Chaos Spell damage reduced by each target's Mental Fortitude.

FEATURE

Contagious Madness: When a target starts its turn within 20m (2 zones) of you, it takes 2d6 MP Chaos Spell Damage.

Free Movement: You can't be targetted by opportunity strikes. You can also move without restriction while grappling units.

PRIDEFUL RAKSHASA (Nickname: Snob Raks)

Silver Grade Fiend, **Role:** Back, Caster, Tank
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,100

TURN SPEED: 2 **MOV:** 10m/20m (1zone/2zone) Land
HP: 50 **MP:** 100 **Morale T:** 1 (Normal)
DEF: 9 **P.Fort:** 6 **M. Fort:** 6

MASTERY B.	STR	AGI	AWA	EMP
+3	1	2	5	0

Masteries: Deception 5

Analyze: Information 9, Psychology 9, Thaumaturgist Kit 9

Falter: HP 50% and below

(Behaviour Change: Cry out exasperated disbelief.)

Neutralize 1: Humour: Deceive 18 (9 falter), Appeal 18 (9 falter)

Neutralize 2: Humiliate: Intimidate 18 (9 falter),
Impersonification Kit 16 (8 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Flame Arrow Rank 2, MP: 8 (Major Action): Medium Ranged Spell Attack, range: 0 - 3 (curvable), +3 attack, 17 HP Fire Spell damage.

SPECIAL

Rank 3 Spellcasting (5 danger tokens): Cast a spell available to you at rank 3.

FEATURE

Mind Shield (minor action): When you or a target within 3 zones you can see receives HP damage, you can convert the HP damage into MP damage dealt to yourself.

Spellcasting Rank 2 (Special Rank 3): You can cast Fire & Chaos elemental spells up to rank 2, and rank 3 using your special. You don't need mastered weapon to cast spells. (+3 Spell Roll)

PISHACHA OF GREED (Nickname: Pincher Pisch)

Gold++ Grade Fiend, **Role:** Back, Hit & Run, Caster
Size: Small, **Speech:** Yes, **Danger Rating:** 10,250

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Fly
HP: 50 MP: 100 Morale T: 1 (Normal)
DEF: 13 P.Fort: 7 M. Fort: 10

MASTERY B.	STR	AGI	AWA	EMP
+6	1	8	5	0

Masteries: Thievery 14, Deception 14

Analyze: Information 12, Psychology 12, Thaumaturgist Kit 12

Falter: HP 50% and below or give 10,000 Cred (1 round)

(Behaviour Change: Let out a shrill scream.)

Neutralize 1: Negotiate Surrender: Reason 24 (12 falter)

Neutralize 2: Compel to Repent: Thaumaturgist Kit 24 (12 falter),
Intimidation 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Stinger Shot (Major Action): Medium Ranged Attack, range: 0-5, +6 attack, 12 HP Sharp Unarmed Combat damage.

Steal Token (minor action): Range: 0-5, Take a unit's spirit, barrier or spellglyph token and turn it into your danger token.

SPECIAL

Rank 3 Spellcasting (5 danger tokens): Cast a spell available to you at rank 3.

Evade (Free Action, Instant, 2 danger tokens): Instantly evade an instance of damage or affliction.

FEATURE

Spellcasting Rank 2 (Special Rank 3): You can cast Chaos & Astral elemental spells up to rank 2, and rank 3 using your special. You don't need mastered weapon to cast spells. (+6 Spell Roll)

PISHACHA OF HATRED (Nickname: Hater Pisch)

Gold++ Grade Fiend, **Role:** Front, Control, Tank
Size: Xtra Large, **Speech:** Yes, **Danger Rating:** 15,625

TURN SPEED: 5 MOV: 30m/60m (3zone/6zone) Land
HP: 240 MP: 120 Morale T: 3 (Boss)
DEF: 12 P.Fort: 15 M. Fort: 13

MASTERY B.	STR	AGI	AWA	EMP
+6	8	3	2	3

Masteries: Brute 14, Psychology 9

Analyze: Information 12, Psychology 12, Thaumaturgist Kit 12

Falter: Mind Points (MP) at 50% and below

(Beg its adversaries to stay still so it can hit them.)

Neutralize 1: Sing a Lulaby: Artistry 24 (12 falter)

Neutralize 2: Recorded Prayer: Thaumaturgist Kit 24 (12 falter),
Impersonification Kit 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Chaos Claw (Major Action): Melee Attack, range: 0-1, +6 attack, 10 HP Chaos Unarmed Combat damage. The damage of this attack is increased by +2 for every Danger Token you posses.

Chaos Claws Retaliation (minor action, when receiving any type of damage): Same as above, but does not deal excess damage.

SPECIAL

Growing Chaos: Increases Chaos Claw's damage by +2 for every danger token you possess.

Devouring Hatred (Major Action, 5 danger tokens): Zone Mental Effect Spell, range: 0, Size: 50m sphere (expanded 5 zones away from target zone), affects all targets in zones, +6 effect, +40 (+46) HP & MP Chaos Spell damage reduced by each target's Mental Fortitude.

FEATURE

Contagious Hatred: When a unit starts its turn within 10m (1 zone) of this monster, the first action the unit takes on its turn must be a Major Action that damages you. If the unit fails to use its major action first or deal any damage with it, it automatically takes 2d6 +4 MP Chaos Spell Damage.

ATAVI (Nickname: Good-Bad)

Gold++ Grade Fiend, **Role:** Front, Tank, HP Dmg
Size: Large, **Speech:** Yes, **Danger Rating:** 15,825

TURN SPEED: 5 MOV: 20m/40m (2zone/4zone) Land
HP: 300 MP: 150 Morale T: 1 (Normal)
DEF: 12 P.Fort: 12 M. Fort: 6

MASTERY B.	STR	AGI	AWA	EMP
+6	6	5	0	0

Masteries: -

Analyze: Information 12, Psychology 12, Thaumaturgist Kit 12

Falter: HP or MP 50% and below

(Behaviour Change: Holds head and screams in pain)

Neutralize 1: Pacify: Appeal 24 (12 falter)

Neutralize 2: Recorded Prayer: Thaumaturgist Kit 24 (12 falter),
Impersonification Kit 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Expel Energy (Major Action): Medium Ranged Attack, range: 0-5, +6 attack, 20 HP Order Unarmed Combat damage.

Crush (Major Action): Melee Attack, range: 0, +6 attack, 10 HP Chaos Unarmed Combat damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to push the unit 1 zone away or have it grappled.

Crush (minor action, 2 follow up after Crush Major Action): Same as above, but does not deal excess damage.

SPECIAL

Torn Between Order and Chaos (Major action, 5 danger tokens): Deal the following to a target you're grappling. Single-Target Physical Effect Spell, range: 0, +6 effect, +44 (+50) HP Order Spell damage reduced by the target's Physical Fortitude. Then repeat this process on the same target, but this time you deal HP Chaos Spell damage.

FEATURE

Exploding Pain: Whenever you receive an instance of 10 HP or MP damage or above, you gain 1 danger token.

Shared Pain: Whenever you deal damage, you can choose to receive the same amount of damage to activate Exploding Pain.

DAITYA OF WAR (Nickname: Dii Mauler)

Gold++ Grade Fiend, **Role:** Front, Tank, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 25,900

TURN SPEED: 5 **MOV:** 10m/40m (1zone/4zone) Land
HP: 200 **MP:** 100 **Morale T:** 3 (Boss)
DEF: 12 **P.Fort:** 12 **M. Fort:** 12

MASTERY B.	STR	AGI	AWA	EMP
+6	7	6	3	1

Masteries: Brute 13, Detect 9

Analyze: Information 12, Psychology 12, Thaumaturgist Kit 12

Falter: HP at 50% and below

(Behaviour change: Howl a warcry.)

Neutralize 1: Advise retreat: Reason 24 (12 falter)

Neutralize 2: Recorded prayer: Thaumaturgist Kit 24 (12 falter),
Impersonification Kit 24 (12 falter)

Resistance: All HP damage is halved.

Immunity: Maneuvers

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Akasha Maul (Major Action): *Melee Attack, range: 0, +7 attack, 20 HP Astral Weapon damage. Hit target is thrown 20m (20 zones) away. If it's thrown up into the air and hits the ground, it will fall and take 2d6+10 HP Blunt Environment damage.*

SPECIAL

Enfeeble Weapon (minor action, 3 danger tokens): *Range: 0-5, all weapons in range are enfeebled. Weapon damage dealt by enfeebled weapon is halved. This effect lasts for 5 minutes or until this effect is dispelled or cleansed by spells.*

Cosmic Maul (Major action, 5 danger tokens): *Melee Attack, range: 0, +7 attack, 40 HP Astral Weapon damage. Hit target is thrown 100m (10 zones) away. If it's thrown up into the air and hits the ground, it will fall and take 2d6+90 HP Blunt Environment damage.*

Rank 3 Spellcasting (5 danger tokens): *Cast a spell available to you at rank 3.*

FEATURE

Spellcasting Rank 2 (Special Rank 3): *You can cast Astral elemental spells up to rank 2, and rank 3 using your special. Your spellcasting mastered weapon is your maul. (+6 Spell Roll)*

DAITYA OF ILLUSION (Nickname: Dii Bossy)

Gold++ Grade Fiend, **Role:** Back, Control, MP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 42,100

TURN SPEED: 5 **MOV:** 10m/20m (1zone/2zone) Teleport
HP: 100 **MP:** 200 **Morale T:** 3 (Boss)
DEF: 14 **P.Fort:** 14 **M. Fort:** 28

MASTERY B.	STR	AGI	AWA	EMP
+6	2	5	5	6

Masteries: Appeal 12, Psychology 12

Analyze: Information 12, Psychology 12, Thaumaturgist Kit 12

Falter: HP 50% and below

(Behaviour Change: Shrieks in disbelief.)

