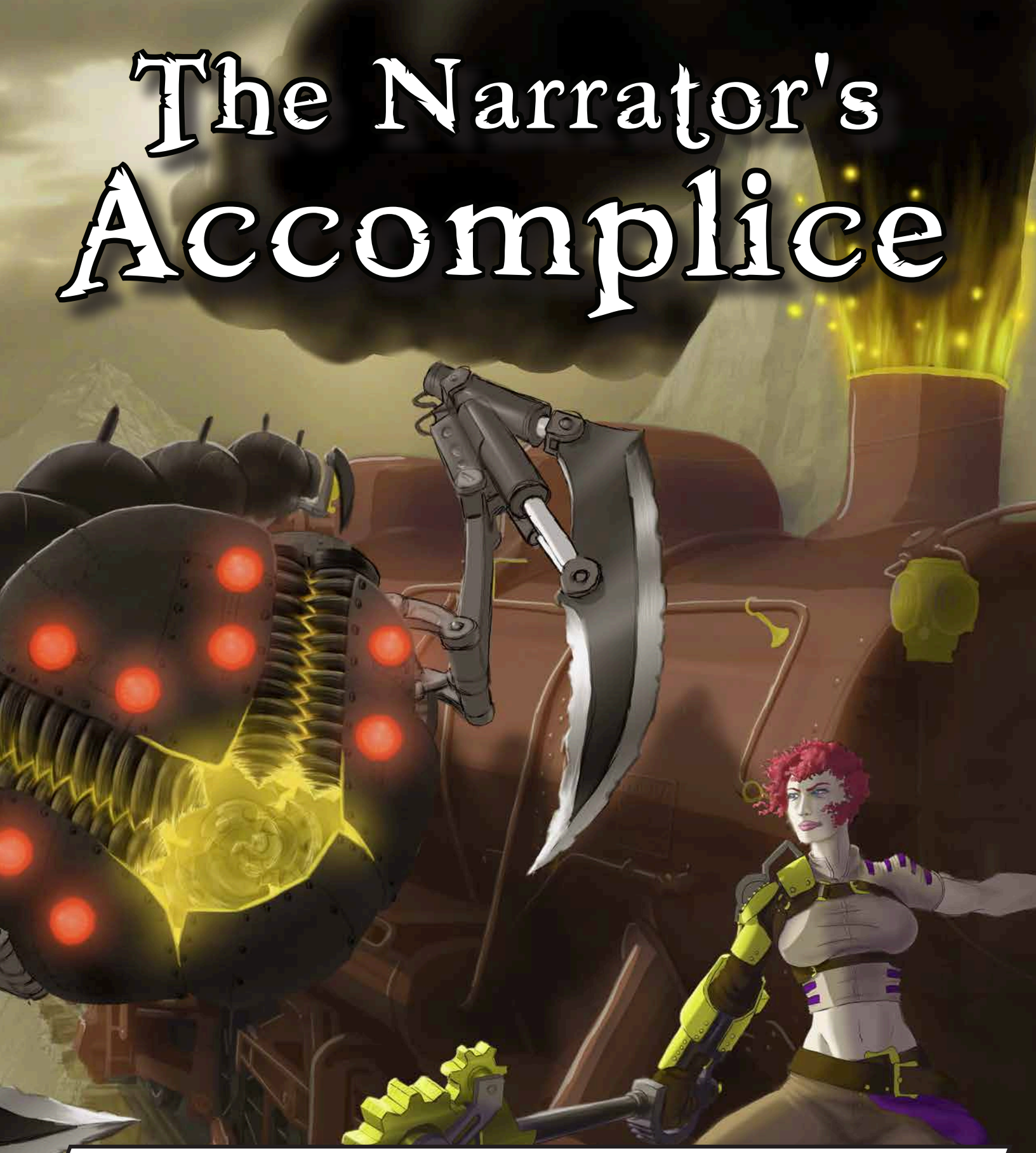
The Narrator's Accomplice



An Expansion for Tephra: the Steampunk RPG

The Narrator's Accomplice

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The Art of Narrating

Chapter 1

Who's Narrating?

If you're reading this chapter, it's probably you. Even if you weren't planning on it, you are now. You've picked up the book, started reading, and your peers have already taken notice. Who else is going to do it? Do you really think that Jimmy is going to be able to handle the pressure of maintaining a delicate balance within the vast and complex world you're about to breathe to life with your collective imagination? Can you trust Charlotte with the power to control the very fabric of this fantastic existence? How long would it take before Jackson starts using a terrible British accent during roleplay? You know the answers to these questions. You know what you have to do, but don't worry. The guidance within these pages can help you get it done with style and grace.

What is a Narrator?

A narrator is everything and nothing. She is the chill of the northern wind as it sweeps through the barren forest. She is the clinking of soldiers' boots on cobblestone. Sometimes, a narrator is an exhausted miner trudging home in the dying light of dusk; other times, she is a queen, stirring the hearts of his people with words of hope. It is her responsibility to understand, act, and speak for every living being that is not controlled by a player.

In the world of roleplaying games, being a player is pretty straightforward. The only real requirement is to show up. If a player is feeling particularly proactive, they might bring their own dice and have their character sheets filled out and ready to go. Truly masterful players prepare unique and genuine characters and play them in ways that enhance the fun and intrigue for everyone involved. For a good narrator, this is just the beginning.

If you choose to take on this task, it will be up to you to describe the details of the world and bring them to life with your words.

A narrator is the resolver of chance and the hand of fate. When the outcome of events are uncertain, it is the narrator's job to determine the consequences of a character's actions. Other times, she will introduce events that are beyond the players' control and guide them on the path to adventure.

What should a narrator do with such power?

How you choose to answer this question will determine the kind of narrator you will become. .

A Play without a Script

You and your friends are all sitting around the table, ready to play some Tephra. You have all your notes, books, maps, and adversaries ready to go. You begin by recalling the events of the adventure so far and where the heroes had left off at the end of the last session. They had just entered the laboratory of Professor Lowenstein, where they had snuck up on him as he was putting the finishing touches on his army of rocket-armed automatons.

The session begins and you're ready to throw everything Professor Lowenstein has at the adventurers, but then they decide to sneak out of the room. They sidestep every trap, distract the yapping guard dog, and disarm the alarm system before planting explosives around the building's perimeter. With no warning, the poor professor's home crumbles to the ground, burying him underneath. It wasn't exactly what you had in mind, but it gets the job done. Luckily, you planned out this adventure in pencil! With a few changes Professor Lowenstein becomes Chief Janitor Thomson, alchemical concoctions are replaced with noxious industrial strength cleaning supplies, and he is very upset about the mess the adventurers have just made.

Many games use titles like Game Master, Referee, or Storyteller to refer to the individual who runs a game, suggesting that they occupy a position of power. In Tephra, it is the players and their characters who decide the direction their story takes. A game of Tephra is like an improvisational play. The players are the principal actors and they occupy the spotlight. The narrator is the stage: he plays the smaller supporting roles, and adjusts the light and sound, but he isn't a director. Instead, he presents the actors with a situation, sets them loose, and watches as events unfold. Considering the consequences of their actions, he shows them how their choices ripple outward and change the world. He allows the players to be the lightning, while he brings the thunder.

One of your responsibilities as the narrator is to set the stage for the players to explore and to fill it with interesting scenarios with which to interact. The goal is to create a playscape for the imagination and to let players create their own solutions to the challenges they face.

While a narrator should never directly interfere with the course of a game, they should guide players to where the excitement is. Hiding clues where they're meant to be found or slipping in a crucial detail into mundane conversation give players the choice to participate.

You also have the opportunity to play whatever character you can imagine. In any given game, you'll take on the role of people of different races, species, sexes, and histories. You'll need to dive into the mind of another living being and figure out what makes them tick. What do they sound like? What are their quirks? Do they fold under pressure or are they needlessly defiant? Exploring what makes a person unique is a crucial aspect of narrating.

Setting the Stage

Every story needs a setting in which its events can unfold. What takes place in the background gives a scene context and provides the audience with crucial information without wasting time or dialogue. Careful consideration to what you place on the stage elevates a performance from good to great. For a narrator, details like the time of day, weather, and the layout of a room are important because they give a player props with which to play.

For example, your players stumble across a grisly murder scene. Lightning flashes through the pouring rain, searing the image of the contorted and bloody corpse onto their retinas. Furniture has been flung around the room, broken and splintered during the fatal struggle. The stage is set, and now you can let your players take over and watch the scene unfold. They carefully investigate the scene, and begin to discover hints of the assailant's identity. One of the players lights a candle to aid the search. As the clues fall into place, they begin to piece together what happened. Without instruction, the players took on the role of detectives, and thus a story was born!

From the outside, Tephra looks like a game of dice and grid maps, but for those invested in the experience, these are simply tools which allow the real magic to happen. When a player rolls consecutive twelves on an attack, the result within the system is well-defined, but how do you describe such an event as a narrator? If you've set the scene you'll find the tools you need to mark the occasion. For example, Ricky, the gnomish swordsman, makes a running jump onto a nearby table, startling his opponent. As the man stumbles backward, his boot catches on the blue and gold rug you described when the adventurers entered the room, and he tumbles to the floor. Prone and helpless, the poor man can only gape in horror as Ricky pounces upon him, blade first. The luxurious fabric drinks up the gushing blood, staining it a rich purple hue. Using detailed imagery can elevate a scene, making a roll of the die a memorable demonstration of skill.

Some players will actively seek to use the environment to their advantage, and you should encourage them to do so! An archer may fire many arrows in her career, but a well-placed shot causing a chandelier to crash on the heads of a troop of pursuing guards can buy crucial time for the party to make a daring escape.

Painting With Words

Great ideas and meticulous planning can go a long way toward making your gaming experience memorable, but none of it matters if you don't perform when the pressure is on. A seasoned narrator has mastered a plethora of oratorical tools over years of practice, but there are a few basic concepts that can help set a beginner on the right path.

When you prepare for a game, you'll want to take some time to think about the places your players are likely to visit. Note any details in those areas that might be important or interesting to the players and consider how you might describe them. Grab a book by your favorite author and take note of how they describe a new setting. If you have the time, write an outline or script to make sure you don't omit important information. This will also help reduce the need to improvise.

Your voice is an instrument and, when used properly, it can invoke emotions in the listener. Match your excitement to what's happening in the moment. If you achieve this, you'll realize that the more varied and energetic your performance is, the more your players will respond in kind.

Tempo and Intensity

As narrator, you must blend elements of system mechanics, oration, and plot into one cohesive piece of art. However, each individual element wants to travel at its own pace and it is your job to match the tempo of the game to the events that take place. Veteran narrators know where the conflicts and climaxes of their session should be, and they use tempo to build tension as the moment approaches. As a general rule, the more that is at stake in a given situation, the more intense it will be for your players.

For example, activities like shopping, crafting, or describing the architecture of a new city are low energy. They put a player at ease and seldom require dice rolls. A step further up the scale are things like roleplaying with general NPCs, uneventful travel, and low-intensity skill checks. These activities begin to engage the players and have a low impact on the game in general.

Roleplay with important narrator-played characters can warm things up a bit. These interactions give players the chance to explore their characters, and the information they gather can provide context for the events that follow. How the players choose to approach these situations can determine the quality and quantity of information they receive.

Challenges that involve attribute checks tend to have immediate effects, and though the outcome is rarely a matter of life and death, the consequences of failure can put players in

dangerous situations. If a player rolls a 1 on a Dexterity check while trying to sneak past a sentry, they may find themselves the target of multiple attacks before they have a chance to act. A failed Sciences roll can trigger an alarm, rather than disarming it, thus alerting enemies and removing the advantage of surprise.

For those who regularly throw themselves into the heat of battle, bodily harm and death are not just possible; they are inevitable. No matter how hard you've trained or how well-equipped you are, there will always be variables that are beyond your control. Whenever your players enter combat, they make a wager and their lives are at stake. Of course, a roleplaying game is designed to make a player feel powerful and heroic, but one doesn't feel a sense of accomplishment if they do not believe there is a chance they could fail. The more you stack the odds against them, the greater the tension and payoff will be!

Unexpected events can and often do cause things to escalate. You can adjust the intensity of any of these situations with a bit of creativity, but sometimes it's better to roll with it rather than trying to force what you had planned. What's important is that the increase and decrease in excitement makes sense in the overall arc of your story.

The majority of stories in any medium tend to start slowly and build toward a climactic moment. As the plot thickens and the excitement builds, reflect the intensity of the situation in your narrations. Roleplay adversaries with hostile and dangerous intent, and describe settings with imagery indicative of the tone and rising action. Most people identify this structure subconsciously and subverting that expectation can lead to some interesting results. Once you feel confident that you can manage the flow of your games, have fun and experiment.

Narrating with Style

Each narrator has the same tools at their disposal, but there are as many ways to use them as there are narrators. Some may prefer a light-hearted adventure filled with wacky hijinks while others enjoy exploring the dark depths of the soul. They may lean on armed conflict as a means of moving the plot forward or focus on roleplaying to create a compelling, character-driven experience. It's important to develop a style of your own, but here are a few styles to help get you started.

Challenging: Some players are more focused on their character's stats and abilities and how to best utilize them for maximum effect. Through the course of adventures, they experiment with different facets of the game to build the most powerful character they can think of. When the whole group participates in this style of gaming, it gives you the opportunity to throw some truly unique challenges at your players. If you enjoy crafting challenges for others to solve or just love watching beings of titanic strength clash, this style can be very entertaining.

Laid Back: Sometimes the group isn't overly worried about the fate of the universe; they just want to play a game and share a few hours of entertainment with friends. Throw some goofy, random, or melodramatic adversary out there and see what happens. Turn the super-evil, tenacious, and malicious Dr. Hicklefenstein into a bumbling caricature of himself. He is a mad genius with deadly intent, but he is disastrously clumsy, rambles on in nonsensical monologues, and his doomsday device is a giant robotic chicken that breathes fire. Making a game intentionally funny can be difficult, but keep in mind that comedy happens when you subvert your audience's expectations.

Roleplaying: For some players, nothing beats roleplaying in an alien world and experiencing life through a different lense. When running a roleplaying adventure, immersing the party in the setting is key. Encourage and reward your players for staying true to their characters and participating in the drama. Prepare interesting histories for your locations and NPCs. The most important thing you can do in this style of game is to approach the game with thoughtfulness and energy. If you do so, your players should follow suit.

Short-Term Sagas: Short-term sagas only last a small number of sessions. Players create characters specifically for one adventure or encounter rather than an ongoing story. You could design an arena for the players to face a series of increasingly difficult enemies until the final adversary. Short-term sagas are great for when a friend is visiting for the weekend and you're unable to inject them into your normal game. Perhaps it's Halloween and you want to try scaring your players with an adventure through a haunted mansion. You want to give the players something interesting, fun, and challenging that may be either too difficult to fit into a standard saga or would take too long to build up to. Short-term sagas may also be used to try out something that you wouldn't normally do. The players can use these games as an opportunity to give characters a test run before playing them in earnest.

Mixtures: Most games turn into a mixture of several styles of narration and are most certainly not limited to the list you see here. A saga may change styles as the location or tone of events shifts in the overarching plot.

Types of Adventures

One of the things that sets the roleplaying game genre apart from others is its flexibility. Using the same set of rules, you can craft adventures with different styles and tones. Players often favor one style over another, so try to keep their preferences in mind as you plan your sessions.

City Adventures: Sometimes you just want to settle down in a nice town and make it your home. City adventures give players the chance to interact with the same NPCs and locations, allowing them to develop long-term relationships and follow the story of a specific region. These types of games tend to revolve around roleplaying and developing resources within the city that benefit the party. Conflict in city-based games comes from various factions maneuvering to obtain limited resources as well as outside forces threatening the group's city. Resources can include influence over the townsfolk; a powerful artifact, relic, or machine belonging to the city; wealth in the city; or actual commodities and natural resources. Most parties can't help but get tangled up in these power struggles by allying themselves with an existing group, playing the groups against each other, or going into business for themselves. The goal in these scenarios is to reshape, grow, and protect the city the players call home.