Neutralize 1: Advise retreat: Reason 24 (12 falter)

Neutralize 2: Recorded prayer: Thaumaturgist Kit 24 (12 falter),
Impersonification Kit 24 (12 falter)

Resistance: All HP damage is halved.

Immunity: Maneuvers

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Withering Touch (Major Action): *Melee Attack, range: 0, +6 attack, 20 HP Chaos Unarmed Combat damage.*

Major Command (Major Action, Instant): *Range: 0-5, Instantly command a unit to perform a Major Action it's capable of doing without using its own Major Action. If the unit refuses, it takes 2d6+8 MP Chaos Spell damage. This command can be used out of your own turn.*

Minor Command (minor action, Instant): *Range: 0-5, Instantly command a unit to perform a minor action it's capable of doing without using its own minor action. If the unit refuses, it takes 2d6 MP Chaos Spell damage. This command can be used out of your own turn.*

Halt Command (minor action, Instant): *Range: 0-5, Instantly command a unit to cancel its Major or minor action and the action is expended. If the unit refuses, it takes 2d6 MP Chaos Spell damage. This command can be used out of your own turn.*

SPECIAL

Absolute Command (2 danger tokens): *Doubles the MP damage dealt by your Major or minor commands. The tokens must be spend & its use declared before making the command.*

Final Command (Major Action, Instant, 5 danger tokens): *Reduce a target's HP or MP to zero.*

FEATURE

Command: *Your command actions can only work on units that hears, sees or touches you.*

Blink Steps: *You move by teleportation 10m (1 zone) at a time & are not susceptible to opportunity strikes.*

RUINARM

Commonly Found In: Feyland & Illum

Recommended Toolkits: Chemist Kit, Thaumaturgist Kit, Infiltration Kit, Climbing Kit, (Soul Arm)

These weaponry of mysterious origin possesses their victims and wrest control over their body away. Ruinarms will use their wielder's deepest desires as fuel and distort them into excuse for committing death and destruction.

RUIN DAGGERHOUND (Nickname: Dagger Dog)

Silver Grade Ruinarm, Animal, **Role:** Front, Flanker, Control
Size: Medium, **Speech:** No, **Danger Rating:** 700

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Land

TARGET: RUIN DAGGER (CORE)

HP: 30 MP: - Morale T: 1 (Normal)
DEF: 14 (7 falter) P.Fort: - M. Fort: -

TARGET: HOUND

HP: 40 MP: 20
DEF: 9 P.Fort: 8 M. Fort: 8

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

Masteries: -

Analyze: Information 9, with +5 bonus when wielding Soularm

Falter: Hound HP or MP reduced to 0 or neutralized

(Behaviour change: Hound falls prone and twitches)

Neutralize 1 (HOUND): Incapacitate: Chemist Kit 18 (9 falter)

Neutralize 2 (RUIN D.): Remove hilt: Thievery 18 (9 falter),
Infiltration Kit 18 (9 falter)

Immunity: Ruin Dagger can't be disarmed.

Weakness: Damages dealt to RUIN DAGGER (target) using
Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Dagger Bite (Major Action): Melee Attack, range: 0, +3 attack, 6 HP Sharp Weapon damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to grapple it.

Dagger Bite (minor action, 1 follow up after Dagger Bite Major Action): Same as above, but does not deal excess damage.

Confiscated Weapon (minor action, 1 follow up after any Ruin Sword actions): Attack with a weapon you have confiscated. You have +4 attack bonus with that weapon.

SPECIAL

Add Daggers (minor action, 1 danger tokens): Increase the damage of your Dagger Spin by +3. You can stack this effect to a maximum of +15.

FEATURE

Recovery: HOUND (target) regains 10 HP & MP at the start of turn.

Ruinarm: The hound falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Sword's HP is reduced to 0.

RUIN SWORD WIELDER (Nickname: Pokey)

Gold Grade Ruinarm, **Role:** Front, Control
Size: Medium, **Speech:** Yes (Wielder), **Danger Rating:** 1,500

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

TARGET: RUIN SWORD (CORE)

HP: 30 **MP:** - **Morale T:** 1 (Normal)

DEF: 16 (8 falter) **P.Fort:** - **M. Fort:** -

TARGET: WIELDER

HP: 100 **MP:** 50

DEF: 10 **P.Fort:** 9 **M. Fort:** 9

MASTERY B.	STR	AGI	AWA	EMP
+4	3	4	2	0

Masteries: -

Analyze: Information 10, with +5 bonus when wielding Soularm

Falter: Wielder HP or MP reduced to 0 or neutralized

(Behaviour change: Wielder falls prone and twitches)

Neutralize 1 (WIELDER): Tie up: Climbingt Kit 20 (10 falter)

Neutralize 2 (RUIN S.): Dismantle hilt: Thievery 20 (10 falter),
Infiltration Kit 20 (10 falter)

Immunity: Ruin Sword can't be disarmed.

Weakness: Damages dealt to RUIN SWORD (target) using
Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Ruin Sword (Major Action): Melee Attack, range: 0, +4 attack, 8 HP sharp weapon damage. The Ruin Sword can't be disarmed.

Ruin Sword (minor action, 1 follow up after Ruin Sword Major Action): Same as above, but does not deal excess damage.

Confiscated Weapon (minor action, 1 follow up after any Ruin Sword actions): Attack with a weapon you have confiscated. You have +4 attack bonus with that weapon.

SPECIAL

Confiscate Weapon: If your Ruin Sword attack hits, you can choose to use a minor action to disarm the hit unit's weapon and wield it in your other hand. You can wield heavy and lighter weapons in one hand and make a follow up attack with it once a turn.

FEATURE

Recovery: WIELDER (target) regains 10 HP & MP at the start of turn.

Ruinarm: The wielder falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Sword's HP is reduced to 0.

RUIN HALBERDIER (Nickname: Swinger)

Gold Grade Ruinarm, **Role:** Front, Multi
Size: Medium, **Speech:** Yes (Wielder), **Danger Rating:** 2,700

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land

TARGET: RUIN HALBERD (CORE)

HP: 30 MP: - Morale T: 1 (Normal)
DEF: 16 (8 falter) P.Fort: - M. Fort: -

TARGET: WIELDER

HP: 70 MP: 35
DEF: 10 P.Fort: 9 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+4	3	4	2	0

Masteries: -

Analyze: Information 10, with +5 bonus when wielding Soularm

Falter: Wielder HP or MP reduced to 0 or neutralized

(Behaviour change: Wielder falls prone and twitches)

Neutralize 1 (WIELDER): Tie up: Climbing Kit 20 (10 falter)

Neutralize 2 (RUIN S.): Dismantle head: Thievery 20 (10 falter),
Infiltration Kit 20 (10 falter)

Immunity: Ruin Halberd can't be disarmed.

Weakness: Damages dealt to RUIN HALBERD (target) using
Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Ruin Halberd (Major Action): *Melee attack, range: 0, +4 attack, 8 HP Sharp Weapon damage.*

Ruin Halberd Sweep (minor action, follow up after Ruin Halberd Major Action): *As long as you have the minor action, you can continuously make Ruin Halberd follow up attack against targets you have not attacked on your current turn, you do not deal excess damage.*

SPECIAL

Speed Up (Free Action, Instant, 1 danger tokens): *Instantly gain an minor action on your turn. If you use this minor action to move, you do not provoke Opportunity Strike.*

FEATURE

Recovery: *WIELDER (target) regains 10 HP & MP at the start of turn.*

Ruinarm: *The wielder falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Halberd's HP is reduced to 0.*

RUIN CLAYMOREAGLE (Nickname: Slice Bird)

Gold Grade Ruinarm, Animal, **Role:** Back, Multi, Hit & Run
Size: Small, **Speech:** No, **Danger Rating:** 3,150

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Fly

TARGET: RUIN CLAYMORE (CORE)

HP: 30 MP: - Morale T: 1 (Normal)
DEF: 16 (8 falter) P.Fort: - M. Fort: -

TARGET: EAGLE

HP: 50 MP: 25
DEF: 10 P.Fort: 9 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+4	1	5	2	0

Masteries: -

Analyze: Information 10, with +5 bonus when wielding Soularm

Falter: Eagle HP or MP reduced to 0 or neutralized

(Behaviour change: Screeches menacingly)

Neutralize 1 (EAGLE): Incapacitate: Chemist Kit 20 (10 falter)

Neutralize 2 (RUIN C.): Remove hilt: Thievery 20 (10 falter),
Infiltration Kit 20 (10 falter)

Immunity: Ruin Claymore can't be disarmed.

Weakness: Damages dealt to RUIN CLAYMORE (target) using
Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Claymore Stab (Major Action): *Melee Attack, range: 0, +4 attack, 8 HP Sharp Weapon damage.*

FEATURE

Recovery: *EAGLE (target) regains 10 HP & MP at the start of turn.*

Ruinarm: *The wielder falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Halberd's HP is reduced to 0.*

Claymore Flight: *You do not provoke Opportunity Strikes. At the end of your turn, you can choose any number of targets that have shared a zone with you through your movements to be damaged by the following physical effect: Make a Zone Physical Effect Weapon roll, +4 effect, +8 (+12) HP Sharp Weapon damage reduced by individual chosen target's Physical Fortitude.*

RUIN SHIELDER (Nickname: Shield Bag)

Gold Grade Ruinarm, Animal, **Role:** Front, Tank
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 3,325

TURN SPEED: 5 **MOV:** 10m/20m (1zone/2zone) Land

TARGET: RUIN SHIELD (CORE)

HP: 30 **MP:** - **Morale T:** 1 (Normal)
DEF: 16 (8 falter) **P.Fort:** - **M. Fort:** -

TARGET: MULE

HP: 300 **MP:** 150
DEF: 10 **P.Fort:** 9 **M. Fort:** 9

MASTERY B.	STR	AGI	AWA	EMP
+4	6	0	3	0

Masteries: -

Analyze: Information 10, with +5 bonus when wielding Soularm
Falter: Mule HP or MP reduced to 0 or Mule is Blinded, Grappled & Prone at the same time.

(Behaviour change: Mule falls prone and twitches)

Neutralize 1 (MULE): Incapacitate: Chemist Kit 20 (10 falter)

Neutralize 2 (RUIN S.): Remove hilt: Thievery 20 (10 falter),
Infiltration Kit 20 (10 falter)

Immunity: Ruin Shield can't be disarmed.

Weakness: Damages dealt to RUIN SHIELD (target) using Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Ruin Shield (Major Action): Melee attack, range: 0, +4 attack, 14 HP Blunt weapon damage. The Ruin Shield can't be disarmed.

Ruin Shield Interpose (minor action, Instant): range: 0-3, increase the defense of a target you can see by +1 for a single attack instance. If the attack hits, you can transfer any amount of the HP damage to the MULE.

SPECIAL

Shield Crush (Major action, 5 danger tokens): Zone Physical Effect Weapon, range: 0, Size: 5m sphere (1 zone), affects all chosen targets in zone, +4 effect, +26 (+30) HP Blunt Weapon damage reduced by the target's Physical Fortitude.

FEATURE

Recovery: MULE (target) regains 10 HP & MP at the start of turn.

Ruinarm: The mule falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Shield's HP is reduced to 0.

RUIN SPEARDIVER (Nickname: Jump Kick)

Gold+ Grade Ruinarm, **Role:** Front, Hit & Run, HP Dmg
Size: Medium, **Speech:** Yes (Wielder), **Danger Rating:** 6,500

TURN SPEED: 6 **MOV:** 10m/40m (1zone/4zone) Fly

TARGET: RUIN HALBERD (CORE)

HP: 30 **MP:** - **Morale T:** 1 (Normal)
DEF: 18 (9 falter) **P.Fort:** - **M. Fort:** -

TARGET: WIELDER

HP: 100 **MP:** 50
DEF: 11 **P.Fort:** 10 **M. Fort:** 10

MASTERY B.	STR	AGI	AWA	EMP
+5	3	4	2	0

Masteries: -

Analyze: Information 11, with +5 bonus when wielding Soularm

Falter: Wielder HP or MP reduced to 0 or neutralized
(Behaviour change: Wielder falls prone and twitches)

Neutralize 1 (WIELDER): Tie up: Climbing Kit 22 (11 falter)

Neutralize 2 (RUIN S.): Dismantle head: Thievery 22 (11 falter),
Infiltration Kit 22 (11 falter)

Immunity: Ruin Spear can't be disarmed.

Weakness: Damages dealt to RUIN SPEAR (target) using Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Spear Dive (Major Action): Mark a target within 100m (10 zones of you). At the start of your next turn, you gain +1 combat roll and +1 damage bonus to all your attacks for every 10m (1 zone) vertical height difference between your target's position and your own, up to a maximum of +3 each. This effect lasts until the end of the turn. You then move 100m (10 zones) into the zone your marked target occupy and attack it with the following: Melee Attack, range: 0, +4 (+7) attack, 12 (15) HP Sharp Weapon damage. to all your you If this attack hits, it deals critical hit, if you can't reach your target, you stay still.

Spear Kick (Major Action): Melee attack, range: 0, +4 (+7) attack, 7 (10) HP Sharp Weapon damage. (With maximum Cinder Turbine +10 bonus, becomes 20 HP damage)

Spear Kick (minor action, 1 follow up after Spear Dive attack or Spear Kick Major Action): Same as above, but does not deal excess damage.

SPECIAL

Double Dive (Free Action, 3 danger tokens): When you are attacking your target with Spear Dive attack, you can make a simultaneous attack at another target in the same zone.

FEATURE

Recovery: WIELDER (target) regains 10 HP & MP at the start of turn.

Ruinarm: The wielder falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Spear's HP is reduced to 0.

Free Movement: This unit can't be targetted by Opportunity Strikes.

RUIN BALLISTA (Nickname: Boom Whale)

Gold++ Grade Ruinarm, Animal, **Role:** Back, Flanker, Hit & Run
Size: XXXtra Large, **Speech:** No, **Danger Rating:** 16,700

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

TARGET: RUIN BALLISTA (CORE)

HP: 60 MP: - Morale T: 1 (Normal)
DEF: 20 (10 falter) P.Fort: - M. Fort: -

TARGET: BEHEMOTH

HP: 180 MP: 150
DEF: 10 P.Fort: 9 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+6	6	0	3	0

Masteries: -

Analyze: Information 12, with +5 bonus when wielding Soularm

Falter: BEHEMOTH HP or MP reduced to 0 or neutralized

(Behaviour change: Behemoth rolls over)

Neutralize 1 (BEHEMOTH): Incapacitate: Chemist Kit 20 (10 falter)

Neutralize 2 (RUIN B.): Remove trigger: Thievery 24 (12 falter),
Infiltration Kit 20 (10 falter)

Immunity: Ruin Ballista can't be disarmed.

Weakness: Damages dealt to RUIN BALLISTA (target) using
Soularm and Spiritarm are doubled

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Ram (Major Action): Melee Attack, range: 0, +6 attack, 24 HP Blunt Unarmed Combat damage.

FEATURE

Recovery: BEHEMOTH (target) regains 20 HP & MP at the start of turn.

Ruinarm: The behemoth falls prone and can't use any actions when its HP or MP is reduced to 0, but it's not defeated. It can act again when it's HP & MP are above 0. It's only truly defeated when the Ruin Ballista's HP is reduced to 0.

Auto Ballista: At the end of your turn, you automatically shoot a round of Ballista, Zone Physical Effect Weapon, range: 0-10, size: 10m radius (expanded 1 zone away from target zone), affects all chosen targets in zones, +6 effect, +14 (+20) HP Sharp Weapon damage reduced by each target's Physical Fortitude.

BEHEMOTH - Vehicle 6: This animal can carry 6 passengers on its back. If the Behemoth is reduced to 0 HP, all its passengers are thrown prone onto the zone. The passengers can make melee attacks at targets sharing the same zone as the ship.

RUIN AXE (Nickname: Bushwacker)

Gold++ Grade Ruinarm, Arcanoid, **Role:** Front, Flanker, Multi
Size: Xtra Large, **Speech:** Yes, **Danger Rating:** 32,225

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

TARGET: RUIN AXE (CORE)

HP: 200 MP: - Morale T: 3 (Boss)
DEF: 11 P.Fort: 10 M. Fort: -

TARGET: HEAD

HP: 100 MP: 50
DEF: 11 P.Fort: 10 M. Fort: 8

MASTERY B.	STR	AGI	AWA	EMP
+6	18	1	2	3

Masteries: -

Analyze: Information 12, with +5 bonus when wielding Soularm

Falter: HP 50% and below (each target)

(Behaviour change: Armor cracks and crunch)

Neutralize 1 (HEAD): Dislodge: Brute 24 (12 falter),
Arcanist Kit 24 (12 falter)

Neutralize 2 (RUIN AXE): Remove Eye: Thievery 24 (12 falter),
Infiltration Kit 24 (12 falter)

Immunity: Ruin Axe can't be disarmed.

Resistance (RUIN AXE): Resist all damage except those dealt by
Soularm and Spiritarm.

Immunity (HEAD): Wood type damage & effects

Weaknes (HEAD): Fire & Wind damage type (double damage)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

RUIN AXE - Colossal Ruin Axe (Major Action): Melee Attack, range: 0, +8 attack, 24 HP sharp weapon damage. You can choose to make simultaneous attack against any number of targets that shares a zone with you.

RUIN AXE - Forest Blossom Seed (minor action): Medium Ranged Attack, range: 0-5, +8 attack, deals no damage. A forest blossom will grow on each target hit by this attack. At the end of your turn, targets with forest blossom growing on them will take 1d6 MP Wood Spell damage. A target can only have 1 forest blossom at a time. Anyone can remove the forest blossom using a minor action and successfully rolling Thievery 12, Arcanist Kit 12 or Chemistry Kit 12.

Forest Walk (2 minor actions): Teleport into any zone within 1,000m (100 zones) range that contains plants (including forest blossoms).

SPECIAL

Ruin Cleave (Major Action, 5 danger tokens): Teleport a target with forest blossom growing on it into a zone the Forest Avenger occupy and make a Melee Major Attack against it, range: 0, +8 attack, 120 HP Sharp Weapon damage. This attack is made with edge.

FEATURE

HEAD - Extended Recovery: Both targets regains 10 HP & MP at the start of your turn.

HEAD - Barrier 3 (Regen): You start combat with 3 barrier tokens. At the start of your turn, your tokens are refilled to 3. (Reduce 5 HP damage each)

UNDEAD

Commonly Found In: Sanctum

Recommended Toolkits: Chemist Kit, Impersonification Kit, Infiltration Kit, Thaumaturgist Kit

The undead legion march under the banner of the Kingslains, revenant warlords slain by long forgotten kings.