Dungeon Crawls: Dungeon crawls test a party's combat ability and teamwork by placing them in an enclosed space and challenging them with powerful adversaries and cleverly concealed traps. For the players, the payoff from this adventure is a sense of achievement for overcoming a daunting challenge and, most likely, a small heap of loot. The key is to push the party to their limit and make it clear that the stakes are high. Punish them when they make poor decisions, and give them opportunities to use their wits and surroundings to their advantage. If you succeed in this, your party will talk about the encounter for years to come.

Epic Quests: The noble quest has been an essential theme in roleplaying games since the beginning, and for good reason. Many players love the fantasy of the brave soul who stands against incredible odds to save the world from a great cataclysm. All you need is a reason to bring about the end times and a party that cares enough to try stopping it. Epic adventures tend to have a good mixture of combat and roleplay, and often include massive battles the party may influence through leadership or sheer combat prowess. The goal of these campaigns tends to be to save the world, but it is not uncommon for narrators to throw in a twist that transforms the game from a struggle of good against evil into a philosophical question about morality for which there may not be a "correct" answer. Make a compelling story for the players to involve themselves in and develop legendary encounters that put the players' names in your world's history books and fairy tales.

Road Trip: All the best stories start with a road trip. This type of adventure features a destination the party must reach to achieve their final goal, and the obstacles they encounter along the way. Road trips are a great way to introduce new players to the diverse world of Tephra, sample other types of adventures and settings along the way, and identify what your players might enjoy playing in the future. To get started you'll need a map. Choose a starting location, a destination, and a reason for your players to embark on the journey. Make sure there are plenty of interesting sights to see and people to meet along the way, and don't hesitate to let the party explore when something catches their interest.

Tone

A strong plot is an important part of creating an enjoyable gaming experience, but the way in which you present it can completely change the flavor of the game. Establishing a tone for the adventure tells the players what to expect from a game and how to react to it. For example, let's say two narrators decide to introduce their players to the same dungeon crawl.

Narrator one enjoys scary movies, and wants his dungeon to be filled with suspense and graphic imagery that will make the party squirm in their seats. He can achieve this by describing scenes in a way that makes his players uneasy and leaves them uncertain of their surroundings. He can include creatures that manipulate the party from the shadows or disable a character, filling them with dread and paranoia at what may be around the next corner.

Narrator two prefers something lighter, but equally as challenging and interesting. She fills the dungeon with clever traps and describes the walls as having mysterious iconography the party can decipher as they progress. Her descriptions hint at both some secret lore the players can discover and clues to solving her puzzles and traps. She chooses ancient automatons as the dungeon's sentinels to provide the players with a sense of wonder rather than terror.

While the map and mechanics of the dungeons are the same, the players end up having very different experiences. Here are a few ideas you can use to set the tone for your own games.

Adventure: Adventures are all about exploring the unknown: boldly going where others are afraid to tiptoe and having fun along the way. You can capture this tone by introducing an item or message that catches the characters' interest, and whose meaning and significance becomes clearer as your players progress through the story. This provides extra motivation for the party to see what's around the next corner. By keeping combat challenging but not overwhelming, you can build the party's confidence. Fill your dungeons with traps and environmental hazards, and reward your players for trying to use them to their advantage. Reward your players' successes by revealing secret knowledge or with a unique item or artifact. Tip: If the players don't have a solid idea of what they want to do or where they want to go, be ready to provide that. Otherwise they'll just be wandering around aimlessly in the woods.

Epic: While an adventure can be labeled as "epic," the tone of an epic can be applied to many other types of games. What makes a game feel epic is a sense that the choices the party makes could ripple outward, having serious and far-reaching effects on the world in which they're playing. If, for example, the party wrongs an NPC early on, have that character appear later as a foil for the party. Themes should continue from one session to another and events should build upon each other to lead to a climactic finish. Combat should be challenging and require teamwork and clever strategies to overcome. Every session in an epic game builds upon what happened in the ones that came before it and lays the groundwork for sessions to come. Of course, epic deeds should be rewarded with epic loot. In an epic adventure, the narrator ought to balance adventures with great peril and heroic deeds. There's nothing wrong with making the most powerful villain imaginable, but you have to let the players have their fun as well.

Horror: Instilling a feeling of fear and powerlessness can be difficult in a system that is designed to make powerful characters, but when you do, it's all the more potent. Setting the right atmosphere puts the players in the mood to be scared. Describe the gruesome scenes and shady NPCs in grave detail and hint at a lurking malice just beneath the surface of the encounters. In combat, the key is to identify the strength of each character and to find a way to nullify it. Pit characters who rely on physical attacks against ethereal spectres. Characters that like to keep their distance can easily fall prey to ambushes or swarms that are difficult to escape. Place one character in a helpless situation as the rest of the party races against the clock to free them from a terrible fate. Lastly, the danger must be real, or else the entire encounter will feel artificial. If a player chooses to do something foolish or fails a challenge by a significant margin, the consequences must be dire. The reward for making it through this type of game is to have their character live to see another day. Tip: Sometimes the best horror isn't what lies in your terrifying imagination, but what lies in the anxious, paranoid imaginations of your players. Set the scene, but leave something up to the imagination.

Mystery: Like adventures, games with a mysterious tone revolve around the unknown, but focus more on investigating and interacting with NPCs. Establish the motivations of your primary characters and give them a reason to conceal the truth. Lay a trail of breadcrumbs for your party to follow as they slowly uncover the truth of what's going on. In this style of game, conflicts are often more interesting when resolved through skill checks, psychology, or logic rather than combat. When you do use combat, try establishing an objective like taking a key item away from someone or protecting an important NPC from an assassination. Reward your players by having an important person owe them a favor or with a fun story. Tip: Have solid events (who killed who, who stole what, et cetera), character profiles, and motivations established beforehand so as not to leave any holes in the plot.

Example of Play: Jane and the Murder-bot

Meet Jane, a would-be narrator who, like you, has been reading The Narrator's Accomplice in preparation for her first game. She's decided to run a serious city adventure with plenty of action. Let's watch as she puts what she's learned so far into action.

Jane looks down at the notes she's prepared for her very first session. "The party has been hired to search the abandoned factory district for a rogue automaton that's targeting gnomish citizens that stray too close. Upon locating the automaton, they must find a way to pacify it." It's not much to go on, but with midterms coming up she didn't have as much time to plan as she would have liked. At least she had time to flip through chapter 8 where she found a prebuilt murder-bot ready to go.

The party begins their search and, after a few Cunning and Sciences checks, they arrive at the machinating machine's lair. She takes a moment to set the scene. "The search has taken most of the daylight hours and creeping shadows are slowly consuming the abandoned industrial complex. The metal exterior of the factory shows signs of rust and there's trash and rubble strewn about," she says, her voice low and ominous. That's a good start, but where does she go from there?

Jane realizes that most of her description has been visual so far and decides to explore the other senses. "A breeze flows in from the east, bringing a slight chill. As the party opens the double doors of the factory, its hinges groan in protest. The sour perfume of oil and rust fills their nostrils and thick motes of dust glimmer in the orange glow of the setting sun."

Now that she has her players' full attention, she reveals the map. She points out the various objects of interest in the room. Large pieces of equipment made to shape and stamp parts from sheets of metal fill the factory floor. Work benches line the edges of the room and an assortment of tools hang from the wall. Barrels marked with cautionary symbols are stacked in a corner on the other side of the room. In the center of the factory they see it: an automaton matching the foreman's description. It sits motionless in the fetal position, clutching at its legs. She tells the players that while there's no indication that this model is any different from its brethren, they can't shake the feeling that something just isn't right.

Jane takes a dramatic pause and slips into character. She mimics the childish language of her youngest cousin, filtered through a robotic tone of voice with just a dash of murderous intent. She asks, "Did I do a bad thing? Protocol 197 states that when presented with item 27, I am to remove the motor and place it on the conveyor belt…but item 27 is very similar to a gnome, isn't it? Motors use a system of valves and liquids to make movement. That's not so different from a heart. Surely the foreman will be pleased. Perhaps if he sees how many more items I have located and disassembled, he will return." She acts out the motions and vocalizes the whir of servos in the automaton's neck as she turns to Randle, who just so happens to play Flimmick, the beloved gnomish alchemist. "Executing protocol 197!" she shouts with a crazed look on her face.

Little does the party know that the automaton's affinity for gnomes is no coincidence. Jane has seen Randle play this character before and knows that he likes launching his alchemical creations from the safety of the back line to great effect. "But not today," Jane thinks as she sorts the priority rolls. Much to her delight, the malfunctioning murder-bot is first to act. The automaton rushes at Flimmick, turn after turn, closing any distance he tries to put between them and pummeling him with every action point it has to spare. When it lands a solid blow, Jane always makes a quip, like "Please stop running, little meat engine!"

Try as they might, the rest of the party cannot deter the onslaught. It's around that time that Talo, the ayodin scientist, has an idea. He asks if any of the machinery in the factory still works. With a passable Sciences roll, Jane informs him, "With a few adjustments, you just might be able to get one of the presses to run for a brief moment." After a turn of tinkering, the trap is set and he calls for Flimmick.

Jane warns that the timing must be perfect to avoid making a gnomish pancake. Yesla, the morally flexible farishtaan marksman, quickly volunteers to shoulder the burden. Though disturbed at her eagerness, Talo agrees that her Dexterity is much more suited to the task. Everyone is on the edge of their seats as the d12 hits the table and begins to spin. The switch is flipped, there's no going back now. Several tons of solid metal nip at Flimmick's heel as he barely crosses the threshold in time. The confused contraption is not so lucky. With a swift crunch, it is flattened into a metal disk. Randle sighs out of relief as the tension dissipates and catharsis rolls through the party in waves. The party chatters, and Jane smiles, because she knows they'll be talking about that fight for months to come.

Players & Characters

What Makes a Game Fun?

Tabletop roleplaying games like Tephra can be enjoyed in many different ways, but there're two things that really make a game fun: spending time with your friends in your own fantastic world and feeling special in that private universe. Some players want to be heroes that overcome impossible odds or famed revolutionaries and scientists, while others want to be counted among the weirdest and rarest beings in the multiverse. Whatever the players' motivation is, they don't want to feel like just another player; most players want to be legendary in their own way.

For a player, one of the best feelings is doing something she never thought she could do. Look for fear or hesitancy, and put your player in a situation where she must resort to heroics or else face dire consequences. While a game and all its content may be fun and interesting for a player, what matters is the payoff she receives for playing smart and creatively. A payoff can be just about anything, from saving a friend to winning the heart of a lover, but it should be something that gives the player a sense of achievement. There is a limitless number of both grand and personal goals a player may want to meet, and achieving these goals is what makes the hordes of zombies and endless treks through subterranean catacombs worthwhile. Never let an epic plot crowd out intimate moments of character development.

There are two different ways for a player to get a payoff: there are the rewards you've included in your adventures, such as money or experience points, and a player's personal achievements. The rewards don't always have to be wealth or something with the sole purpose of being sold for wealth; a player's reward can be a unique weapon, forbidden lore, a special power, or something else of value such as advancing a friendship with an NPC. Whatever physical payoff she receives, she should always be awarded with experience points for her deeds.

While it is certainly important to have these predetermined rewards, awarding players unique payoffs can give an even greater sense of personal achievement. If a player manages the impossible or goes above and beyond what's expected of him, give him something a little extra. The same thing goes for experience points: reward players with an extra point or two when they roleplay their characters in times of crisis, find a clever way to foil a villain, or otherwise do something extraordinary.

Adventure

Going on an adventure is all about exciting and dangerous encounters, odd and interesting interactions with NPCs, and going on a fantastic journey with your friends. The players may embark on heroic missions that send them from investigating broken crates in a dismal warehouse to the heart of a malfunctioning automaton factory, or they may hit the road and travel through a twisted landscape filled with mutagenic horrors. When going on an adventure, surprise the players. They may know more or less what to expect in the end, but throw in odd characters, plot twists, and random encounters along the way. Surprise them with the loot they find as well. They may find a powerful item, but it's a strange machine and they have no idea what it does or how it works. You want to make their adventures interesting and exciting.

Building a Collection

Players who enjoy collecting items may do so for a number of reasons. For one, they may wish to collect a large number of items for their practical uses in combat. A level 3 automatist could certainly defeat a level 6 master-swordsman if she spent enough time crafting and collecting various items, as well as developing effective methods to use them. Or perhaps a player may decide to use her items for situations outside of combat, such as difficulties in rough terrain or dangerous weather. Some players collect items simply to serve as fantastic conversation pieces.. Many players enjoy the thrill of collecting unique weapons, pieces of armor, ancient machines, and so forth, regardless of their quality or practicality. Just remember to make players work hard for especially powerful and rare items, otherwise the payoff will feel like a letdown.

Combat

Heroism and glory has its charm, but you can never go wrong will a healthy dose of chaotic battle. Some players just want to get drunk at their favorite pub and start a brawl with the first

four-armed freak who looked at them wrong. They want challenge and excitement. Pit them against powerful and deadly enemies; worthy foes from across the lands. If you run out of hordes of monstrous warriors, horrible lab creations, or conniving villains for the players to slay, turn society on them. There's a niche for rabble-rousers, bloodthirsty gunslingers, and warriors with death wishes in every community. Whichever end of the law the players are on, there's always a battle to be fought.

Large Scale Battles: Most battles in your sagas will involve players fighting against relatively small groups of enemies. Otherwise, players would be running away from their enemies rather than fighting them (which, actually, isn't always a bad idea). However, some battles will be bigger than just the players. Indeed, some battles can consist of the players joining with another adventuring party, a group of soldiers and knights, or an entire army. In battles where it's the players and ten, twenty, fifty, one hundred, or more allied NPCs versus an equivalent enemy force, the encounters must be handled rather differently from small group combat. First, the players will most likely die if the war-sized battles are not staged in waves. If each player takes just 2-3 hits from 10-15 enemies who are comparable in level, they won't survive. Staging the battles in waves can help alleviate this problem, or at least allow players a chance to retreat, recuperate, et cetera. Of course, this approach needn't apply in epic-level adventures, as the players can most likely hack down half of the enemy's army on their own. Another aspect of large-scale battles can involve having those ten, twenty, fifty, or more allies fight a handful of super-powered enemies. This can be done as a single prolonged battle, multiple separate and simultaneous battles (in the case of multiple high-level enemies), or in hit-and-run sorts of battles.

Development

Taking a space and making it your own can be a very satisfying experience for players. The focus of this sort of gameplay is gaining resources and deciding how to use them to improve and protect your settlement. This can make a good secondary aspect of a saga, giving the party a little more to do between adventures. Early on, most of the work is typically done by the players, but finding NPCs to handle the day-to-day work frees up the players for greater pursuits.

Conquest: Conquest is similar to and sometimes a part of the development play style, except more emphasis is placed on combat. The players are attempting to take over and control something through force, and either defend it or continue conquering from that point. These can be small scale encounters, where the players are attempting to take over an enemy camp or a small castle, or they can be large-scale, world-conquering exploits. Once they have conquered their location, any number of things could happen. Perhaps players have taken the castle of a mad scientist, only to discover that the reason he was mad was an infestation of mind-altering parasites! Once players have taken over an enemy camp, the enemy may send a larger force to try and take it back!