Driven by their unholy crusade for vengeance, they bring death to all before their path and deliver them into the cold embrace of the legion.

BLOATED PRETA (Nickname: Bombo)					
<i>Copper Grade Undead, Role: Front</i>					
<i>Size: Medium Speech: No, Danger Rating: 50</i>					
TURN SPEED: 2	MOV: 10m/20m (1zone/2zone) Land				
HP: 30	MP: 15	Morale T: 1 (Normal)			
DEF: 9	P.Fort: 6	M. Fort: 6			
MASTERY B.	STR	AGI	AWA	EMP	
+2	2	1	0	0	
Materies: -					
Analyze: Information 8, Chemistry Kit 8, Thaumaturgist Kit 8					
Falter: HP 50% and below (Behaviour Change: Belly bulges and veins appears all over)					
Neutralize 1: Appease spirit: Appeal 16 (8 falter), Thaumaturgist Kit 16 (8 falter)					
Neutralize 2: Cut fuse vein: Thievery 16 (8 falter), Infiltration Kit 16 (8 falter)					
ACTIONS	Major 1	minor 1			
ATTACKS & EFFECTS					
Punch (Major Action): Melee Attack, range: 0, +2 attack, 5 HP Blunt Unarmed Combat damage.					
FEATURE					
Explode: If you are reduced to 0 HP, you will explode and deal 2d6 HP Toxic direct damage to all targets in the zone it occupies					

LONE PRETA (Nickname: Lurch)					
<i>Copper Grade Undead, Role: Front</i>					
<i>Size: Medium, Speech: No, Danger Rating: 65</i>					
TURN SPEED: 4	MOV: 10m/20m (1zone/2zone) Land				
HP: 24	MP: 12	Morale T: 1 (Normal)			
DEF: 7	P.Fort: 5	M. Fort: 5			
MASTERY B.	STR	AGI	AWA	EMP	
+2	2	1	0	0	
Materies: -					
Analyze: Information 8, Chemistry Kit 8, Thaumaturgist Kit 8					
Falter: HP 50% and below (Behaviour Change: Body stiffen and ichor tears start to flow)					
Neutralize: Appease spirit: Appeal 16 (8 falter), Thaumaturgist Kit 16 (8 falter)					
ACTIONS	Major 1	minor 1			
ATTACKS & EFFECTS					
Bite (Major Action): Melee Attack, range: 0, +2 attack, 7HP Sharp Unarmed Combat damage.					
FEATURE					
Regenerate: You regain 3 HP at the start of your turn.					

PRETA HORDE (Nickname: Lurch)

Copper Grade Undead, **Role:** Front, Multi
Size: Medium+, **Speech:** No, **Danger Rating:** 650

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: Maneuvers, Grapple

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Mass Bite (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +2 effect, +7 (+9) HP Sharp Unarmed Combat damage reduced by the each target's Physical Fortitude.

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

Horde Bite (minor action, 1 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

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

RAVENOUS PRETA HORDE (Nickname: Feral Lurch)

Silver Grade Undead, **Role:** Front, Multi
Size: Medium+, **Speech:** No, **Danger Rating:** 3,250

TURN SPEED: 1 **MOV:** 10m/20m (1zone/2zone) Land (pour)
HP T: 50 **MP:** - **Morale T:** 5 (Horde)
DEF: 8 **P.Fort:** 6 **M. Fort:** -

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

Masteries: -

Analyze: Information 9, Chemistry Kit 9, Thaumaturgist Kit 9

Falter: -

Neutralize: -

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Mass Claw (Major Action): Zone Physical Effect Unarmed Combat, range: 0, size: affects all targets sharing the same zone as the horde, +3 effect, +14 (+17) HP Sharp Unarmed Combat damage reduced by the each target's Physical Fortitude.

Horde Claw (Major Action): Melee Attack, range: 0, +3 attack, 14 HP Sharp Unarmed Combat damage.

Horde Claw (minor action, 2 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

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

RAVENOUS PRETA (Nickname: Feral Lurch)

Silver Grade Undead, **Role:** Front
Size: Medium, **Speech:** No, **Danger Rating:** 325

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land
HP: 50 **MP:** 25 **Morale T:** 1 (Normal)
DEF: 8 **P.Fort:** 6 **M. Fort:** 6

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

Masteries: -

Analyze: Information 9, Chemistry Kit 9, Thaumaturgist Kit 9

Falter: HP 50% and below

(Behaviour Change: Body stiffen and skin starts to crack)

Neutralize: Appease spirit: Appeal 18 (9 falter),
Thaumaturgist Kit 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

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

Claw (minor action, 1 follow up after Claw Major Action): Same as above, but does not deal excess damage.

FEATURE

Regenerate: You regain 5 HP at the start of your turn.

MAULED SQUIRE (Nickname: Big H)

Silver Grade Undead, **Role:** Front, Tank
Size: Large, **Speech:** No (Understands), **Danger Rating:** 500

TURN SPEED: 2 **MOV:** 10m/20m (1zone/2zone) Land
HP: 130 **MP:** 65 **Morale T:** 1 (Normal)
DEF: 8 **P.Fort:** 5 **M. Fort:** 5

MASTERY B.	STR	AGI	AWA	EMP
+3	6	0	0	0

Masteries: Brute 10

Analyze: Information 9, Thaumaturgist Kit 9

Falter: HP 50% and below

(Behaviour Change: Belly rumbles violently)

Neutralize: Order to Retreat: Deceive 18 (9 falter),
Impersonification Kit 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Giant Maul (Major Action): Melee Attack, range: 0, +1 attack, 17 HP Blunt Weapon damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to knock the unit prone.

SPECIAL

Surprise Maul (Major action, 5 danger tokens): Melee Attack, range: 0, +7 attack, 34 HP Blunt Weapon damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to knock the unit prone.

TERROR BAKU (Nickname: Elephig)

Silver Grade Undead, **Role:** Back, Caster, Hit & Run
Size: Medium, **Speech:** Yes, **Danger Rating:** 625

TURN SPEED: 2 MOV: 10m/20m (1zone/2zone) Fly
HP: 60 MP: 120 Morale T: 1 (Normal)
DEF: 9 P.Fort: 6 M. Fort: 9

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

Masteries: Thievery 6

Analyze: Information 9, Thaumaturgist Kit 9

Falter: HP 50% and below

(Behaviour Change: Trumpets its small horn.)

Neutralize 1: Twist nose: Brute 18 (9 falter)

Neutralize 2: Appease spirit: Appeal 18 (9 falter),
Thaumaturgist Kit 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Terror Knife (Major Action): Melee Attack, range: 0, +3 attack, 5HP Sharp Weapon damage. A target hit by this attack suffer the fear condition for 1 minute (5 rounds).

SPECIAL

Rank 3 Spellcasting (5 danger tokens): Cast a spell available to you at rank 3.

FEATURE

Turn Invisible: You start off being invisible. You become visible when you attack or cast any spells. You turn invisible again if you are visible at the start of your turn.

Spellcasting Rank 2 (Special Rank 3): You can cast Chaos elemental spells up to rank 2, and rank 3 using your special. You don't need mastered weapon to cast spells. (+3 Spell Roll)

RONIN REAVER (Nickname: No Touchy)

Gold Grade Undead, **Role:** Front, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,225

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 70 MP: 35 Morale T: 1 (Normal)
DEF: 11 P.Fort: 11 M. Fort: 11

MASTERY B.	STR	AGI	AWA	EMP
+4	2	4	3	0

Masteries: Sports 8, Detect 7

Analyze: Information 10, Thaumaturgist Kit 10

Falter: HP 50% and below

(Behaviour Change: Grows.)

Neutralize 1: Order retreat: Deceive 20 (10 falter),
Impersonification Kit 20 (10 falter)

Neutralize 2: Appease spirit: Appeal 20 (10 falter),
Thaumaturgist Kit 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Elephant Splitter (Major Action): Melee Attack, range: 0-1, +6 attack, 14HP Sharp Weapon damage.

Elephant Splitter Retaliation (minor action, when condition fulfilled): If your dueling opponent damages any other targets besides yourself, you can make an Elephant Splitter attack at your dueling opponent. Also, if any unit that's not your dueling opponent damages you, you can attack it with Elephant Splitter.

SPECIAL

Execute (Major action, 5 danger tokens): Melee Attack, range: 0-1, +6 attack, 60 HP Sharp Weapon damage. This attack can only be made at your dueling opponent.

FEATURE

Dueling Opponent: At the start of your turn, choose a unit within 10m (1 zone) to be your dueling opponent. This effect lasts until the start of your next turn and you can only have 1 dueling opponent at a time.

DEATH KNIGHT (Nickname: Dead Can)

Gold Grade Undead, **Role:** Front, Tank, Support
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,350

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 100 MP: 50 Morale T: 1 (Normal)
DEF: 10 P.Fort: 8 M. Fort: 10

MASTERY B.	STR	AGI	AWA	EMP
+4	3	2	1	3

Masteries: Brute 7, Intimidation 7

Analyze: Information 10, Thaumaturgist Kit 10

Falter: HP 50% and below

(Behaviour Change: Armor starts squeaking.)

Neutralize 1: Order retreat: Deceive 20 (10 falter),
Impersonification Kit 20 (10 falter)

Neutralize 2: Appease spirit: Appeal 20 (10 falter),
Thaumaturgist Kit 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Branding Sword (Major Action): Melee Attack, range: 0, +4 attack, 10HP Sharp Weapon damage.