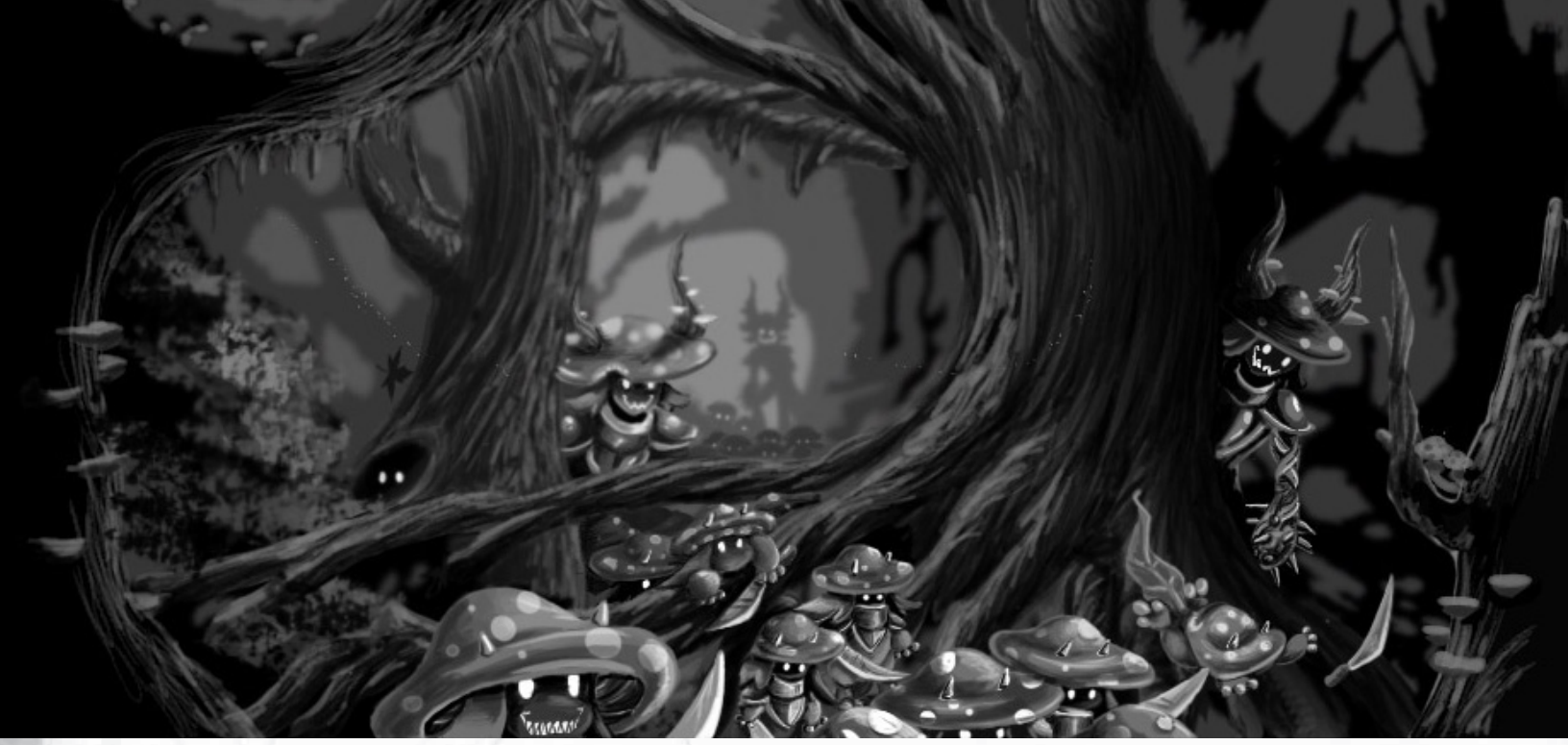
Exploration

Nothing matches the thrill of exploring the unknown. Adventurers want to find out where the sun sets at night, what grumbling behemoth rests under the mountain, or the final destination of the westward wind. These players are curious about what secrets can be discovered in the abysmal depths of the setting's crevasses.There's an entire world for them to explore, so let them discover something new! Most settings will come with their own secrets for the players to explore, but don't be afraid of making your own. If the players are travelling or exploring a city, give them opportunities to investigate something. Describe something odd and give them a sense that there's something missing from your description. Use colorful NPCs to suggest there's more to be learned about a given location. Create a mystery powerful enough to hold players' attention no matter what terrible things they may face. When they finally uncover a great secret or lost treasure, always leave a little something left undone. Raise questions about another unsolved mystery or exotic destination.

Innovation

Innovation in a game can be anything from righteous players out to revolutionize the world to mischevious players setting your fantasy world on fire. These adventures are all about changing things, upsetting the norm for better or worse. Some players may want to create and introduce a new technology that could save the world from a terrible peril. Maybe they want to create as much strife and chaos in a peaceful little city as possible, waging a war against the law. Players who enjoy roleplaying may give up on subscribing to the mores and taboos of their society. They may wish to rebel and change the political perspective of a nation. While you can always create a setting specifically for these play styles, the fun in innovating a setting for players is crafting a world on their own through their in-game actions. Put roadblocks in their way: fight them with the law and militaristic regimes, use villains to act as philosophical or intellectual foils, and enforce the stubborn ways of your setting's culture through public opinion. Anything is possible, and the players will love fighting to make anything possible!

Creation: An offshoot of innovation, some players enjoy crafting unique items to fit their individual tastes. They may go on missions to collect the pelts of a specific species of beaver for their favorite style of hats, or scour cities for that one rare



an army of shrooks

part to make their cat-launching crossbow finally work. This can add great depth to the roleplaying aspect of the game as players strive to create completely unique individuals within the setting. Non-player characters may stop and stare at such odd creatures walking in their presence. These strange adventurers may seem too strange to be true--so weird, in fact, that their enemies may hesitate to torch such special snowflakes.

Maximization

A playing style for technical-oriented and experienced players, maximization is about pushing the limits of what their characters can do, or finding new, interesting, and effective ways to build their characters that no one else has yet imagined. Perhaps they want to make a character that can shoot a pigeon from three miles away or make a warrior who can fell buildings in a single swing. Others may enjoy combining various skills and specialties in new and exciting ways, while carefully structuring their character's stats to maximize their potential. Pit these players against powerful enemies that require them to play smart. Just because they're the greatest shot in the world doesn't mean their job should be any easier. They should have to utilize their abilities and specialties in creative ways and problem solve with more than guns and hammers. Indeed, some of their greatest challenges should be non-combat related. That being said, they made their character to be the best, so be sure to give them opportunities to show off.

Problem Solving

Sometimes it's more fun to let the players use their own brains to solve problems rather than simply relying on Cunning and Science rolls. Problem-solving encompasses a wide range of encounters and adventures, and, while you can make entire adventures based on problem-solving, you can also sprinkle puzzles into just about any other type of play style. There are some very easy to understand structures and standards for problem-solving encounters, though you can deviate from them however much you want. First, there are physical puzzles, such as a door that only opens if the players perform a ritual or stand in specific locations. While these can be fun to make, you have to remember that people are likely to become frustrated by an overly complicated puzzle or one that takes too long to solve. Always leave clues or in-game indications about how to solve the puzzle for the players to discover. Otherwise, you'll end up having to simply forfeit the solution for the adventure to continue. Other puzzles are more open-ended. Players will have to use their own resources and ingenuity to solve these nonroutine conundrums. Maybe their airship has crashed on an island and they need to figure out how to patch it up. Perhaps a bridge has collapsed and they must find a way to cross a deadly chasm. Another form of problem-solving involves a scenario where the players must prepare themselves to meet an impending calamity or an approaching adversary. For example, an invading army could be approaching their hometown, or someone they need to capture or assassinate will be riding through a nearby forest later that day.

Reconnaissance

Observational play is found mostly in adventures revolving around espionage, investigation, and mystery. The players may need to learn a certain key piece of information to report back to their employer, or perhaps they are investigating the death of a non-player character friend. However, observation can be a part of any type of adventure. The players may be tasked with slaying some abomination that has been terrorizing the land, and, rather than attacking the creature head-on, they track the creature down, monitor it and determine the best method for defeating it.

Socialization

Adventures with a healthy dose of socialization can also be fun. The players can act in new or odd ways they wouldn't normally act in real life, as well as interact with non-player characters. This can be humorous and result in some good laughs too! Plus, the players will have the chance to develop their characters. Socialization opportunities let players become more immersed in the roleplaying aspect of the game. It's a great way to add some variety and flavor to the adventure.

Diplomacy: A derivative of socialization, diplomacy involves settling conflicts without violence. While some players will find this boring and just want to get back to the fighting, others will find it rewarding. It opens up more avenues for roleplaying opportunities and for adventures they might not have had otherwise. For example, they may have been hired by noble A to defeat noble B and his forces. Instead, they were able to resolve the differences between nobles A and B, and now they are hired by both nobles to perform tasks, or perhaps they attract the attention of another noble who admired the work of the players. As with all playstyles, there are a slew of paths you can go on while using diplomacy.

Teamwork

One of the chief pleasures of playing in groups is exercising and developing the party's teamwork. The players can try to predetermine the different roles in the group and what sort of actions they will take and when, or they can develop these roles over time by seeing how different abilities and characters synergize with each other. There are a million and one different combinations of character types, abilities, and strategies the players can utilize, so let them play around and experiment with some as your saga progresses. Some players may want to play the same role with each new saga, while others may one to try different things each time. Both have their pros and cons, and there is nothing wrong with either. The more a player uses one character archetype, the more familiar and experienced they will become with using it, but they may be overlooking another avenue of play they would enjoy or excel at even more. If a player changes up their style each time, they'll have a better taste of all that lies at their disposal, but with each new style they may also run into obstacles with their character they hadn't foreseen. As a narrator you should give the players challenges specifically geared toward their team dynamic. Whether you make encounters they excel at or that play to their weaknesses, the encounters ought to be exceedingly difficult unless they can work as a single unit rather than individually.

Tools, Tricks, & Techniques

Chapter 2

In theory, roleplaying games can be enjoyed without any physical objects. Dice rolls can be replaced by players guessing a number between 1 and 10; instead of a concrete system, a narrator can estimate how likely a player is to succeed at performing actions based on any number of factors. RPGs ultimately exist within the minds of those who play them. The goal of this chapter is to explore tools and concepts that can elevate your gaming experience and ease the burden on you, the narrator. This way, you can focus on more important things.

Physical Toolkit

Dice

A die is a tool that we use to represent the unpredictable nature of the world. A die with ten sides, marked with numbers 1 through 10, can be used to calculate percentages in increments of 10. The odds that a single roll of the die will result in a 1 is 10%. The odds of a 1 or a 2 are 20%, and so on.

The reason we use dice in RPGs is to simulate the inherent uncertainty of life. Master craftsman can make simple mistakes that result in a ruined project. Novices occasionally get lucky with a brilliant creation. A simple wooden arrow can slip through the smallest gap between steel plates of armor and a spray of bullets can hit everything but an intended target.

Dice represent the innumerable variables which are beyond our ability to perceive or control. If you ever encounter a situation where the outcome is uncertain, use dice.

Narrator's Screen

A narrator's screen provides an area in which a narrator can conceal information and dice rolls from the players. Many screens also provide quick references to frequently used system mechanics on one side and colorful illustrations on the other.

Map, Miniatures, and Counters

Tephra is designed to be a tabletop roleplaying game used with a grid on the table and miniatures to represent the characters. While not every scene or fight needs a map, some will benefit from it. We recommend using a grid map with 1-inch squares, but you can use whatever works best for you.

Square grids fail to accurately reflect diagonal movement. The difference in distance tends not to be game breaking, but to preserve spatial integrity, two squares moved diagonally equals three squares moved normally.

Moving in the third dimension on a two-dimensional grid can also present problems. Mark the elevation heights of different items on the map. For example, one might note that the top of a building is "+20 feet" above the ground, while a ditch is "-10 feet" below the ground level. If a character is flying, you can place coins under her miniature to represent the character's elevation, with each coin marking five feet above the ground.

Many narrators use small metal or plastic figurines, typically an inch or two tall, and bases that fit within 1-inch squares. Playing with miniatures to represent characters can bring the action to life and give your players the opportunity to accessorize with custom figures for their characters. However, if you don't have any miniatures on hand, almost anything will do. A player can use a ring from his finger, a quarter from his pocket, or a small portrait of his character as a representation on the board.

You can also use dice, but we recommend that you avoid using our beloved d12s to represent characters, since this can cause confusion. Feel free to use other, less useful dice like d6s or d10s.

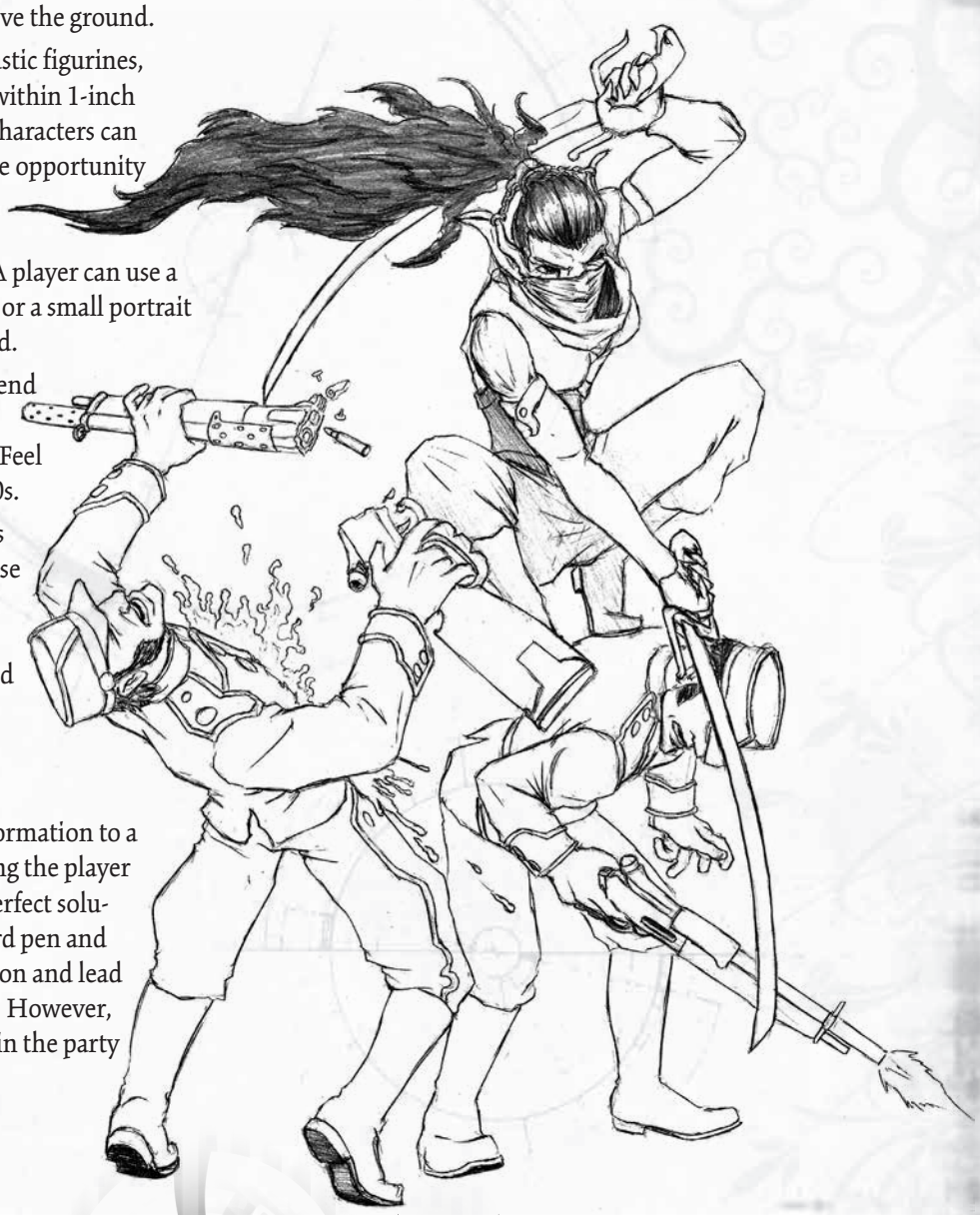
Squares or Hexes? While Tephra was built with a square grid in mind, you can also use a hexagonal grid map. A hex grid will provide a more realistic sense of movement, while eliminating issues with diagonal movement and turning vehicles.