Branding Sword (minor action, 1 follow up after Branding Sword Major Action): Same as above, but does not deal excess damage.

Branding Bow (Major Action): Long Ranged Attack, range: 0-5, +4 attack, 10HP Sharp Weapon damage.

SPECIAL

Fear of Death (minor action, 5 danger tokens): All targets with death brand takes 2d6 MP Chaos Spell damage and becomes afflicted with fear condition until the start of the Death Knight's next turn.

FEATURE

Death Brand: A target damaged by you will be marked by a death brand for 5 minutes or until the brand is dispelled or cleansed by spells. All units with the Undead type make all their attack rolls on death branded targets with edge.

Fear Ender: You deal double damage to units with fear condition.

DEATH KNIGHT HORDE (Nickname: Dead Can)

Gold Grade Undead, **Role:** Front, Multi
Size: Medium+, **Speech:** Yes, **Danger Rating:** 13,500

TURN SPEED: 1 **MOV:** 10m/20m (1zone/2zone) Land (pour)
HP T: 100 **MP:** - **Morale T:** 5 (Horde)
DEF: 10 **P.Fort:** 8 **M. Fort:** -

MASTERY B.	STR	AGI	AWA	EMP
+4	3	2	1	3

Masteries: -

Analyze: Information 10, Thaumaturgist Kit 10

Falter: -

Neutralize: -

Immunity: Maneuvers, Grapple

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Mass Branding Sword (Major Action): Zone Physical Effect Weapon, range: 0, size: affects all targets sharing the same zone as the horde, +4 effect, +20 (+24) HP Sharp Weapon damage reduced by the each target's Physical Fortitude.

Horde Branding Sword (Major Action): Melee Attack, range: 0, +4 attack, 20HP Sharp Weapon damage.

Horde Branding Sword (minor action, 3 follow up after any Major Action): Same as above, but does not deal excess damage.

FEATURE

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

Death Brand: A target damaged by you will be marked by a death brand for 5 minutes or until the brand is dispelled or cleansed by spells. All units with the Undead type make all their attack rolls on death branded targets with edge.

Fear Ender: You deal double damage to units with fear condition.

BLOOD TRUMPETEER (Nickname: Blood Tooter)

Gold+ Grade Undead, **Role:** Back, Tank, Support
Size: Large, **Speech:** Yes, **Danger Rating:** 9,250

TURN SPEED: 5 **MOV:** 10m/20m (1zone/2zone) Land
HP: 160 **MP:** 80 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 9 **M. Fort:** 9

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

Masteries: Artistry 8

Analyze: Information 11, Thaumaturgist Kit 11

Falter: HP 50% and below

(Behaviour Change: Trumpets starts to bleed)

Neutralize 1: Twist nose: Brute 22 (11 falter)

Neutralize 2: Appease spirit: Appeal 22 (11 falter),
Thaumaturgist Kit 22 (11 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Blood Trumpet (Major Action): Recover 20 HP and place up to three Blood Seals to three separate targets of your choice within 100m (10 zones) radius. You can't use this action if you're silenced or can't make any noise.

Punch (Major Action): Melee Attack, range: 0, +5 attack, 8 HP Blunt Unarmed Combat damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to push the unit 1 zone away or have it grappled.

Punch (minor action, 2 follow up after Blood Trumpet or Punch Major Action): Same as above, but does not deal excess damage.

SPECIAL

Add Seal (minor action, 2 danger tokens): Place a Blood Seal on a target within 100m (10 zones) radius.

FEATURE

Add Seal (minor action, 2 danger tokens): Place a Blood Seal on a target within 100m (10 zones) radius.

Blood Seal: When a target with Blood Seal starts its turn, it takes 5 HP Chaos Spell damage for each Blood Seal it has. A target can have a total of 10 bloodseal on it. Blood Seal can be removed when dispelled or cleansed by spells and it disappears automatically when the target is 100m (10 zones) away from any Blood Trumpeteer.

KINGSLAIN (Nickname: King Kill)

Gold++ Grade Undead, **Role:** Front, Tank, HP Dmg
Size: Xtra Large, **Speech:** No, **Danger Rating:** 17,700

TURN SPEED: 6 **MOV:** 20m/40m (2zone/4zone) Fly

TARGET: KINGSLAIN

HP: 160 **MP:** 80 **Morale T:** 3 (Boss)
DEF: 12 **P.Fort:** 10 **M. Fort:** 12

TARGET: SOUL GUARD A

HP: - **MP:** 40
DEF: 12 **P.Fort:** 10 **M. Fort:** 12

TARGET: SOUL GUARD B

HP: - **MP:** 40
DEF: 12 **P.Fort:** 10 **M. Fort:** 12

TARGET: SOUL GUARD C

HP: - **MP:** 40
DEF: 12 **P.Fort:** 10 **M. Fort:** 12

TARGET: DEATHSTEED

HP: 80 **MP:** 40
DEF: 12 **P.Fort:** 10 **M. Fort:** 12

MASTERY B.	STR	AGI	AWA	EMP
+6	4	5	3	5

Masteries: Intimidate 10, Psychology 11

Analyze: Information 12, Thaumaturgist Kit 12

Falter: HP 50% and below (Kingslain & Deathsteed only)
(Behaviour change: Soul fire flickers)

Neutralize: Appease spirit: Appeal 24 (12 falter),
Thaumaturgist Kit 24 (12 falter)

Immunity: Maneuvers

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

KINGSLAIN Soul Crusher (Major Action): Single-Target Mental Effect Eidolon, range: 0-1, +6 effect, +10 (+16) MP Chaos Eidolon damage reduced by the target's Mental Fortitude. (+22 With 3 soul guards)

KINGSLAIN Soulbearer Sword (Major Action): Melee Attack, range: 0, +6 attack, 10 HP Sharp Weapon damage. (16 With 3 soul guards)

KINGSLAIN Soulbearer Sword (minor action, 1 follow up after Soulbearer Sword Major Action): Same as above, but does not deal excess damage.

DEATHSTEED Spirit Eater (minor action): Remove the Spirit Token of a unit within 50m (5 zones) of you and deal 5 MP damage. This action is usable once per turn.

SPECIAL

Revive Souls (minor action, 3 danger tokens): Fully recover all Soul Guards, including destroyed Soul Guards.

Otherworldly Challenge (Major action, 5 danger tokens): Challenge all units you can see to a duel. When a unit accepts, time freezes and that unit is brought with you to a single zone sized pocket dimension for 2 rounds where no party can intervene. The two of you get two alternating turns each, starting with you. At the end of the duel period you return to your original position and time unfreezes. If no unit accepts your challenge, you get to choose your dueling partner and your opponent enters with the fear condition while in the pocket dimension..

FEATURE

Soul Guard Protection: You can transfer any portion of the HP or MP damage the Kingslain or Deathsteed receives to undestroyed Soul Guard as MP damage. Soul Crusher & Soulbearer Sword damage you deal is increased by 2 for every soul guard you have.

Deathsteed: - If the deathsteed is defeated or neutralised, this unit's movement becomes 10m / 20m (1zn / 2 zn) Land.

EMBRYONIC QUEEN (Nickname: Egg Queen)

Gold++ Grade Fiend, **Role:** Back, Caster, Support
Size: VVery Small, **Speech:** Yes, **Danger Rating:** 36,800

TURN SPEED: 5 **MOV:** 10m/20m (1zone/2zone) Fly
HP: 60 **MP:** 120 **Morale T:** 3 (Boss)
DEF: 15 **P.Fort:** 30 **M. Fort:** 30

MASTERY B.	STR	AGI	AWA	EMP
+6	0	3	5	5

Masteries: Psychology 11, Detect 11

Analyze: Information 12, Thaumaturgist Kit 12

Falter: Mind Points (MP) at 50% and below
(Behaviour Change: The sound of crying infant can be heard)

Neutralize: Coax to sleep: Artistry 24 (12 falter),
Impersonification Kit 24 (12 falter)

Immunity: Chaos

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Order Undead (Major Action): Grant an undead within 100m (10 zones) temporary Major and minor actions. Any unused temporary actions are gone by the end of your turn.

SPECIAL

Evade (Free Action, Instant, 2 danger tokens): Instantly evade an instance of damage or affliction.

FEATURE

Morale Gain 1: The undead group you are part of gain 1 morale token at the start of the second round onwards. (Multiply group danger rating by 1.5)

Doom Clock: All units within 100m (10 zones) radius take 1d6 Resolve damage at the start of the second round onwards.

Slip Into Pocket (minor action): You can move into the inventory of a unit in the same zone as you and hide inside it. While inside, you cannot be targeted. You can be pulled out by a Thievery 12 or Infiltration Kit 12 roll on the unit you're hiding in, or you can exit voluntarily using minor action.

Unrestricted Spellcasting Rank 3: You can cast Chaos & Astral elemental spells up to rank 3 without needing to spend any MP. You don't need a mastered weapon to cast spells. (+6 Spell Roll)

NPCS

Commonly Found In: Their respective region

These are the people you can meet while roaming the cloudbroken lands and beyond. They range from the regular commoner to criminals and allies.

COMMONERS (Nickname: Gobs)

Copper Grade Sapienoid, **Role:** -
Size: Medium, **Speech:** Yes, **Danger Rating:** 14

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land
HP: 12 **MP:** 6 **Morale T:** 1 (Normal)
DEF: 7 **P.Fort:** 5 **M. Fort:** 5

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

Masteries: -

Analyze: Information 7, Psychology 7

Falter: HP 50% and below

(Behaviour Change: Panics and screams for help.)

Neutralize: Scare: Intimidation 14 (7 falter), Deception 14 (7 falter)

ACTIONS	Major 1	minor 1

ATTACKS & EFFECTS

Club (Major Action): Melee Attack, range: 0, +1 attack, 5 HP Blunt Weapon damage.

PIRATE (Nickname: Hook)

Copper Grade Sapienoid, **Role:** Front, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 50

TURN SPEED: 4 **MOV:** 10m/20m (1zone/2zone) Land
HP: 26 **MP:** 12 **Morale T:** 1 (Normal)
DEF: 8 **P.Fort:** 6 **M. Fort:** 6

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

Masteries: Climbing Kit 5

Analyze: Information 8, Psychology 8

Falter: HP 50% and below

(Behaviour Change: Becomes defensive and tries to escape)

Neutralize: Scare: Intimidation 16 (8 falter), Deception 16 (8 falter)

ACTIONS	Major 1	minor 1

ATTACKS & EFFECTS

Grappling Hook (Major Action): Melee Attack, range: 0-1, +2 attack, 6 HP Sharp Weapon damage. When a target is hit by this attack, and it's Large sized or smaller, you can choose to have it grappled.

Pull hook (minor action): Pull the unit you have grappled one zone towards you.

PUNK (Nickname: Punk)

Copper Grade Sapienoid, **Role:** Back
Size: Medium, **Speech:** Yes, **Danger Rating:** 50

TURN SPEED: 3 **MOV:** 10m/20m (1zone/2zone) Land
HP: 20 **MP:** 10 **Morale T:** 1 (Normal)
DEF: 8 **P.Fort:** 5 **M. Fort:** 5

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

Masteries: Intimidation 3

Analyze: Information 8, Psychology 8

Falter: HP 50% and below

(Behaviour Change: Desperately try to prove toughness.)

Neutralize: Humour: Appeal 16 (8 falter), Deception 16 (8 falter)

ACTIONS	Major 1	minor 1

ATTACKS & EFFECTS

Revolver (Major Action): Medium Ranged Attack, range: 0-3, +2 attack, 8 HP Sharp Weapon damage.

FEATURE

Unsealed Machinarm: Your machinarm revolver is not sealed by anti-spell safety mechanisms. If this weapon is enchanted by spell, it will explode and deal 1d6 + 8 HP Sharp Weapon damage to you.

DANDELION WIZARD (Nickname: Wood Wiz)

Copper Grade Sapienoid, **Role:** Back, Caster
Size: Medium, **Speech:** Yes, **Danger Rating:** 50

TURN SPEED: 3 **MOV:** 10m/20m (1zone/2zone) Land
HP: 16 **MP:** 32 **Morale T:** 1 (Normal)
DEF: 8 **P.Fort:** 5 **M. Fort:** 7

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

Masteries: Arcanist Kit 5

Analyze: Information 8, Psychology 8

Falter: HP 50% and below

(Behaviour Change: Waving spell catalyst wildly and screaming)

Neutralize: Parley: Reason 16 (8 falter), Appeal 16 (8 falter)

ACTIONS	Major 1	minor 1

ATTACKS & EFFECTS

Mace (Major Action): Melee Attack, range: 0, +2 attack, 5 HP Blunt Weapon damage.

Wind Shear, Rank 1, MP:5 (Major Action): Zone Physical Effect Spell, range: 0-3, Size: 5m sphere (target zone), affects all chosen targets in zone, +2 effect, +5 (+7) MP Wind Spell damage reduced by each target's Physical Fortitude.

FEATURE

Spellcasting Rank 1: You can cast Wind & Wood elemental spells at rank 1. Your spellcasting mastered weapon is your mace. (+2 Spell Roll)

BANDIT (Nickname: Mob)

Copper Grade Sapienoid, **Role:** Front, Flanker
Size: Medium, **Speech:** Yes, **Danger Rating:** 50

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 16 MP: 8 Morale T: 1 (Normal)
DEF: 9 P.Fort: 7 M. Fort: 7

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

Masteries: Sports 3

Analyze: Information 8, Psychology 8

Falter: HP 50% and below

(Behaviour Change: Frantically name drop powerful patrons)

Neutralize: Scare: Intimidation 16 (8 falter), Deception 16 (8 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Kick (Major Action): Melee Attack, range: 0, +2 attack, 4 HP Blunt Martial Arts damage.

Kick (minor action, 1 follow up after Kick Major Action): Same as above, but does not deal excess damage.

FEATURE

Free Movement: You can't be targetted by Opportunity Strikes.

BANDIT ENFORCER (Nickname: Backstab)

Silver Grade Sapienoid, **Role:** Front, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 325

TURN SPEED: 3 MOV: 10m/20m (1zone/2zone) Land
HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 9 P.Fort: 7 M. Fort: 7

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

Masteries: Intimidation 5

Analyze: Information 9, Psychology 9

Falter: HP 50% and below

(Behaviour Change: Frantically name drop powerful patrons)

Neutralize: Scare: Intimidation 18 (9 falter), Deception 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Hooked Halberd (Major Action): Melee Attack, range: 0, +3 attack, 12 HP Sharp Weapon damage.

Hook Trip (minor action, 1 follow up after Hooked Halberd Major Action): When the Bandit Enforcer hit a unit of large or smaller size with hooked halberd, it can use its minor action to cause the hit unit to fall prone.

FEATURE

No Running: The Bandit Enforcer has edge when making opportunity strikes. Additionally, units hit by the bandit's opportunity strike has its movement cancelled and action expended.

GAMBLER (Nickname: Chips)

Silver Grade Sapienoid, **Role:** Back
Size: Medium, **Speech:** Yes, **Danger Rating:** 325

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 9 P.Fort: 6 M. Fort: 6

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

Masteries: Deceive 6, Psychology 5

Analyze: Information 9, Psychology 9

Falter: HP 50% and below

(Behaviour Change: Bluff, saying that he's got a winning strategy)

Neutralize: Call bluff: Psychology 18 (9 falter),
Reason 18 (9 falter)

ACTIONS	Major 1	minor 2
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ATTACKS & EFFECTS

Revolver (Major Action): Medium Ranged Attack, range: 0-3, +3 attack, 6 HP Sharp Weapon damage.

Revolver (minor action, 1 follow up after Revolver Major Action): Same as above, but does not deal excess damage.

FEATURE

Lucky Shot: You can roll one of your attacks with edge once per turn.

SEELE INQUISITOR (Nickname: Whip)

Gold Grade Sapienoid, **Role:** Back, Caster, HP Damg
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,300

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

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

Masteries: Intimidation 7, Thievery 8

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Looks around nervously)

Neutralize: Parley: Reason 20 (10 falter), Appeal 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Silencer Dagger (Major Action): Melee Attack, range: 0-1, +5 attack, 8 HP Sharp Weapon damage. When a target is hit by this attack, it loses its focus and is silenced until the end of your next turn.

Silencer Dagger (minor action, 1 follow up after Silencer Dagger Major Action): Same as above, but does not deal excess damage.

SPECIAL

Silence All (Free Action, Instant, 5 danger tokens): When you make a Silencer Dagger attack, you may make simultaneous attack against any other targets of your choice that's in your weapon's range. If the target is silenced, it becomes an automatic Critical Hit. Your attack is doubled.

FEATURE

Barrier 3 (Regen): You start combat with 3 barrier tokens. At the start of your turn, your tokens are refilled to 3. (Reduce 5 HP damage each)

HEADBANGER (Nickname: Banger)

Gold Grade Sapienoid, **Role:** Front, Tank, Multi
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,775

TURN SPEED: 5 MOV: 10m/20m (1zone/2zone) Land
HP: 80 MP: 40 Morale T: 1 (Normal)
DEF: 10 P.Fort: 10 M. Fort: 6

MASTERY B.	STR	AGI	AWA	EMP
+4	5	2	2	0

Masteries: Brute 9, Intimidation 9

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Shakes head furiously)

Neutralize: Humour: Appeal 20 (10 falter), Deception 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Cinderblast Maul (Major Action): Melee Attack, range: 0, +4 attack, 8 HP Sharp Weapon damage. When this attack hits, you may spend a minor action to deal a separate instance of 8 HP Sharp Weapon damage.

Banger Interpose (minor action): When a unit in your current zone or one zone away from you makes an attack, you can move into that zone without provoking Opportunity Strike. That attack is redirected to you and the damage is halved if it hits. Then deal 4 HP Sharp Weapon Damage to one of the attacking unit's target.

FEATURE

Unsealed Machinarm: Your weapons are unsealed. When enchanted by spell, your Cinderblast Maul will explode and deal 1d6 + 8 Fire Weapon damage to you and you can't use its minor action option anymore.

CHARLATAN MASTER (Nickname: Poke)

Gold Grade Sapienoid, **Role:** Front, Flanker, Control
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,800

TURN SPEED: 7 MOV: 20m/40m (2zone/4zone) Land
HP: 70 MP: 35 Morale T: 1 (Normal)
DEF: 11 P.Fort: 11 M. Fort: 11

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

Masteries: Thievery 9, Deception 9, Impersonification Kit 8

Analyze: Information 11, Psychology 11

Falter: HP 50% and below

(Behaviour Change: Invents excuses)

Neutralize: Call bluff: Psychology 22 (11 falter), Reason 22 (11 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Tricky Martial Arts (Major Action): Melee Attack, range: 0-1, +5 attack, 8 HP Blunt Martial Arts damage.

Tricky Martial Arts (minor action, 2 follow up after Tricky Martial Arts Major Action): Same as above, but does not deal excess damage.