Passing Notes

Sometimes you may need to provide secret information to a player. If whispering in the player's ear or taking the player aside proves impractical, passing notes is the perfect solution! This can be done digitally or with standard pen and paper If noticed, note passing can spark suspicion and lead to heightened suspense as the game progresses. However, be warned: note passing may arouse suspicion in the party and your players could turn on each other.

Electronic Devices and the Internet

Laptops and tablets are powerful tools for storing and organizing game materials. Using PDF versions of Tephra's publications can afford you with additional functionality, such as searching for specific words or phrases. With internet access, one can quickly locate pictures and music to enhance the gaming experience. A word of caution: allowing players to use their own laptops and cellphones can create distractions that can disrupt the flow of the game. Narrators should lay down ground rules as to their use before beginning a saga is highly recommended.



Mastering the System

Tephra's system lays down a template for determining the outcome of every action that a player could want to perform… usually. The unfortunate reality is that in an existence with endless possibilities, there will inevitably be situations which are not covered in our publications. If you find yourself in such a situation, don't panic. You're the narrator, remember? You've totally got this under control. All you need to do is take the system that you already know and reshape it so that it does what you need. Once you learn how to do this, you will become a master of the system.

House Rules

Rules are made to be broken and, though we've tried our hardest to make Tephra's gears and cogs work in perfect harmony, sometimes you've got to do things your own way. When you choose to create a new rule or change an existing rule within the system, you are creating a house rule. For example, the Tephra Playing Guide specifically states that any time you roll a 1 on a d12, the result of that check is always a failure, even if adding your bonuses to the roll would have resulted in success. You may feel that this rule is unfair and decide that for your game, a roll of one isn't an automatic failure.

Let's say one of your players has found a loophole in the system that allows his character to perform remarkable feats that should not be possible at their current level. More often than not, these scenarios result from misunderstanding of game rules, but if you find upon closer inspection that the player has found a way to exploit the system, you may decide to create a house rule to preserve the integrity of the game. We recommend that you only use these types of house rules when something is truly broken, or you risk stifling the player's creativity.

Concealing Rolls

Sometimes it is prudent to hide the results of rolls from your players. For example, if an NPC is trying to conceal something from the party, rolling a die in plain view might prompt the players to dig for information when they would otherwise turn a blind eye to the situation. Other times, it is important to roll openly. When you do this, you're telling the players that the outcome of the roll is important and the result is free from narrator influence. You might use this when a player's life is at stake or an important campaign objective hinges on the result of the dice.

"Fudging" Rolls

As the narrator, you have the option to fudge rolls. Fudging is the act of cheating for the sake of the game. Let's say your d12 is on a hot streak, making an adversary more difficult than you had anticipated. We recommend that you let things like this take their course, as the best stories happen when things go wrong, but if it begins to interfere with the game you may choose to change the outcome of a roll to preserve the fun.

Some narrators may choose to forgo fudging, embracing the unpredictability and excitement of randomness. Others may choose to use it strategically to trigger events, control the pace of combat, or to make things more interesting.

Regardless of your reasoning, make sure that your fudging is appropriate and used sparingly. Also, don't get caught. If your players suspect that you're manipulating the outcomes of events, they may feel their actions lack consequences and any feeling of achievement they might have felt will disappear when they barely make it through a fight.

Assigning Penalties or Bonuses to Rolls

When a player attempts an action that would require an attribute roll, you typically set a target number to determine the outcome of the action. To make a task more difficult, you could raise the target number you had in mind. Most times, it is best to inform a player of bonuses or penalties prior to their roll. This alerts the player that current conditions are affecting the outcome of the roll. Then the player can choose between finding creative ways to shift things in their favor or taking their chances with the roll.

Determining how much you should modify a roll depends on the number and severity of the conditions in place. The following are a few conditions that you might want to consider incorporating in your game.

Action	Conditions	Penalty or Bonus
Sneaking	Moving near sleeping person(s)	+6
	Cover of darkness	+4
	Broad daylight	-4
Eavesdropping	Otherwise complete silence	+5
	Through a wall via drain pipe, vent, et cetera.	+2
	Light rain	-2
	Thunderstorm or nearby train	-8
Acrobatic maneuvers	Footholds, tree branches or other environmental assistance	+2
	Wet floors	-4
Lifting an object	Using a lever/fulcrum	+6
	Carrying up an incline	-4
	Unable to effectively use one or more limbs	-6
Brewing a potion	Using a reference book	+2
	Using organic materials the character has little knowledge of	-8
Playing a musical instrument	Sheet music	+4

Assigning penalties and bonuses encourages the cunning adventurer to use the world around them to their advantage. This approach will also reward players for paying attention to the details you share when describing their surroundings.

Searches & Sneaking

From the perspective of system mechanics, stealth is fairly simple: roll an attribute check, compare it to the target number or the opposing character's roll, and determine the outcome. This can be an effective method of dealing with simple situations, but the art of passing without a trace can be wickedly complicated and rewarding if executed properly.

An NPC or player's awareness is an important factor to consider when sneaking is involved. An individual who is on alert or searching for something is much more likely to notice a figure slinking through the shadows or to find a false bottom in the desk drawer. Adjusting a target number or silently giving a character a bonus as her level of alertness changes can make the encounter more dynamic.

Going unnoticed is just as good as going unseen in some situations. In cases like these, you may ask a player to roll an attribute other than Dexterity to blend in with their surroundings.

Circumstances can change the difficulty and nature of stealth. There may come a time where you ask a player for details on how they plan to sneak. If you feel that their answer is adequate, you may choose to leave the roll alone. However, if their approach is particularly creative or flawed, this can be an opportunity to have something fun and unexpected to happen.

Status Effects

Although listed in the Tephra Playing Guide, our game's central status effects are reprinted here for convenience of reference. They will be alluded to frequently, especially in chapter 4 when describing the impact of weather and other hazards on adventurers.

Bleeding

Injuries sustained in battle can result in external and internal bleeding. While actively bleeding, a character takes hit point damage when their action points refresh. Once their hit points are depleted, the damage applies to wounds until death occurs. This damage cannot be soaked through normal defenses; bleeding effects stack with each other. The sufferer, or a character adjacent to them, can spend action points to stem the bleeding, negating 5 bleeding damage per point spent.

Blinded & Poor Vision

When you're blinded, in total darkness, or when vision is otherwise obstructed, you take a -4 on all accuracy and evade rolls. In conditions that hinder vision, such as dim lighting or fog, you take a -2 on accuracy and evade rolls.

Burning

When you are on fire, you will suffer unsoakable damage every turn, and the fire will damage or destroy your equipment. The fire can be put out for a couple of action points, depending on the size of the fire.

Tier 1	2 unsoakable damage per turn; 2 action points will put out the fire.
Tier 2	4 unsoakable damage per turn; all wooden, organic, and cloth items in your possession are destroyed or unusable; 4 action points will put out the fire.
Tier 3	8 unsoakable damage per turn; all leather, cloth, and wooden items in your possession are destroyed; 8 action points will put out the fire.
Tier 4	16 unsoakable damage per turn; all items in your possession, including metal ones, are damaged to a point of being unusable until repaired; 16 action points will put out the fire.

Burns

Burns can be painful, debilitating wounds that heal very slowly. General burns make armor uncomfortable to wear and hits harder to soak. For specific call shot burns, consider giving equal penalties to abilities when using the burned body located. As an example, burned hands might make climbing or crafting intricate trinkets very difficult, whereas burned feet could cause a player trouble when attempting fancy footwork or long treks across the country.

Tier 1	-1 on defense rolls
Tier 2	-3 on defense rolls
Tier 3	-5 on defense rolls
Tier 4	-7 on defense rolls

Deafened

While deafened you take a -2 on any roll that requires listening, speaking, or performing a sound-based action. This also affects your equilibrium, causing you to suffer a -2 on evade rolls.

Disoriented

The confusion caused by disoriented can make it difficult to figure out what's happening in the heat of battle. You regain one less action point than normal at the beginning of your turn. (so if you normally have 3 action points per turn, you instead have 2 action points per turn while disoriented). You can re-orientate yourself by spending 3 action points. Re-orienting yourself can occur over multiple turns.

Drowning and Suffocation

When you run out of air, make a Brute roll for each turn until you are able to breathe again. The target for this roll begins at Tier 2 and increases each turn until you fail, at which point you become unconscious. If you're not rescued within three turns of falling unconscious, you die.

Enraged

Rage drives a person to act with one goal in mind: to destroy the target of its anger. When you are enraged you suffer a -2 to all rolls when doing anything other than attacking whatever enraged you. You gain a +2 accuracy and strike when attacking the object of your rage. You may spend 2 action points at any time to clear your head and calm down, quelling the rage.

Fatigued

When you're fatigued, your maximum hit points are reduced by one half, rounded down. Thus, if you normally have 17 hit points but start a battle fatigued, you'll start the fight with 8 hit points.

Fear

Fear is one of the most primal and powerful emotions one can experience. It was designed to aid in survival, but can be manipulated to cause one to act irrationally. There are few who truly ever overcome it and even fewer who embrace it.

Tier 1	Anxiety and doubt are the most basic forms of fear. When you're unsettled in this way, you hesitate and question your actions. While in this state, you receive a -2 to all resist rolls. This penalty increases to a -4 when rolling against the source of your fear.
Tier 2	Fear doesn't care how strong or skilled you are. It overrides every instinct and leaves you prone to blunders. When Frightened you suffer a -2 to all rolls. This penalty increases to a -4 when rolling against the source of your fear.
Tier 3	When terror seeps into your mind and grips your body, there is one response that is programed into every living thing; run as fast as you can! When you are terrified, you suffer a -2 to all rolls (-4 against your fear's source) and must spend at least 1 action point per turn moving away from the source of your fear and you cannot spend action points to move towards it. You may spend 1 action point to attempt a Spirit resist to negate these effects for the remainder of the turn.
Tier 4	Dread is fear so strong that even the most basic instincts shut down. Remembering to breathe becomes a challenge. Your limbs stop obeying your commands and your mind shuts down. While you experience dread, you suffer a -4 to all rolls (-6 against your fear's source). You may use 1 action point to attempt a Spirit resist against fear. Until you succeed, you cannot take any other actions.

Nausea

You've become sick to your stomach and cannot focus until it's been dealt with. You receive a -2 to all rolls until 3 action points have been spent emptying your stomach.

Paralyzed

Although conscious, a paralyzed person is unable to move. Any damage dealt to them goes straight into wounds. They cannot move, talk, or take any other actions unless otherwise specified.

Prone

If you're prone, you're off your feet and on the ground. It requires 1 action point to recover from a prone position, which causes you to flinch (and thus draw reflexes). While prone, your move speed is cut down to 5 feet. You take a -1 on all combat rolls (accuracy, evade, strike, and defense) while prone. If you're being grabbed while prone, you cannot stand back up until you break free.

Stunned

When somebody is stunned, they immediately lose an indicated amount of action points. If somebody is stunned for 1 action point, they lose the first available action point they have. If somebody is stunned for more action points than they have per turn, they cannot act until they have action points again. A stunned character is still aware of their environment and can evade and resist attacks, and is therefore not helpless.

Battlefield Modifiers

Falling

You take 1 point of wound damage per 20 feet that you fall. A Dexterity roll can negate 2 points of wounds damage for every tier beyond the first (Thus, a Tier 2 Dexterity roll would result in ignoring the first 40 feet of falling damage, and a Tier 3 result would ignore the first 80 feet). For every 2 wounds damage that you take from falling, you roll once on the wounds random effects chart.

Rough Terrain

Rough terrain can be found anywhere, Sometimes it is a mere inconvenience, slowing you down a notch or giving you uneven footing. Other times it can be virtually impassable, making you nearly crawl to get anywhere.

Minor	You take a -5 to your speed. Examples: A rocking boat, a light forest
Unsteady	You take a -10 to your speed. Examples: A forest, rocky terrain, snow
Difficult	You take a -15 to your speed. Examples: A swamp, a snowy mountain
Impossible	You take a -20 to your speed. Examples: A dense jungle, ancient rubble

Note: No matter how dense or how many penalties you have to speed, you can always crawl at a 5 feet movement.

Non-Combat Status Effects

Some status effects can have effects that continue long after the heat of battle has dissipated. These are usually the result of minor injury, illness, or exposure to chemical substances. You can also use them when status effects become chronic and cannot be alleviated by a simple expenditure of action points. Examples include:

Status	Effect	Duration
Damaged visual systems	-2 to rolls involving aiming and seeing distant or minute details	1d12 hours
Damaged auditory systems	-2 to rolls involving listening and balancing	1d12 hours
Drunkenness	-2 or more to Dexterity and Cunning rolls	1d12 hours
Shaken from battle	-2 to Spirit rolls	Lasts until the sufferer calms down and gets over whatever spooked them
Delirium through an extreme lack of sleep or through chemical exposure.	-4 to all rolls. The sufferer experiences visual and auditory hallucinations, as well as poor motor skills	Lasts until the sufferer takes an extended rest (12-24 hours of uninterrupted rest)

Positive Status Effects

At the narrator's discretion, temporary effects can have a positive effect on the character.

Status	Effect	Duration
Well Rested	+1 to all rolls	1d12 hours
Inspired	+1 to rolls involving creating items or artistic performances	1d12 hours
Drunkenness	+2 or more to Spirit rolls	1d12 hours
Valorous Inspiration	+2 to all combat rolls when fighting for a heroic cause or the lives of loved ones	1d12 hours
Focused	+4 to one attribute, -2 to all others	As long as character can maintain concentration

Breathers

Breathers are short periods of time when the adventurers can rest, repair their gear, and tend to their wounds. A breather typically lasts 15 to 30 minutes, after which characters usually recover all missing hit points.

If you want to wear down your players a bit, involve them in a chase scene or multiple fights where time is of the essence. If you have a ticking bomb, the adventurers won't have time to catch their breath.

If you find that after a battle your heroes have sustained some wounds or are dangerously close to dying, give them a breather so that they can evaluate the situation and decide how to proceed. If you want to keep the pace going, you could consider the players as having taken a breather while walking from one fight to the next. Just let them know they've had a breather, and thus can refresh their hit points.

Downtime

Downtime occurs when players are not actively partaking in adventure or roleplaying. Examples include travelling long distances, taking a few days to explore a new city, starting on a large crafting project, or just passing time while waiting for a plot-specific event to occur.

During downtime, characters can completely restock themselves, rebuild their constructions, and handle other off-screen affairs. If one of the adventurers is an alchemist and he's getting low on potions, consider working in a bit of downtime to allow him to resupply.

You may also choose to give a shorter downtime when players run across something they want to inspect in closer detail. Let's say that a party is delving through a mad scientist's laboratory when they run across a chemical set. Giving the players a partial downtime in this situation would allow them to craft a few potions.

When you have characters who use expendables like alchemic potions or explosives in combat, deciding when downtime occurs can change the dynamic of the game. Typically you can fit 3-5 fights between a single downtime before the players start to feel strained. Reducing the number of opportunities players have to replenish their supplies forces the player to decide when and how to use these abilities. By withholding downtime you build tension within the party, and when you finally do allow it, the players' relief should be apparent.

Recovering from Wounds

When an adventurer suffers a serious injury from going into wounds, the effects are felt long after the incident. Some wounds

are slow to heal, but with proper treatment full recovery is frequently possible. In the case of broken bones, failing to reset the bone can lead to deformities that can only be fixed by breaking the bone again. Undressed wounds can lead to infections that, if left untreated, can result in loss of limb or even death. The area corresponding to the healing wound would also be unavailable to take a new wound; thus, adventurers charging back into the fray would risk an increased likelihood of suffering a fatal effect.

Resting Conditions

Any doctor will tell you the key to healing is rest. By preventing strain and exertion, the body can devote all of its resources to repairing damage that it has sustained. A patient who is laying comfortably in a bed will recover more quickly than one who is laying on the ground or attempting to continue their normal activities. The time that it takes for a wound effect to heal can be increased or decreased based on the following factors.

Condition	Recovery Time
Bed rest	Decrease recovery time by one week
Medication	Decrease recovery time by ½ a week
Intravenous fluids	Decrease recovery time by ½ a week
Inactivity	No change in recovery time
Light activity (standing, walking or riding)	Increase recovery time by ½ a week
Heavy activity (running, lifting or fighting)	Increase recovery time by one week
Infection	Recovery stops until the infection is treated
Poor diet	Decrease recovery time by one week

Expediting Recovery

Sutures, clean dressings, and bed rest go a long way towards recovery, but adventurers are seldom known for their patience. Antibiotics and painkillers can aid the process, but there are a number of alchemical and bioflux solutions that can hasten the healing process.

Push potions can give the character the ability to operate normally for a short period of time at the risk of worsening the injury and setting back the healing process. A time-released version of this stimulant can boost the body's natural ability to recover. An alchemist who already knows how to craft the push or improved push augment also knows how to craft the slow-release version. A slow-release push reduces the units of recovery time from weeks to days; a slow-release improved push reduces the units of recovery time again from days to hours. Unfortunately, slow-release push concoctions are quite rare and expensive; due to unfounded suspicions that their miraculous effects are due to bio-flux manipulation, they are also strictly banned as illegal substances in most places.

Handling Character Death

A life of adventure can be exciting and rewarding, but it puts those who pursue it in dangerous situations. For those who choose this life, death is an occupational hazard. However, the death of a character doesn't have to be the end of a player's involvement in the game. Here are a few options you can use if one of your player's characters bites the dust.

Last Will & Testament

Same narrators have their players create and maintain a last will and testament that specifies what should be done with the adventurer's belongings in the event of their death. A good house rule is to establish that every character has a will, even if the player has not actually written one, and the player can decide its contents post mortem. This ensures there are no hard feelings between players, and prevents arguments between surviving party members as to how to handle the situation. While a will cannot force players to respect the deceased's wishes, if the items in question are stored in a bank the institution will see to it that the items are distributed as intended.

Revival

While death is inevitable, it has proven to be less than permanent in some cases. Advances in bioengineering have made it possible to revive a subject through a number of methods. A character may find themselves awakened in a test tube in a cloned body or with their personality and memories implanted into a machine. In some cases they can even revive a person who has been dead for a short period of time, though this method can have its drawbacks. Finding people with access to these technologies and the knowledge to apply them is rare and can make a challenging quest for the remaining party members. There are options other than technology, typically of a supernatural nature. A character may be brought back to life with a message from the great beyond or perhaps knowing nothing at all, left to ponder what brought them back and why. Of course, many people discount these seemingly miraculous revivals and cling to the idea that something else, something more rational, intervened.

New Characters

Another option is to allow the player to create a new character. It is important that this character be at a level that will neither hinder the party nor diminish the achievements of those who have avoided death. We recommend the character start off at the same level as the lowest in the party, and be given the appropriate number of princes for that level as outlined on page 27 of the Playing Guide. However, if you feel that there should be significant drawbacks, you can try giving the character a lower level or assigning some "interesting" traits to the character.

When creating a new character in the wake of a deceased one, the new character should be able to choose gear based on how many starting princes a character of their level would get. Starting princes can be found in chapter 3 of the Playing Guide.

Introducing new characters into the campaign can be tricky. An existing band of adventurers may not be keen to invite a stranger to their gang, especially if you run a campaign full of intrigue and secrets. Here are some suggestions to help ease their way. Relation to an existing character can be a good way to enter a campaign, and can enrich a roleplaying experience. Old friends and acquaintances can be used in this way as well and might be used to expand upon a character's backstory. Another option is to allow a player to take over an existing NPC that is close to the party, bypassing any awkward introductions or distrust. The new character can also be introduced in an adventure, where they gain the trust of the group.

Designing Challenges

Sometimes silver tongues and clever ruses aren't enough to achieve your goals. When faced with opposition that just won't back down, you have to meet the challenge with force. Challenges are often physical altercations, but they come in different varieties and require different skills and strategies to overcome.

Creating Level-Appropriate Encounters

Building adversaries is typically no different from building characters. Do you need a thug? Just create a character that has some specialties from Frenzy, Brawl, Marksmanship, or whatever fits that particular thug.

Sometimes you'll want to tweak an adversary to fit outside the rules. Let's say the adventurers are about to fight off a sniper who has a blessed eye that ensures all of his shots hit. There aren't any specialties for that (and it certainly wouldn't be balanced for adventurers to have), but you could say that the adversary has a +8 to accuracy when determining if he hit. There aren't any specialties that do that, but you can adjust the rules as you see fit in order to make an adversary work like you want.

Using PAR

As you might have noticed, the adversaries contained in this book include a PAR at the very beginning. This is an acronym for Predicted Action Rating. PAR represents the appropriate level a party should be when facing the challenge. For example, a PAR 2 challenge would be great for a party of 4-5 second-level adventurers. However, with the diverse range of character options available to players, the combat strength of a party is difficult to predict. Start slowly when working with a new group. Once you've seen them in action, you should have a better idea of what challenges would be appropriate for them to face.

Judging Appropriate Challenges: The goal of a standard challenge is to inflict wounds on multiple characters. A strong challenge will inflict fatal damage on at least one character.

If the group of adventurers are fending off a single opponent it will need to be 3-6 levels higher than the party in order to be challenging. One of the easiest rules to remember when designing an adversary is to set him "one action point higher" than the party.

On-the-Spot Adjustments: Even the best-designed villain sometimes needs to be adjusted on the spot. Always feel free to adjust adversaries during the combat to make the fight more exciting. Have the adventurers just gone through the adversary's hit points like they were a bad joke? Just increase his hit points. Is he missing too often? Give him a slight bonus to his accuracy.

Be careful when doing this, as your players might call you out on it and feel cheated. As long as your adjustments are for the betterment of the fight scene, though, they'll understand (as long as you don't announce that you're making adjustments).

Challenge Types

Not all fights are against well-balanced adversaries that are easy to dispatch. Some fights will be long, grueling affairs against heavily armored foes. Other fights will pit the adventurers against a deadly adversary whose plan is to take somebody out of the fight before he or she has a chance to act.

Conflicts can take on many different forms. We've outlined some common types of conflicts that can be mixed together and tweaked to meet the needs of your personal saga.

Balanced

A balanced conflict is composed of a group of adversaries that have average offensive and defensive capabilities. They typically take a 3-6 turns to defeat and rarely deal enough damage to surprise the party. These conflicts seldom result in the death of a player's character, but they can potentially wound them if enough rolls go in the opponent's favor. Balanced conflicts are usually easy to run, but tend to be unremarkable. Use these as a test run for new players or to warm up an experienced party.

Example: A balanced conflict will typically involve an encounter with a PAR of the same level as the party or perhaps one level below them (see Chapter 5 for an explanation of PAR).

Goal: To provide a safe, predictable fight for the players to test their strength.

Cannon Fodder

Cannon fodder refers to large groups of weak enemies. Most of these enemies should be killed in one or two hits and should make your adventurers feel like they're the most powerful people around. Following up this type of conflict with a highly lethal threat can provide a shocking juxtaposition, but be careful: the point of cannon fodder is to build the players' confidence, not to set them up to fail.

Example: A party of five level eight adventurers would treat a large group of PAR 1 enemies like the Small Beastfolk from Chapter 7 as cannon fodder, with maybe a couple of Medium Beastfolk thrown in as leaders. The players would easily handle a large pack without issue before moving on to the more serious fight with the Large Beastfolk alpha.

Goal: To allow adventurers to quickly kill numerous enemies. Often also used to highlight the relative strength of a more capable opponent.

Countdown

The adventurers must rush to accomplish their goal in a set amount of time or face dire consequences. Unlike the other forms of conflict, a countdown defeat might not be fatal to the adventurers, but the stakes can still be high. For example, putting the adventurers in a situation where they must race to the engine room of a train to hit the brakes before it reaches a damsel tied to the tracks. All you need for a countdown is a time-sensitive threat like a bomb that needs defusing or a poison that requires an antidote.

These types of conflicts shift the focus from defeating adversaries to reaching an objective. Specialties that allow you to bypass obstacles or temporarily disable targets become more effective than pure damage. You may choose not to tell the adventurers how much time they have, or you may explicitly count down the turns, depending on the situation and the atmosphere you want to create at the game table.

Example: A madman has given the city three days to give him all of its scientific resources and valuables before he unleashes a horde of essence-devouring automata on the general population. The party must find his lab, disable his machines, and defeat the madman himself before then. Failure means the death of potentially hundreds of innocents, or could mean that the party will face a horde of nightmarish automatas in defence of the city rather than simply disabling them beforehand.

Goal: To add a sense of urgency to everything the players do and reward them for being efficient.

Non-Lethal

This is a fight where the players' goal is not to kill their enemy, but instead to incapacitate them. The opponent might be an innocent who is being controlled or in an unstable state of mind. The enemy might have some information they need or the players are abiding by some restrictions enforced by an employer. This forces the players to pull their punches and subdue the enemy while still saving their own skins. This is similar to a disabling conflict, but with the roles reversed.

Example: An officer or a soldier is attacking innocent bystanders because they have been afflicted with a mind-altering toxin. The party must subdue them, treat them, and find out who is responsible for the chemical attack.

Goal: Force the players to think and act more tactically than their usual combat methods.

Disabling

The disabling conflict focuses on reducing the effectiveness of the party members. During these battles, you can use abilities that sap player's action points, resources, and attributes. These tactics are particularly effective against parties that rely on a limited number of characters to deal damage. If the party's damage sources are disabled, support characters are left to either free their companions or attempt to resolve the combat situation.

Examples: Grab-based brawlers, gas- and poison-specialized alchemists (especially those who favor stuns), or several luck and showmanship opponents.

Goals: To prevent the players from having many action points or being able to take a full range of actions.

Highly Lethal

A highly lethal conflict involves enemies who are capable of dealing significant damage very quickly. If played correctly, it is entirely possible that a character will die as a result of this fight. If your party has become complacent or cocky, this fight should put the fear of the narrator back into them. After the initial onslaught, these encounters tend to end quickly due to these enemies' poor defensive options.

Examples: A frenzy-overpower opponent, a smiting archer with several clergy providing action points to his shots, or an espionage-based opponent attacking in the dead of night.

Goal: To frighten and wound the players, getting their blood (and adrenaline) flowing, and to ensure that the combat is fast and dirty.

Juggernaut

The juggernaut conflicts involve enemies who focus on defensive abilities and heavy weaponry. Using opponents with large hitpoint pools, high evasion, or soak, you can extend the fight and shut down builds that rely on dealing bursts of damage. Though these fights typically won't kill or maim any of the characters, it's going to slow them down by quite a bit. Combining this type of conflict with a puzzle or countdown can add risk to an otherwise a boring fight. If combined with a highly lethal opponent, this could easily cripple the party and force them to change tactics in the face of such opposition.

Examples: A well-armored resilience opponent, an agile evade-tank, or an automaton with great armoring and its controller barricading him- or herself inside the automaton.

Goal: To take numerous turns while likely posing little mortal threat to the players.

Puzzle

A puzzle conflict differs from a standard fight in that the objective is not to deplete the opponent's hit points. Instead, adventurers need to collect information and use it to find the key to resolving the conflict. Sometimes the puzzle is the enemy himself, and the key is finding a specific called shot weakness. Other times the key hides somewhere in the environment, like a hidden passage that allows the party to safely approach a sniper's perch, or a switch that disables a deadly trap. If the party can't find the key, victory is usually very difficult.

Examples: A resilience opponent or heavily-armored automaton with only one weakness, or an opponent that will only yield if you have a piece of information that he wants.

Goal: To challenge the players intellectually by creating a conflict that can't be defeated through brute force alone.

Ambushes and Surprise Attacks

Hit points are a reflection of combat adrenaline and stamina, and when a person isn't ready for a fight, his hit points are ignored. If the adventurers are in a pub resting at the end of the day, when they're suddenly attacked by assassins, their hit points don't matter (at least, not at first). This will give the ambushers a quick way of inflicting wounds before combat begins in earnest, giving them an advantage for the rest of the fight.

Point Blank and Off-Guard: An adventurer may find themselves in a helpless situation, with a dozen rifles pointing at them and their hands in the air. Some players may incorrectly think that they will be able to outgun their opponents and get their hit points back, but without an applicable specialty or outside intervention, this is not the case. In situations like these, you should make it clear to the player that if the gun-toting enemies all get off their shots first, they'll be hitting the character as if the character doesn't have their hit points available to protect them.

A distraction, such as another character shooting one of the riflemen in the back or revealing a shocking piece of information, might give the adventurer the opportunity they need to pull out their revolver and get their hit points back. If the player decides to risk it and go for her guns, a priority roll can be used to see how quickly she gets ready for combat, but a poor result should have dire results.

Be careful with your use of ambushes and surprise attacks. Adventurers only have an average of 12 wounds, so a good hit from a heavy rifle could take out a character before they have a chance to act. While this outcome is reasonable in the real world, it doesn't make for a fun game. Having a character that you've grown attached to die suddenly without having a chance to save themselves isn't sporting, unless you've established it as a likely possibility before starting the game.

When adventurers successfully execute an ambush or surprise attack, reward them with significant bonuses and visceral descriptions of their act of premeditated murder. A victory won by good planning makes for great tavern-talk that the adventurers will share for years to come. A group of snipers or assassins may make frequent use of cover, darkness, extreme range, and/or even smooth-talking to take their targets down when they are least prepared.

Stealth & Infiltrations

Stealth missions can be a unique and entertaining way to play. Often a stealth mission will be a brief aside accomplished by one or two members of the party who are well-equipped for it. Here are some tricks to keep in mind when dealing with stealth and infiltrations.

Give Players Different Roles: Typically an infiltration is led by characters in the party whose skills and equipment allow them to sneak effectively, but it's important that every party member has a job to do. Charismatic characters make for great distractions, using their abilities to draw attention to themselves or convince a non-player character to do something they wouldn't normally. Brutish characters are good at taking out physical obstacles or quickly incapacitating isolated threats. In the worst of scenarios, they can create chaos that might allow the rest of the party to complete their objective.