SPECIAL

Hidden Sand (Free Action, Instant, 1 danger tokens): When your martial arts attack hits, your target unit has the blinded condition until the start of your next turn.

REBEL WARLORD (Nickname: Rouser)

Gold Grade Sapienoid, **Role:** Front, Tank
Size: Medium, **Speech:** Yes, **Danger Rating:** 1,825

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 90 MP: 45 Morale T: 1 (Normal)
DEF: 10 P.Fort: 8 M. Fort: 10

MASTERY B.	STR	AGI	AWA	EMP
+4	3	1	2	3

Masteries: Brute 7, Intimidation 7

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Starts berating everyone)

Neutralize: Mediate: Reason 20 (10 falter), Psychology 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Great Spiritaxe (Major Action): Melee Attack, range: 0, +5 attack, 14 HP Sharp Weapon damage. This attack deals MP damage to targets without HP.

Pressure (minor action, Instant): When a target in the same zone as you takes damage, you can deal it additional 5 HP Sharp Weapon damage.

SPECIAL

Blade Spin (Free Action, Instant, 3 danger tokens): When you make a Great Spiritaxe attack, you may make simultaneous attack against any other targets of your choice in your current zone.

TEMPLAR PROTECTOR (Nickname: Clomp)

Gold Grade Sapienoid, **Role:** Front, Tank, Support
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,225

TURN SPEED: 6 MOV: 10m/20m (1zone/2zone) Land
HP: 100 MP: 50 Morale T: 1 (Normal)
DEF: 10 P.Fort: 7 M. Fort: 9

MASTERY B.	STR	AGI	AWA	EMP
+4	3	1	3	2

Masteries: Brute 7, Artistry 6

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Says prayers under breath)

Neutralize: Humour: Appeal 20 (10 falter), Deception 20 (10 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Templar Spiritblade (Major Action): Melee Attack, range: 0, +5 attack, 14 HP Sharp Weapon damage. This attack deals MP damage to targets without HP.

Greater Templar Protection (minor action): Increase the Attack, Defense, Physical and Mental Fortitudes of a unit by 1 and each instance of attack it does deal additional 5 damage. You can only protect one unit at a time. The previous effect disappears when you protect a new unit.

SPECIAL

Blade Spin (Free Action, Instant, 3 danger tokens): When you make a Templar Spiritblade attack, you may make simultaneous attack against any other targets of your choice in your current zone.

MYSTIC MASTER (Nickname: Master)

Gold Grade Sapienoid, **Role:** Front, Flanker, HP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,225

TURN SPEED: 7 **MOV:** 20m/40m (2zone/4zone) Land
HP: 60 **MP:** 30 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 11 **M. Fort:** 11

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

Masteries: Sports 9, Reason 9

Analyze: Information 11, Psychology 11

Falter: HP 50% and below

(Behaviour Change: Raise defensive posture)

Neutralize: Negotiate: Reason 24 (12 falter),
Psychology 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Marital Arts (Major Action): Melee Attack, range: 0, +5 attack, 12 HP Blunt Marital Arts damage. This attack's damage can't be reduced by barrier tokens.

Marital Arts (minor action, 2 follow up after any Major Action): Same as above, but does not deal excess damage.

SPECIAL

Evade (Free Action, Instant, 2 danger tokens): Instantly evade an instance of damage or affliction.

FEATURE

Lethal Blur: Whenever an attack misses you, you gain a danger token. But not when you use your special.

SHERIFF (Nickname: Slam Lord)

Gold Grade Sapienoid, **Role:** Back, Support
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,325

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

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

Masteries: Sports 9, Reason 9

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Throws hat)

Neutralize: Humour: Appeal 20 (10 falter), Deception 20 (10 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Maul (Major Action): lee Attack, range: 0, +4 attack, 8 HP Blunt Weapon damage.

Rotary Handgun (Major Action): Medium Ranged Attack, range: 0-5, +4 attack, 8 HP Sharp Weapon damage.

Rotary Handgun (minor action, 3 follow up after Rotary Handgun Major Action): Same as above, but does not deal excess damage.

Mysterious Remedy (minor action, 1 use): range: 0-1, target regains 2d6 + 16 HP without acquiring the medicated condition.

FEATURE

Sealed Machinarm: Your weapons is sealed. When enchanted by spell, you can't use your rotary gun.

CONGRESS MARSHAL (Nickname: Whip)

Gold Grade Sapienoid, **Role:** Back, Caster, HP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,475

TURN SPEED: 3 **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	2	1	4	2

Masteries: Intimidation 6, Reason 8

Analyze: Information 10, Psychology 10

Falter: HP 50% and below

(Behaviour Change: Nervously requests compliance)

Neutralize: Mediate: Reason 20 (10 falter),
Psychology 20 (10 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Mace (Major Action): Melee Attack, range: 0, +4 attack, 5 HP Blunt Weapon damage.

Mace (minor action, 1 follow up after Mace Major Action): Same as above, but does not deal excess damage.

Confiscate Glyph (minor action): Take away all the Spellglyph Tokens a unit within 50m (5 zones) currently have and you may make them your own.

SPECIAL

Spell Fizzler (Free Action, Instant, 3 danger tokens or Spellglyph Tokens): Instantly cause a spell you can see within 50m (5zones) of you to fizzle out harmlessly.

Rank 3 Spellcasting (5 danger tokens): Cast a spell available to you at rank 3.

FEATURE

Spellcasting Rank 2 (Special Rank 3): You can cast All Arcane elemental spells up to rank 2, and rank 3 using your special. Your spellcasting mastered weapon is your maul. (+4 Spell Roll)

FRENZIED CHANNELER (Nickname: Ieebies)

Gold Grade Sapienoid, **Role:** Back, Support
Size: Medium, **Speech:** Yes, **Danger Rating:** 2,875

TURN SPEED: 6 **MOV:** 10m/20m (1zone/2zone) Land
HP: 90 **MP:** 45 **Morale T:** 1 (Normal)
DEF: 10 **P.Fort:** 8 **M. Fort:** 10

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

Masteries: Psychology 9, Intimidation 6

Analyze: Information 11, Psychology 11

Falter: HP 50% and below

(Behaviour Change: Mumbles incoherently.)

Neutralize: Pacify: Appeal 22 (11 falter), Psychology 22 (11 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Doll Grapple (Major Action): *Melee Attack, range: 0-1, +5 attack, 10 HP Chaos Eidolon damage. When a target is hit by this attack, a Cursed Doll with 10 HP & the same defense and fortitudes as you grapples the target unit.*

Doll Grapple (minor action, 1 follow up after Doll Grapple Major Action): *Same as above, but does not deal excess damage.*

SPECIAL

Explode Doll (minor action, Instant, 2 danger tokens): *Explode a cursed doll grappling a target all target is the same zone as it takes 2d6 + 4 HP & MP damage. If this explosion reduces another cursed doll to 0 HP, it will cause a chain reaction.*

FEATURE

Cursed Doll: *At the Start of your turn, all targets grappled by your cursed doll taked 2d6 HP & MP damages. There can be a total of 5 dolls at a time.*

ICE MAGE (Nickname: Fridge)

Gold+ Grade Sapienoid, **Role:** Back, Caster, HP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 6,525

TURN SPEED: 3 **MOV:** 10m/20m (1zone/2zone) Land
HP: 40 **MP:** 80 **Morale T:** 1 (Normal)
DEF: 11 **P.Fort:** 8 **M. Fort:** 11

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

Masteries: Intimidation 6, Reason 10

Analyze: Information 11, Psychology 11

Falter: HP 50% and below

(Behaviour Change: Barely visible change of expression)

Neutralize: Negotiate: Reason 24 (12 falter),
Psychology 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Ice Mace (Major Action): *Melee Attack, range: 0, +5 attack, 5 HP Blunt Weapon damage. When a target is hit by this attack, it is stunned until the end of your next turn. The same effect applies to units that tries to disarm you, successfully or unsuccessfully.*

Create Ice Wall (minor action): *Create a 10m by 10m sized Ice wall section between two zones within 100m (10 zones) range of you. That wall has 20 HP and the same defense & fortitude as you. You can cast your spells into the wall and have a maximum of 6 walls at a time and you can create walls on the ground & above a zone. You can remove a wall instantly at any time with free action.*

SPECIAL

Rank 3 Spellcasting (5 danger tokens): *Cast a spell available to you at rank 3.*

FEATURE

Spellcasting Rank 2 (Special Rank 3): *You can cast All Arcane elemental spells up to rank 2, and rank 3 using your special. Your spellcasting mastered weapon is your maul. (+5 Spell Roll)*

Barrier 3 (Regen): *You start combat with 3 barrier tokens. At the start of your turn, your tokens are refilled to 3. (Reduce 5 HP damage each)*

GARFIST BOULDERWELL (Nickname: Boss)

Gold++ Grade Sapienoid, **Role:** Front, Tank
Size: Medium, **Speech:** Yes, **Danger Rating:** 13,075

TURN SPEED: 5 **MOV:** 10m/40m (1zone/4zone) Land
HP: 100 **MP:** 50 **Morale T:** 1 (Normal)
DEF: 12 **P.Fort:** 10 **M. Fort:** 10

MASTERY B.	STR	AGI	AWA	EMP
+6	5	2	1	4

Masteries: Brute 11, Artistry 10

Analyze: Information 12, Psychology 12

Falter: HP 50% and below

(Behaviour Change: Wipes blood and laugh)

Neutralize: Win Over: Appeal 24 (12 falter), Artistry 24 (12 falter)

ACTIONS Major 1 minor 3

ATTACKS & EFFECTS

Midnight Rain (Major Action): *Melee Attack, range: 0, +7 attack, 18 HP Sharp Weapon damage. When this attack hits, you may spend a minor action to double the damage you deal.*

Auto Ballista (Major Action): *Medium Ranged Attack, range: 0-5, +6 attack, 10 HP Sharp Weapon damage.*

Auto Ballista (minor action, follow up after Auto Ballista Major Action): *Same as above, but does not deal excess damage. You can continue using this attack as long as you have the minor action to spend.*

Special Remedy (minor action, 3 uses): *range: 0-1, target regains 2d6 + 24 HP without acquiring the medicated condition.*

SPECIAL

Action Hero (Free Action, Instant, 1 danger token): *Instantly gain a minor action.*

FEATURE

On My Own Terms: *When you are reduced to 0 HP or MP, you can choose to continue fighting until the end of your next turn, when you will die without the possibility of revival. You can choose to make any attack roll not rolled against you to be rolled with setback.*

HAKON ALMETA (Nickname: Spook)

Gold++ Grade Sapienoid, **Role:** Back, Caster, HP Dmg
Size: Medium, **Speech:** Yes, **Danger Rating:** 15,775

TURN SPEED: 3 **MOV:** 10m/20m (1zone/2zone) Land
HP: 40 **MP:** 80 **Morale T:** 1 (Normal)
DEF: 12 **P.Fort:** 8 **M. Fort:** 12

MASTERY B.	STR	AGI	AWA	EMP
+6	1	1	5	5

Masteries: Deception 11, Information 11

Analyze: Information 12, Psychology 12

Falter: HP 50% and below
(Behaviour Change: None)

Neutralize: Negotiate: Reason 24 (12 falter),
Psychology 24 (12 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Feather Dart (Major Action): Medium Ranged Attack, range: 0-2, +6 attack, 10 HP Sharp Weapon damage.

SPECIAL

Cancelling Dart (Free Action, Instant, 2 danger tokens): Instantly make a Feather Dart attack at a single target that's using its action. When hit, that target does not take damage, but the action is cancelled and expended. It can't use the same kind of action again until the end of the turn.

FEATURE

Unrestricted Spellcasting Rank 3: You can cast All Arcane elemental spells up to rank 3 without needing to spend any MP. You don't need a mastered weapon, movement or the ability to speak to cast spells. (+7 Spell Roll)

Spellweave: Your spells cannot harm or damage your allies unless you allow it to.

Barrier 3 (Regen): You start combat with 3 barrier tokens. At the start of your turn, your tokens are refilled to 3. (Reduce 5 HP damage each)

QUEEN OF HEART (Nickname: Queenie)

Gold++ Grade Sapienoid, **Role:** Back, Support, Caster
Size: VVery Small, **Speech:** Yes, **Danger Rating:** 15,775

TURN SPEED: 9 **MOV:** 20m/40m (2zone/4zone) Land
HP: 30 **MP:** 60 **Morale T:** 1 (Normal)
DEF: 13 **P.Fort:** 13 **M. Fort:** 13

MASTERY B.	STR	AGI	AWA	EMP
+7	1	4	4	3

Masteries: Sports 11, Intimidation 8

Analyze: Information 13, Psychology 13

Falter: HP 50% and below
(Behaviour Change: Gnashes teeth)

Neutralize: Negotiate: Reason 26 (13 falter),
Psychology Kit 26 (13 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Marial Arts (Major Action): Melee Attack, range: 0, +7 attack, 6 HP Blunt Marial Arts damage. This attack's damage can't be reduced by barrier tokens.

Marial Arts (minor action, 2 follow up after any Major Action): Same as above, but does not deal excess damage.

Auto Ballista (minor action, follow up after Auto Ballista Major Action): Same as above, but does not deal excess damage. You can continue using this attack as long as you have the minor action to spend.

Special Remedy (minor action, 3 uses): range: 0-1, target regains 2d6 + 24 HP without acquiring the medicated condition.

SPECIAL

Evade (Free Action, Instant, 2 danger tokens): Instantly evade an instance of damage or affliction.

FEATURE

Unrestricted Spellcasting Rank 3: You can cast Order, Chaos & Astral elemental spells up to rank 3 without needing to spend any MP. You don't need a mastered weapon, movement or the ability to speak to cast spells. (+7 Spell Roll)

Indomitable Will: You can focus on two ongoing spells at once and your focus can't be disrupted.

Rat CEO: Your movement do not provoke opportunity strikes and you can run up walls vertically.

ANIMALS

Commonly Found In: Their respective region

Animals are creatures that are part of a location's ecological cycle. Even creatures that have high Thaumarcenic Value (TAV) such as manticores and basilisks are categorized as animals since they're part of the crucial links in their local habitat.

Animals do not attack unless they're provoked. Most well-studied animals can be driven away easily by with Chemistry Kits.

NAMELESS ATTENDANT (Nickname: Box Girl)

Gold++ Grade Sapienoid, Role: Back, Tank, Support
Size: Medium, Speech: No, Danger Rating: 15,975

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

TARGET: ATTENDANT (CORE)

HP: 40 MP: 80 Morale T: 1 (Normal)
 DEF: 12 P.Fort: 10 M. Fort: 12

TARGET: LIFEBLOOD (CORE)

HP: 60 MP: 120
 DEF: 15 P.Fort: 15 M. Fort: 15

MASTERY B.	STR	AGI	AWA	EMP
+6	3	3	3	3

Masteries: Appeal 9, Thievery 9

Analyze: Information 12, Psychology 12

Falter: Lifeblood's HP at 50%

(Behaviour change: Attendant tie long sleeves to back)

Neutralize: Win Over: Appeal 24 (12 falter), Artistry 24 (12 falter)

ACTIONS	Major 1	minor 3
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ATTACKS & EFFECTS

Lifeblood (Major Action): Medium Ranged Attack, range: 0-5, +9 attack, 8 HP Sharp Weapon damage. This attack deals MP damage to targets without HP and ignores all damage resistances.

Lifeblood (minor action, 1 follow up after Life Blood Major Action): Same as above, but does not deal excess damage.

Divine Protection (minor action, Instant): Transfer any portion of HP or MP damage a target within 100m (10 zones) receives to Lifeblood as HP or MP damage.

SPECIAL

Divine Action (Free Action, Instant, 3 danger tokens): Instantly allow a unit to use a Major and a minor action. These temporary actions disappears if unused by the end of the turn.

FEATURE

Divine Guidance: The divine soularm, Lifeblood allows you to take 2 turns in a round, at turn speed 6 and 1.

RAT

Copper Grade Animal

Size: VVery Small, Speech: No, Danger Rating: 3

TURN SPEED: 8 MOV: 10m/20m (1zone/2zone) Land

HP: 2 MP: 1 Morale T: 1 (Normal)
 DEF: 10 P.Fort: 6 M. Fort: 3

MASTERY B.	STR	AGI	AWA	EMP
+2	0	3	1	0

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Squeaks)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Bite (Major Action): Melee Attack, range: 0, +2 attack, 1 HP Sharp Unarmed Combat damage.

GAT

Copper Grade Animal

Size: Very Small, Speech: No, Danger Rating: 6

TURN SPEED: 7 MOV: 20m/40m (2zone/4zone) Land

HP: 4 MP: 2 Morale T: 1 (Normal)
 DEF: 9 P.Fort: 6 M. Fort: 3

MASTERY B.	STR	AGI	AWA	EMP
+2	0	3	1	0

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Hiss)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
---------	---------	---------

ATTACKS & EFFECTS

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

DOG

Copper Grade Animal

Size: Small, Speech: No, Danger Rating: 13

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Land
HP: 8 MP: 4 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

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

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Barks repeatedly)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Bite (Major Action): Melee Attack, range: 0, +2 attack, 4 HP Sharp Unarmed Combat damage.

PEGASUS

Copper Grade Animal

Size: Large, Speech: No, Danger Rating: 50

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Fly
HP: 24 MP: 12 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

MASTERY B.	STR	AGI	AWA	EMP
+2	1	3	1	0

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Neighs and reels)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

Kick (Major Action): Melee Attack, range: 0, +2 attack, 6 HP Blunt Unarmed Combat damage.

HONEYJUG ANT

Copper Grade Animal

Size: Small, Speech: No, Danger Rating: 21

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
HP: 10 MP: 12 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

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

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Nods head vigorously)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

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

WAX CATERPILLAR

Copper Grade Animal

Size: Large, Speech: No, Danger Rating: 95

TURN SPEED: 4 MOV: 10m/20m (1zone/2zone) Land
HP: 36 MP: 18 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

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

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Eyes turn red)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

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

WOLF

Copper Grade Animal

Size: Medium, Speech: No, Danger Rating: 45

TURN SPEED: 6 MOV: 20m/40m (2zone/4zone) Land
HP: 18 MP: 9 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

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

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Growls menacingly)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

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

ELEPHANT

Copper Grade Animal

Size: Medium, Speech: No, Danger Rating: 150

TURN SPEED: 2 MOV: 10m/20m (1zone/2zone) Land
HP: 60 MP: 30 Morale T: 1 (Normal)
DEF: 8 P.Fort: 6 M. Fort: 3

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

Analyze: Information 8, Chemistry Kit 8

Falter: HP 50% and below

(Behaviour Change: Trumpets trunk in distress)

Neutralize: Spook: Intimidate 16 (8 falter), Chemist Kit 8 (4 falter)

ACTIONS	Major 1	minor 1
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ATTACKS & EFFECTS

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