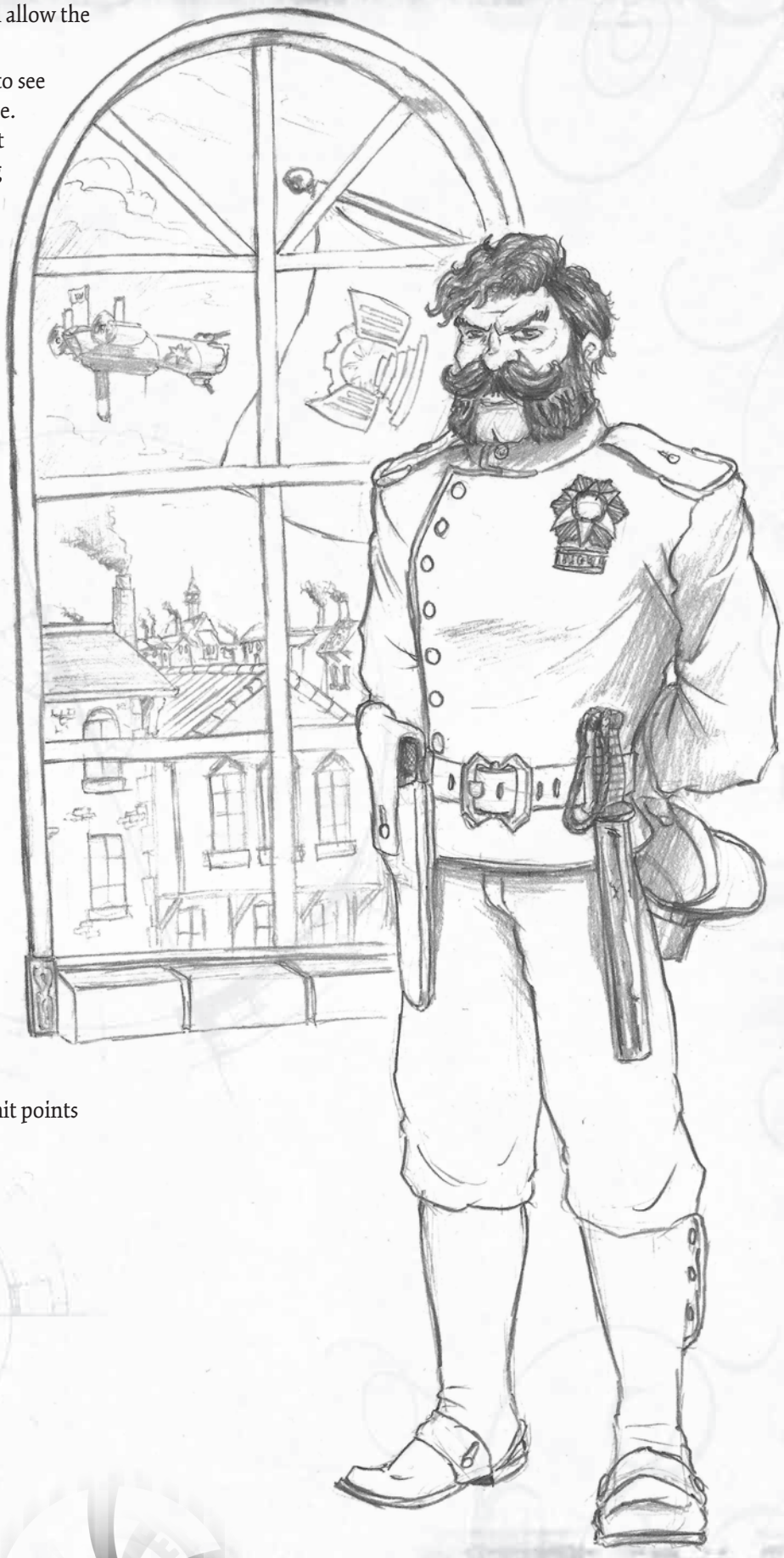
Your goal should be to make everyone feel important. While not every character is properly equipped to perform the infiltration, everyone brings something to the table. Some people are talkers, some people are good at climbing, and the

tinkerer is going to have a number of gadgets that will allow the party to bypass locked doors and deadly traps.

Having the adventurers roll their Dexterity to see how quietly they sneak in doesn't need to be overdone. Have the players give you an initial roll when they get going to see how well they do in general. When being sneaky becomes more difficult, have them roll again. If they step on a creaky board going up the stairs, that might call for a roll. Cunning characters shine by rolling to notice a sticky situation before it happens, allowing adventurers to bypass it completely. Each roll should increase the drama, build tension, and up the stakes as you approach the climax of the scene.

Silent Kills: Fights are loud, messy affairs. Without silencers of some sort, firearms will be a dead giveaway for any battle. Most lazy guards (as well as any servants or other random people the adventurers encounter during an infiltration) will have their hit points down. If the adventurers can deal a substantial amount of damage quickly before an enemy can react, they should be able to kill or incapacitate the target before the target can react and get their hit points up. More alert guards will keep their hit points up, ready for an incoming attack. These will be difficult battles and will likely bring trouble; use alert guards when you're ready for the stealth play to end.

The Quick Infiltration: Sometimes an infiltration mission doesn't need to take more than 10-20 minutes of time at the table, and this is when having just one or two adventurers take part is key. If the adventurers just need to sneak into a residence, grab a key, and get out, it might be best to let just the more stealthy characters shine while the rest of the party waits at the pub. These quick infiltration missions should keep guards mostly unaware with their hit points down and get the adventurers in and out quickly.



Rewards

Chapter 3

As the narrator, a part of your job is to recognize your party's achievements and reward them in some meaningful way. Adventurers enjoy gaining new skills and specialties to grow strong enough to take on greater challenges. Obtaining useful and valuable items from defeated foes or the musty tombs of forgotten geniuses can also be a strong draw for some players. Other players may look to expand upon their characters' personal stories. The purpose of this chapter is to provide examples, inspiration, and guidelines for the money, items, experience, and stories that you, the narrator, will award the characters.

Treasure & Payments

The heat of an intense battle is often followed by relieving the losers' corpses of things they won't need anymore. While polite society normally doesn't condone stripping the dead of their earthly possessions, that doesn't stop adventurers from taking everything they can. After all, the life of an adventurer is dangerous, and the smallest advantage could mean the difference between life and death. Awarding treasure and handing out payment for the party's accomplishments is an important part of being the narrator.

Monetary compensation is also important for players, as it's their primary means of obtaining equipment that isn't dropped by an enemy or crafted by an ally. Most Tephrans will carry some form of currency on their person, but an adventurer's main source of income is freelance work. The different pay scales for your adventures can be generalized into average, low, and high prince payment categories, with the level of the adventurers influencing the actual prince amount. Low payment comes from having a stingy or poor employer, bad negotiation of compensation, or a below average challenge for the party. High payment comes from having a generous or wealthy employer, exceptional negotiation of compensation, an above average adventure challenge, or as a bonus for completing an adventure with impressive roleplay and character development.

You can increase or decrease what you give your adventurers as you please, though you should keep in mind the costs of crafting and item use. If your party has been running around fighting dozens of airship pirates, they may have quickly burned through their supplies of potions, explosives, and other miscellaneous gear, and replenishing those supplies doesn't come cheap.

Level of Party	Low Payment	Average Payment	High Payment
1	Loot only.	₱ 5-10	₱ 15-30
2	Loot only or up to ₱ 5	₱ 10-20	₱ 30-50
4	₱ 15-30	₱ 45-60	₱ 75-100
6	₱ 75-100	₱ 175-200	₱ 225-275
8	₱ 400-500	₱ 550-600	₱ 650-750
10	₱ 1100-1500	₱ 1800-2000	₱ 2200-2500
12	₱ 3500-4500	₱ 5500-6500	₱ 7500-9000

Note: Once the party reaches level 8, they should be rewarded more with stories, items, blueprints, and artifacts than princes. The guidelines listed here for levels 8, 10, and 12 are most likely inaccurate to what your adventurers will be "paid" through less monetary means.

Adventurers will typically steal any items they can off dead bodies, so keep that in mind when giving items to your adversaries. If you don't want the adventurers to have a Marque IV accurate, chainsawing lightning sword, you probably shouldn't let the villain die with one on him. At first level, it's safe to assume that the party's enemies will not be carrying any augmented items unless they're a boss enemy, and even then the boss will have a couple of Marque I augments at most. By levels 4 to 6, enemies will have a scattering of Marque I augments on their gear, while bosses may have a few Marque II augments or even a rare Marque III. Past level 7, enemies should have a decent quantity of moderately well-made and augmented weapons, armor, potions, and/or vehicles.

Selling Treasure for Princes: Treasure can always be sold to vendors after an adventure. Most vendors will buy things off the adventurers for a quarter to half the price of the item, though a well-used item might sell for even less. Let the adventurers barter a bit if they feel like they're being swindled; they might even swindle the vendor!

Awarding Experience

To advance to the next level, a character needs to earn 12 experience points. How liberally you hand out experience points determines how quickly characters level up and increase their power. If you give too much experience too soon, your players will breeze through your story and miss out on some of the fun challenges you had in mind. If you give out too little experience without reason, your players may feel like they aren't being properly rewarded for their efforts.

Typically, awarding 1 experience point per contentious situation will serve you well. A contentious situation occurs any time players come into contact with an opposing force that represents a significant threat. If the adventurers get into a tavern brawl, that's an experience point. If they solve a puzzle or defuse a bomb, that's an experience point. If they talk their way past the guards to get in and see the local baron, that's an experience point. Particularly impactful moments can grant 2 or more experience points. If the party finds a way to circumvent a lengthy pre-planned section of the session in an unexpected way that also shows off the characters' best traits, that may call for an extra point or two of experience. Most narrators will hand out 3-4 experience points for an average session.

Awarding Stories

As your adventurers progress through your sagas, their words, actions, and accomplishments may turn them into living legends. In doing so, they will accumulate stories that represent their deeds. Some of these may be the stories found at the end of the pre-written adventures, though you can always make up your own for any sessions or sagas you run.

For example, if the adventurers save the town of Stemton from a demented scientist's rogue war-automaton, you could make up a story called "Saviors of Stemton." Adventurers who received that story will become known in the area for their heroic actions, and the people there will be more likely to treat them with kindness and respect, and may even offer them a discount on gear and services. If locations have lots of people passing through, the adventurers' reputation may spread even farther, affecting their interactions with non-player characters in other locations.

Of course, the effects of a story aren't always positive or negative. Perhaps one of your adventurers challenges a well-known swordsman to a duel and wins, which might earn them the story "Vanquisher of Sir Wellington." Enemies of Sir Wellington, and those who admire the honor with which the duel was conducted, would celebrate and respect the adventurer, while the friends of Sir Wellington might collaborate for vengeance or claim that the adventurer cheated and try to sully their reputation.

Your adventurers can use their stories like titles, scars, badges of honor, and small additions to their growing personal histories. An accomplished adventurer could be known or introduced as "Victor Ravenscroft; Savior of Stemton and Vanquisher of Sir Wellington." The adventurer immediately becomes more recognizable to those around them. Their developed background makes them memorable and reminds the player of their accomplishments.

Additionally, stories can be rewarded for exceptional roleplaying and reality-defying roll results. Did the charismatic musician talk down the raging barbarian in the middle of combat with a Tier 4 Cunning roll? After they go get that drink together, the musician could be rewarded with the story "Soother of the Savage," giving them a bonus to their rolls to disengage with an enemy or pacify an enraged target. Stories should always have some amount of roleplay impact, but don't be afraid to give more mechanically tangible bonuses, such as a bonus to a certain roll, to reward players for consistently keeping true to their characters and being a part of grand adventures.

Stories

Bum legs, anger issues, or a previous line of employment help give depth to your characters. Stories cover things a character did prior to starting their adventuring lifestyle as well as defining events that occur over the course of the game. Some stories you might seek out and achieve of your own free will, others might be thrust upon you by a devious narrator. A grievous wound to a fast-talking swindler's throat might force her to find new methods of interacting with her surroundings. A stoic warrior's background in real estate might come in handy when negotiating prices for the party's new hideout. A bio-flux experiment gone terribly wrong causes flowers to sprout from a stodgy mechanic's armpits. The options for stories are nearly endless, but listed below are a few suggestions that you might find interesting.

Afflictions

Terrible curses and ravaging diseases of the body and mind are known as afflictions. They can come in a variety of forms, and while some may have rare situational advantages, they are seldomly fun for the afflicted.

Amnesia

Affliction Story

As a result of blunt force trauma, emotional distress, or some other cause, you've forgotten much, if not all, of your life. You lose all of your stories except for Amnesia. At the narrator's discretion, you may regain stories over time.

Babble-on Curse

Affliction Story

You have been cursed with a peculiar and irritating auditory affliction. At random times, words you hear become scrambled. Whenever you are listening to something important, such as a mad scientist's monologue or an ally's tactical command, you must roll a Tier 2 Cunning resist to understand the garbled babble that you hear instead. This tier can be raised at the narrator's discretion.

Cursed Hunger

Affliction Story

You've received a curse which gives you an insatiable hunger. No matter how much you eat your stomach keeps begging for more. The only way to break the curse is the kiss of a noble. I hope you have a good wingman.

Mute

Affliction Story

Like the legendary Lieutenant Greshal Helist before you, you are mute either from birth or became mute later due to disease or battle scarring. You've learned to use body language and written word to communicate.

Near-Death Experience

Affliction Story

You've suffered some trauma that almost led to your demise. Your near-death experience has forced you to reevaluate your life and your goals. When you gain the Near-Death Experience, you lose one of your current stories and replace it with a forgotten or entirely new story.

Plague Carrier

Affliction Story

While unaffected by it yourself, you carry a deadly disease. Anyone who comes into contact with you, even for a short amount of time, is exposed to your disease, giving them the Plague Victim story.

Note: Due to the extreme nature of this Affliction, we recommend that you handle this story with caution.

Plague Victim

Affliction Story

You've caught a contagious deadly disease with an extremely short incubation period. Roll one d12. The number you get is how many periods of downtime you have to find a cure before you die. Anyone around you for even a short amount of time catches your disease, taking this story.

Note: Due to the extreme nature of this Affliction, we recommend that you handle this story with caution.

The Retching

Affliction Story

Your body has been filled with black toxic smoke after being exposed to a vile chemical or contaminated environment for an extended period of time. Unless you can get a smokethinner into your body soon, you will die in a matter of weeks. You'll never be able to remove the smokethinner from your body, or else the Retching will return. After a few months, your sense of taste will slowly fade.

Smokethinner: After the sudden outburst of the Retching in Raythos, the smokethinner was invented to keep its people alive. The basic smokethinner is a small brass cylinder, often worn on the belt, that feeds a tube up into the person's mouth. It draws out the toxic smoke inside the person and filters in clean air through the cylinder. The smokethinner tends to make people look like they are constantly exhaling small amounts of black smoke. Price: 12 princes

Valetudinarian

Affliction Story

You've caught a terrible disease that causes chronic weakness and and fatigue. You require medical attention; this disease won't go away on its own. You automatically take a 1 on defense rolls and suffer from the fatigue status effect in combat. Stimulant potions can stave off the effects of your fatigue for a tie, but you collapse from exhaustion as soon as they wear off.

Alteration

Any time somebody is changed drastically from their original form, whether via mutation, rebuilding, resuscitation or occult means, he or she acquires an alteration story.

Burn Victim

Alteration Story

Your face and body have been severely burned, either by alchemical substances or flames, giving you a frightening appearance. When attempting to intimidate, roll twice and take the higher result. When attempting to be charming, roll twice and take the lower result.

Calming Contamination

Alteration Story

You have used an incredible quantity of the Slow Heart medicine, saturating your body with the relaxing chemical. You can now trigger the effect of Slow Heart on yourself for 1 action point, but you also take an evade, strike, and defense penalty equal to half of this bonus (rounded up) any time you are under the effects of Slow Heart. Roll Cunning or Spirit to determine the Marque effect you are able to achieve.

Note: A character cannot have both Pushed Too Far and Calming Contamination.

Failed Extra Arms

Alteration Story

An attempt to grow an extra set of arms on your body has failed miserably. You now have a malformed stump protruding from your torso that makes wearing regular armor impossible. You now can only wear armor crafted specifically for you.

Flowerflux

Alteration Story

Unusual gnomish bio-flux causes patches of flowers to grow at your feet regardless of where you are. These beautiful flowers make you seem less scary. When attempting to intimidate someone, roll twice and take the lower result.

Involuntary Animorphism

Alteration Story

A scientist attempted to turn you into an animal, but the experiment went wrong. You now transform into a specific type of animal at nighttime. During this time, you forego your racial traits, specialties, and your ability to use weapons and armor. You may still roll use your normal bonuses and skills. Your base speed while shapeshifted is determined by the type of animal you turn into.

Injected Soul

Alteration Story

Your mind and essence were removed from your body and injected into another. You gain the racial stories of your new body and lose your old racial stories. You must achieve a Tier 3 Cunning roll to convince people you're the same person. You must roll for each of your Membership stories; fail and you lose them. However, if they are lost, you can always regain under your new identity.

Pushed Too Far

Alteration Story

You've consumed a massive amount of Heavy Push potions in your life, and the hazardous chemicals contained within them have tainted your body. For 1 action point, you can Heavy Push yourself at will, and you still take the associated damage. Roll Spirit or Dexterity to determine the Marque effect you are able to achieve.

Note: A character cannot have both Pushed Too Far and Calming Contamination.

Quadrisulcate

Alteration Story

You have mutated to have four legs. You lose your random racial story, but your base land and swim speeds are increased by 10 feet. Be advised that most people will see you as a freak of nature or an attempt to create a chimera. Either way, you're going to be having some interesting interactions with the non-mutated public, many of which will end in being chased out of town by an angry mob.

Mind of the Machine

Alteration Story

Your brain has been surgically implanted into an automaton body in the place of its brainworks. You replace all your racial traits with those specified by the automaton body you now inhabit. You keep all of your specialties and can install prosthetic augments like a regular automaton. At the narrator's discretion, you can also be augmented with Analytics or Brainworks augments, though there is great risk in doing so.

Background

Some experiences in life mark you and change the way you see and are seen by the world. Skills that you learn in a trade can be useful in ways you never expected. Background stories cover the formative events in a character's life that guide them in their actions today.

Automaton Warrior

Background Story

After seeing how lifelike an automaton with the realistic biological augment looks, you've begun to think there are hundreds, nay, thousands of automatons posing as normal Tephrans all over the world. You have dedicated your life to preparing for the inevitable war with the machines, learning how they work. You automatically score one tier higher than you roll when attempting to reverse engineer an automaton.

Evercog Foundation Alumnus

Background Story

As a former orphan, you were taken in by the Evercog Foundation where you were given a home and a world-class education. You were allowed to choose trade classes in many scientific subjects. When rolling your Sciences, roll twice and take the higher result.

Exempt from Prejudice

Background Story

Your outward appearance is unusual for your race and you give off a friendly air. People who would normally react negatively to your race are focused on your unusual nature instead, forgetting their prejudice. Finally, a Haud can get a drink from a satyr bar without having to kill all the patrons!

Haunted

Background Story

You are haunted by spirits that whisper dark messages into your ears. You can at any time roll against the narrator. If you score a tier higher than they, you receive hints about what would be the most useful thing to do next. If you score a tier lower than they, you are stunned for a turn as the whispers turn to shouts of insanity.

Inquisitor

Background Story

Your experience as an inquisitor of the law allows you to take a tiered Cunning roll to determine whether a person is concealing information. You are also able to identify signs of a person who believes they speak the truth, but is misinformed.

Journalist

Background Story

Your experience in gathering and reporting information has given you excellent skills. When you roll Cunning to gather information, roll twice and take the higher result.

Paracrafter

Background Story

You've had experience falling out of flyers, almost to your death. It's an experience you're not eager to repeat, so you've trained yourself to craft makeshift gliders and parachutes from items on your person. When falling, you may roll your Sciences twice and take the higher result. If you reach a Tier 3, you successfully craft a glider or parachute.

Quacksalver

Background Story

You have experience making medicine through alchemy and are proud of your work. When someone uses any medicine you made, they are healed 1 hit point per marque of the chemical.

Racial Reject

Background Story

Want to play a Haud daycare attendant? Or perhaps you'd prefer a hydrophobic ayodin? Regardless, your highly atypical behavior makes it harder for you get along with your own race.

Realtor

Background Story

Due to your prowess in the real estate industry, you make 10% more profit when sell a building or piece of land.

Survivor

Background Story

Your long time spent living in the wilderness allows you to increase your wilderness survival rolls by one tier.

Bodyguard

Background Story

You've had several experiences escorting and protecting VIPs. As such, you quickly develop an instinct for the people you're tasked with protecting. When taking the interpersonal story Guardian, you can switch who your Charge is once per downtime.

Xyloid

Background Story

Countless experiences of hunting in the forest have honed your ability to blend in among trees. However, you stick out like a sore thumb anywhere else. You gain a +3 to stealth when among trees but take a -3 anywhere else.

Yegg

Background Story

Your work as a safe cracker makes it easier for you to lockpick. Since you understand lockpicking is equal parts brains and fingerwork, add your Dexterity and Cunning together when you roll to lockpick.

Zymologist

Background Story

You have a deep understanding of how different plant life ferments and how they can be used to make alcoholic beverages. You can easily find the necessary components to make alcohol in your surroundings. When rolling Sciences to determine the quality of your beverages, roll twice and take the higher result.

Interpersonal

Interpersonal stories relate to your relationships with others. Marriage to a spouse, a protective relationship with a younger brother, or a long-standing grudge with a childhood rival all fall under this category. Interpersonal stories come in matching pairs or groups that apply to every character involved.

Apprentice

Interpersonal Story

You're working under the tutelage of a master. You carry their stuff around, and and obey their every command in hopes that they'll pass on their skills to you. Failure to do so results in the loss of this story.

Archenemy

Interpersonal Story

You have an archenemy, a single foe worth defeating more than any other. When fighting that archenemy, a dice roll of 1 does not automatically result in a 1. You may add any bonuses you would normally have. You can only have one archenemy, and whether or not the relationship is worthy of being called an archenemy is at the narrator's discretion.

Burning Passionate "Love"

Interpersonal Story

You're so in love you just can't stand it. You'll do anything the person tells you to except "leave me alone," and any time they're in danger you'll be right there to save the day, or die trying.

Charge

Interpersonal Story

You have been designated by a Guardian as the person they will watch over. A Guardian will always know whether you are dead or alive, and might have a bad feeling if you are in trouble.

Childhood Friend

Interpersonal Story

You spent a lot of time with this person in your formative years, and even though that may have been a long time ago, you can also easily tell how they've changed. You know what all of their stories and specialties are just by looking at them.

Childhood Rival

Interpersonal Story

You've spent a lot of time with this person in your younger years, constantly trying to best each other. No matter how long it's been since the two of you have last squared off, you always know how they've changed and what they've been up to. You know what all of their stories and specialties are just by looking at them.

This story can develop into Archenemy if taken too far.

Essential

Interpersonal Story

You're important, at least for the time being. Something that you have, or something that you can do, makes you indispensable to your party, which means that they can't let you die. At least, not yet. This diplomatic immunity means that your teammates will be extra careful to keep you from harm, regardless of how you act. Be careful though, as this relationship may not be permanent.

Expendable

Interpersonal Story

You are not necessary, and nobody's hiding that fact from you. Your unhealthy relationship with your party means you're often volunteered to investigate the obviously trapped rooms, and you have the feeling that you'd be first on the list to be sacrificed for the greater good. If it makes you feel better, your teammates are surprised that you've made it this far.

From Foe to Friend

Interpersonal Story

You were once bitter enemies, but things have changed between you so that you now stand together rather than apart. Maybe you've matured and your former animosity seems childish, or maybe you've cleared up an old misunderstanding. Whatever the case, the person who you once despised is now a friend and ally that will stick with you to the bitter end.

Guardian

Interpersonal Story

A Guardian has chosen a single Charge that he will do anything to protect. A Guardian always knows whether the Charge is dead or alive and might have a bad feeling if the Charge is in trouble. Normally a person can only have one Charge, but exceptions can exist. A mother, for example, might be the Guardian over all of her children.

Love/Hate Relationship

Interpersonal Story

Let the drama flow! One second you're all over each other, the next you can't stand to be around one another. Your entire relationship is a roller coaster of hormonal mayhem, much to the confusion of those who witness it.

In the Dog House

Interpersonal Story

You've really done it now. There was a fight, and some things were said, and... Oh, you regret it so much! This person will not respond to you in battle unless you're in danger of death or desperately needed.

Master/Mistress

Interpersonal Story

You have someone who carries your stuff around for you. You may tell them what to do at your discretion, and they must do it. Be warned though, push someone too far and they may not want to be lorded over by you anymore and either leave or fight you.

Sheer Terror

Interpersonal Story

Your relationship with this person is one of horrible, terrible fear. You automatically take a Tier 1 on intimidation checks made between the two of you, and are prone to say or do anything the person tells you to out of fear.

Squad Captain

Interpersonal Story

You are the leader of a small squad of fighters. As their superior officer they are always more alert and ready to take orders when

you are around. They can hear your Tactical commands from 25 feet farther away than normal.

Squad Member

Interpersonal Story

You are a member of a small squad of fighters. As a member you have been trained to take orders from your superior officer. You can hear your designated Squad Captain's Tactical commands from 25 feet farther away than normal.

Transient Party Member

Interpersonal Story

There is a thin bond between you and the people in the party. You may not be hanging around forever, or you may only stick around for one reason or another, but you're not fully invested in what becomes of your party-mates. If they do something you don't like, nobody will bat an eye if you up and leave.

Twin Telepathy

Interpersonal Story

You and a childhood friend have been close for as long as you can remember. You can finish each other's sentences, almost as if you can read each other's minds. When one of you learns some information, both of you can roll perception in an attempt to remember or learn it. You can only have Twin Telepathy with one person, and if something happens to them you cannot gain Twin Telepathy with someone new.

Membership

Membership stories are halfway between background and personality stories. You can only gain membership stories over a period of downtime. However, taking actions that go against the principles set forth by your organization will lead to you losing your place among them, and therefore your membership story and all the bonuses it grants you. Since some organizations will have entry requirements, membership stories are more likely than the other story types to have prerequisites before being granted.

Acolyte of the Severing

Membership Story

Requires: No other religious Membership Stories

You follow the teachings of the Scarred One, leading you to feel that you are stronger when surrounded by allies and allowing you to seek shelter in the homes and sanctuaries of anyone of your faith. Your skin has been permanently scarred with the symbol of the Severing, proving your faith.

Ashen Angel

Membership Story

You are a member of the League of Ashen Angels. You have the League's crest tattooed somewhere concealable on your body. You are always welcome into the homes of other members, but if Cyronian authorities find out about your mark, they will pursue you like the terrorist they see you as.

Claret & Company Firm Member

Membership Story

Requires: Male, at least 4 points in the Brute attribute.

You have proven yourself to your fellow members of Claret & Company with feats of strength and machismo. Your experiences around the water cooler have taught you how to relate to your average macho man. When attempting to bluff or disengage a man with at least 4 points in the Brute attribute, roll twice and take the higher result.

Company Owner

Membership Story

You own a company and can hire and fire a number of employees. Whenever you're in a city that has a branch of your company, you may find yourself a safe spot to sleep and perhaps even some aid from employees or company officers. The size and nature of your company influences this aid.

Core Arms Sodality Alumnus

Membership Story

Requires: Minimum of one Crafting Specialty

Through the arms crafters organization, the Core Arms Sodality, you've worked with other crafters for years, and as such, though you may not be able to build them yourself, you automatically score one tier higher when attempting to use a current Core Arms Sodality crafter's beta creations. You can also take shelter in any Sodality workshop.

Follower of Caxan

Membership Story

Requires: Member of the Trust

You are a balancer who, throughout your travels, seeks to ensure economic balance is maintained and trade is always fair. You can make tiered Cunning rolls to purchase and sell items at their true value. You wear a prince coin around your neck made specifically for higher members of the Trust, allowing you to find shelter in the homes and institutions of Trust elite.

Lilt Alumnus

Membership Story

Requires: Female

As a current member of the Lilt, you have had to pass tests of etiquette, speed, and combat prowess. You have access to Lilt troupe centers wherever you find them. You wear the insignia of the Lady River, proving your completion of training as a member of the Lilt.

Member of the Free

Membership Story

You are naturally hostile to members of other faiths due to your affiliation with Free Will, but you can seek shelter in the homes and institutions of anyone of your faith. You wear a crest of the Free Will, proving your faith.

Personality

Personality stories are often decided upon and given at the narrator's discretion. If you've proven to be trustworthy, that could be a personality story. Made a vow of silence? Personality story. Other times you will choose the story, with your narrator's permission. Often personality stories come with roleplaying guidelines, and breaking those guidelines can lead to you losing the story.

Airsick

Personality Story

Your fear of heights has given you a hatred of flying. If someone succeeds in hitting you with a called shot while you're up in the air, you instead suffer the effects of rolling a 5 on the Wounds Random Effects chart: For the next three turns you can only retch and crawl (5 feet per action point spent), and if anybody attacks you, you take a -4 penalty to your evade and defense.

Alter Ego

Personality Story

You have an alter ego you must keep up. You cannot unmask yourself publicly; you must be in private to switch between your alter egos.

Barbarian

Personality Story

Once you've mentally prepared yourself for a fight, it's nearly impossible to get you to stop. When someone is attempting to disengage you using Cunning, you can roll twice and take the higher result.

Centered

Personality Story

You spent time with a sect of ascetics who taught you the way to inner balance. You gain a +1 on Spirit rolls. You will apply extra force beyond what is required to defend you and yours. Balance, not vengeance.

Chosen Foe

Personality Story

You've fought and acted against a certain type of monster, creation, or foe. Your chosen foe can be a single alteration story or race. When fighting against a chosen foe, you may roll twice and take the higher result for any Cunning roll you make.

Companion to Animals

Personality Story

Your innate kind-heartedness shines through to all the members of the animal kingdom. Wild animals will never attack you unless you provoke them or someone they would want to protect, like their master or a member of their pack. This does not apply to the rest of your party.

Crazed Gunman

Personality Story

Go toe-to-toe with a elf? Are you insane? You'd much rather pick off your enemies from far away. To you, melee fighting is for barbarians with a death wish. You can reverse engineer ranged weapons one tier higher than you roll and have a natural disdain for melee fighters.

Damsel in Distress

Personality Story

You're so weak and terribly afraid, with all the big, bad monsters out to get you. Won't someone please save you?

You know how to feign the melodramatic fear that stirs the blood of those drawn in by your physical appearance. Any time you call out for help or issue a tactical command, other people are more likely to come to your aid.

Dramatic Effect

Personality Story

A cool wind blows. Your hair is tousled in the wind. Your cape flutters. No matter the scene, a gleam catches on your tooth. You're the party ham and you'd never be caught dead doing anything less than over the top.

Easily Distracted

Personality Story

You have a tendency to always noti.... Oooh, shiny! If treasures are to be had, we know you will be the first to have it or spot it.

Efficient Packer

Personality Story

Superhuman organization skills and obsession for efficiency allow you to carry considerably more on your person. Unfortunately, it now costs you an extra action point to draw any of your concealed equipment, considering how tightly packed together it all is.

Everyman

Personality Story

Your simplistic vocabulary and everyman persona allow you to get along better with the working class and the poor. However, you find it difficult to relate to individuals from a higher society. When charming everyday townsfolk of the lower classes, roll twice and take the higher result. However, roll twice and take the lower result when trying to charm the upper classes.

Exotic

Personality Story

Your upbringing has taught you the customs and beliefs of a culture that is far away from where you find yourself today. Your unique manner and perspective delights others, and sets you apart from the crowd. When you are charming someone with the ways of your culture, you may roll twice and take the higher result.

Hazard-fan

Personality Story

You've modeled your life after the legendary Lords Hazard, who were known for taking on every challenge. You automatically fail your resist roll against someone provoking you to fight them.

Hippocratic Oath

Personality Story

Your dedication to healing the wounded, regardless of friend or foe, allows you to heal one more hit point than you normally would as long as you adhere to the code of ethics dictated by your profession.

Just A Phase

Personality Story

Your personality is constantly changing. Every time you level up, you can exchange one of your personality stories for another.

Melee Freak

Personality Story

To you, projectiles are for cowards! Any real warrior fights up close and personal! You can reverse engineer melee weapons one tier higher than you roll and have a natural disdain for ranged fighters.

Minimalistic

Personality Story

You carry as little as possible with you, freeing yourself from the chains of worldly possessions. Unless the narrator explains otherwise, a thief can never try to steal from you with any luck. You simply don't carry anything on your person worth stealing.

Musical Hero

Personality Story

You don't speak. When attempting to communicate with others, you burst out into song and dance! You can use your skill in Cunning to make people join in on your song and dance numbers.

Charming Pacifist

Personality Story

Due to your commitment to nonviolence, once per turn for no action points you can attempt to disengage one opponent as outlined under Cunning.

Pious

Personality Story

You put your faith first in everything you do. When you are trying to convince people of things, you reach out to them with your sincerity and serenity. You may roll your Spirit instead of your Cunning.

Racial Blindness

Personality Story

Your lack of understanding about the world makes you unable to tell the differences between the different races. You act as if everyone is the same race, including realistic automatons and talking animals.

Rotting Meat Shield

Personality Story

Your dedication to protecting your comrades goes even past death. Should you die, your allies can use your maimed corpse as heavy cover, regardless of how many limbs you are missing.

Snob

Personality Story

Your well-crafted wit and poignant sarcasm allow you to charm the cultured and civilized with ease. However, your vast vocabulary makes it difficult for the uneducated to understand you. When attempting to charm nobles and scholars, roll your Cunning twice and take the higher result. However, when trying to charm everyday townsfolk, roll twice and take the lower result.

Vaunter

Personality Story

Your braggart nature makes you want everyone in the nearby area to know of you and your adventures. After your first period of downtime in a new town, the people there will know of you, your party, and your quest. This can be good and bad.

Wait.... What?

Personality Story

We've all been there before. You're just there a lot more than others. A bit slow on the uptake, your first turn in combat has 1 less action point, but you get a free reflexive action before your next turn.

We Meet Again!

Personality Story

When you successfully persuade someone, you always leave an impression. People you successfully persuade will never forget your face, for better or for worse.

Xenophobe

Personality Story

You're not particularly fond of foreigners. In fact, you'd go so far as to say you despise them. When you come into contact with people who are not from your own country, there is automatically distrust between you. However, when you meet people who are identified as being from your country, there is an immediate friendly air between you.

Yobbo

Personality Story

Your reputation for brutality and cruelty precedes you. When attempting to intimidate someone, roll twice and take the higher result.

Yobbish

Personality Story

You are crude and often engage in unruly behavior. After your first period of downtime in a new town, law enforcement will know you, but their opinion of you is not necessarily negative.

Social Status

Social stories encompass a character's wealth, reputation, and value within society. These are based more upon the perception of others than reality. If you give a beggar a thorough scrubbing and an extravagant outfit, they may pass for wealthy under light scrutiny.

Destitute

Social Status Story

You have no place to call your own. You've spent your days congregating with other members of your city's homeless, doing whatever it takes to live another day. If you are ever on the run you may hide among the poor and they will misdirect your pursuers.

Exile

Social Status Story

You have been exiled from your clan, tribe, family, or any other organization to which you belonged. When you encounter somebody of that organization, they will automatically recognize you as exiled, unless there are extenuating circumstances.

Famous

Social Status Story

For one reason or another, you are a household name in Tephra. If you can provide proof of your identity, you may find shelter in the homes of average law-abiding citizens.

Fugitive

Social Status Story

You're on the run from the law. When you encounter law enforcement, they will immediately recognize you as a fugitive. An average citizen may recognize you when you draw attention to yourself and will report you to the authorities unless otherwise discouraged.

Infamous

Social Status Story

For all the wrong reasons, you are a household name in Tephra. Law-abiding inns and households shun you, but you can find aid and shelter with criminal elements in the area.

Pilgrim

Social Status Story

You've taken to the road in search of divine inspiration. While you are on a pilgrimage, people of faith will be willing to shelter and help you if they can.

Socialite

Social Status Story

You know a lot of people, and a lot of people like you. Your connections can gain you access to exclusive events with ease, including invitation-only parties and personal gatherings.

Vices and Addictions

A vice is anything that the character chooses to partake in despite the detrimental effects it has the character. A vice becomes an addiction when an individual is unable to voluntarily stop using their vices. Smoking, drinking, compulsive lying, or the need to escape reality are all vices. The player and the narrator should discuss the dangers a vice represents and how it should affect roleplay.

Addiction

Vice Story

You can't stop, even when you truly want to. Your vices will continue to escalate at the cost of your social status, financial security, and health. Vice stories you have cannot be removed, though their effects can be negated while you remain clean and participate in recovery programs.

Note: Addiction is a disease that occurs in 10% of all Tephrans, though many factors can increase the risk of developing an addiction.

Anger

Vice Story

Your temper scares you and everyone around you--you're prone to act without thinking, destroying anything and anyone in your way, friend or foe, regardless of the consequences. When you begin a conflict, the narrator may choose to inflict you with the enraged status on a target that has provoked you.

Bigotry

Vice Story

It seems so obvious that if everyone thought the way you do, there would be no strife in the world and everything would be fine. In addition to alienating potential friends, you betray your social tells to objects of your prejudice, and you often grossly misread their social tells (the narrator should intentionally mislead you).

Drinking

Vice Story

Alcohol was once your beloved companion and your solution to everything ailment, but your addiction has devolved into a love/hate relationship. On days without alcohol, you find yourself fatigued. On days with alcohol, you begin every conflict disoriented.

Note: This vice story is not available to satyrs and others who are immune to the effects of alcohol.

Gambling

Vice Story

The rush you get when everything is on the line is intoxicating. Even when you lose, it fills you with a surge of emotion that you just can't get anywhere else. You forfeit 10% of your starting wealth, and must sacrifice 10% of the value of any loot you may acquire during your adventures to feed your addiction.

Lying

Vice Story

You lie, not because you don't trust someone or to get what you want but because when they believe you, you finally feel like you're in control of things. At least, until you get caught.

You get +2 to Cunning rolls to deceive, but once somebody catches on to your dishonest ways, your bonus against him or her turns into a -4 penalty for as long the narrator sees fit.

Push Junkie

Vice Story

You've developed a taste for substances like Heavy Push potions. You love the feeling of strength surging through your veins as your muscles swell. Unfortunately, your body has started developing a resistance to the drug. Push potions now only restore half the usual amount of hit points to you.

Sex

Vice Story

When around people of the gender(s) and race(s) you are attracted to, all you can think about is getting into bed with them. You often misread social tells and wrongly conclude that others are being flirtatious with you (the narrator should deliberately feed you false cues to support this idea; others in your party will not notice these cues).

Recovery

Recovering from vices and addictions can be a long, difficult road involving the painful effects of withdrawal, but also the alleviating comforts of rehab and support groups.

Rehab

Recovery Story

You have entered a treatment facility of your own free will. After a period of separation from your vices, medical supervision has gotten you through the worst symptoms of withdrawal. Normally, you lose any vice stories you have. However, if you have the addict story, you keep your vice stories, but they are considered dormant until you use them again. While dormant, you may also exchange one vice story for another. If you have no active vices, you gain a +2 to Spirit rolls to resist the urge use a dormant vice story. If a vice becomes active again, it replaces the rehab story until you seek treatment.

Support Group

Recovery Story

Support groups are a place for addicts to gather and share their experiences with others like them. Just being in the presence of others who suffer from addiction provides hope and promotes spiritual growth. Attending a support group for one hour provides a +2 to Spirit rolls to resist the urge to use your vice story, dormant or not, within the next week. This bonus stacks with that from rehab.

Withdrawal

Recovery Story

You've become so attached to your vice, you can't remember what life was like without it and now that it's gone, it hurts. While suffering the symptoms of withdrawal, you take a -2 penalty to every roll you make. Your attitude and behavior are erratic and you're prone to bursts of intense emotion at the discretion of the narrator. You must take this story if you wish to shed a vice story (or in the case of addictive personalities, make it go dormant).

Loot

Standard and Unusual Loot

Many resources can be collected from the surrounding environment or from defeated enemies, but these valuable items can also be found on the open market. The rarity and demand for the item are the primary factors in its cost .

Example Item	Worth	Rarity
Basic Adventuring Gear and Trinkets	₱ 5-10	Common
Fully Augmented Mq.I Rifle	₱ 75-150	Uncommon
Brainworks for a Fuse Box	₱ 200-1000	Rare
Lunch	Free	*Non-Existent*

Loot Found from Monsters and Madmen

The majority of loot that adventurers find during their travels is outlined in the Treasure & Payment section at the beginning of this chapter. However, there are some exotic items with unique properties out there. Loot of this variety usually comes in the form of trophies from monsters (weapons, armor and gear made from teeth, bone, venom, hide, et cetera) and plot-driving foes (a mad scientist's prototype incinerator, modified lab coat, or building-wrecking steamer, for example). This loot is rarely found on the open market due to its rarity and value. Adventurers often go out of their way to obtain these items directly from the source.

Blueprints

Blueprints are instructions on how to recreate existing inventions. Unlike normal means of crafting, you don't have to invest specialties to create the item. However, you must have specific tools and resources in order to construct the item from a blueprint. Blueprints can be used to mimic augments, build a robot, or brew a nasty poison. Items made from a blueprint don't require upkeep and can be sold on the open market. Blueprints and resources are often rewards for completing quests or defeating foes, or can be purchased with hard-earned princes.

These items not only spark adventure of their own as a player searches for the items required to build it, they also provide them with a built-in reward at the end. By studying an item made from a blueprint, you may be able to figure out the process used to make it and repeat it with an appropriately high Sciences roll. Blueprints can also be made by crafting characters in a similar fashion for specific items that they can craft.

How to make something from a blueprint:

Collect the required tools and resources, then roll a d12 and add your score in the required skill. If your combined total exceeds the number listed, you successfully craft the item after the set amount of time. Failure to meet the skill requirement results in the destruction of the resources used, though tools are not damaged.

Formula: Manta Ray Venom

Skill Requirement: 20 Alchemy.

Tools: Vial, Syringe

Resources Required: Manta Ray Stinger (loot from a manta ray)

Time: 30 minutes

Effect: Apply to a bladed or pointed weapon. When a target is damaged by the weapon, it immediately causes intense muscle cramps. Unless the victim makes a Tier 3 Brute resist, they suffer a -6 penalty to all rolls for 5 turns.

Flair: Manta ray venom must be harvested from manta ray stingers. This can be done without harming the ray, but must be done carefully as to avoid spooking the ray and either having it swim off or stab the harvester and leave the venomed barb in them.

Formula: Gutter Shudder Poison

Skill Required: 10 Alchemy

Tools: Vial, heat source.

Resources Required: Gutter water and refuse.

Time: 15 minutes.

Effect: Apply to a bladed or pointed weapon. When damage is dealt with the weapon, the target must roll a Tier 3 Brute resist

or suffer the poison's effects. The poison causes the injury to become septic, preventing the damage from healing without the use of disinfectant and causing an irresistible called shot at the location that the attack hit. If the attack hits the torso, the target's speed is reduced by 5 instead of the normal called shot effect. If the injury is not properly treated at the target's next breather, it begins to fester and the called shot effects are replaced by a wound at the called shot location. If the infection is allowed to progress like this, the injury must be treated surgically.

Flair: Gutter shudder is a nasty brew of things better left unmentioned and is a cheap method of inflicting lasting damage on someone you must really hate. Unfortunately (or fortunately, depending on your point of view), the festering nature of this poison causes it to deteriorate rapidly, which makes any vial of gutter shudder expire after a breather.

Blueprint: Sawed-Off Shotgun

Skill Required: 5 Brute

Tools: Saw

Resources: Shotgun (Medium or Heavy Firearm)

Effect: The range for the shotgun is halved, but its damage class is increased by 2. The shotgun can now also be treated as a firearm of one class smaller for the purposes of concealment.

Flair: When guy a saws off the barrels of shotgun, you know he means business.

Blueprint: 87th Headhunter Squad Rookie Rifle

Tools: Armsmith Tool Kit and Workbench

Required Components: High quality metal scraps, polished scope, and treated wood.

Required Specialties: Gunsmith

Effect: Creates a heavy firearm with a Marque I Head Seeking augment and the Accurate and Scope augments at Marque II.

Flair: The 87th Headhunters are a set of skilled marksmen and -women, with veterans claiming massive kill counts. The Rookie Rifle is a simple training rifle given to new recruits, designed to see how they can handle themselves.

Blueprint: 87th Headhunter's Master Rifle

Tools: 87th Forge and Workshop

Required Components: Top-end refined steel alloy, handcrafted optical scope, and tempered heartwood.

Required Specialties: Prototype Gunsmith and 25 Armsmith

Effect: Creates a super-heavy firearm with the Head Seeking, Damaging, Accurate and Scope augments at Marque IV. While wielded, this rifle grants the user to use the Armor-Destruction ability noted below.

Flair: The best of the 87th are armed with this rifle. It is designed to be used in conjunction with their armor, as most veteran headhunters enjoy using the bracers built into the arms of their armor to help stabilize their shots. Most headhunters worthy of wielding this lethal work of art hold kill counts in the hundreds.

Note: Armor-Destruction. Cost: Attack + 2AP. A well-placed shot from this rifle is able to devastate enemy armor, allowing quicker access to an undefended head. When this attack hits, it acts as a sunder, reducing the target's armor soak by the tier of damage dealt. This reduction occurs after damage soak and is resited as per the normal rules for sundering attempts.

Formula: Mama Xenia's Soul-Enriching Gumbo

Tools: Cooking pot and heating source.

Required Components: Chicken, lamb, alchemist-herbs, vegetable stock.

Effect: Creates one pot of hearty gumbo, enough to feed 5 people. Upon eating a meal of the gumbo, a character gains (Sciences on initial cook: -4/0/4/8) to all Spirit rolls, including rolls within the separate Spirit skills, until the next day.

Flair: Mama Xenia is considered the world's most aggressively generous old lady. Visiting her or any of her family will always result in eating a hearty meal of her famous gumbo and listening to her recount her long-past days of adventure across all of Rilausia. Just one bowl of her gumbo can reinvigorate a person, no matter how down on their luck they are.

Blueprint: Xun's Shadow Uniform

Tools: Armorsmith Tool Kit, Workbench, and Forge.

Required Components: Reinforced high-tensile wire mesh, slicksteel alloy, and Time Eater skin.

Required Specialties: Prototype Armor and 30 Armsmith

Effect: Creates a Marque IV light metal armor with the Mobile, Damage Soaking, and Slippery augments.

This armor allows the use of the Phase-Step and Bounding-Lunge specialties. The armor grants +15 Agility specifically for using Phase Step and its dependent specialties.

Flair: Kalus Xun was one of the Haudi Empire's most accomplished armorsmiths. He was particularly skilled at designing armor for mobile forces, allowing them to close distances at a faster rate. With the advantage of range negated, they would engage the enemy in close quarters.

Blueprint: Silversmith Battalion's Giant Killer

Tools: Weaponsmith Tool Kit and Haudi Forge

Required Components: Top-end refined steel alloy, a bar of Haudi Quicksilver, an Aeon Demon femur.

Requires: Prototype Weapons and 25 Armsmith

Note: This blueprint requires a Tier 3 Expertise/Armsmith in order to understand this blueprint.

Effect: Creates a massive halberd, a super-heavy polearm, that grants a +3 accuracy and +6 strike to attacks made with it. It ignores any resistance to fatal wounds and mundane damage regardless of its size and nature. For every size tier above the wielder the target creature is, the halberd's damage class increases by 2.

Flair: The Silversmith Battalion is one of the strongest forces in the Haudi Empire. Their speciality is creating and training giant beasts to defend crucial locations, but their control over these beasts was less than perfect. The Giant Killer was the last resort when things got out of hand.

Artifacts & Relics

Across Rilausia, geniuses, madmen, prodigies, and unwitting agents of serendipity have created items of incredible power and notoriety. These one-of-a-kind works of art come from different backgrounds and times in history, but what they all have in common is how dangerous they can be. Listed below are a few examples, though many more have been forgotten or lost in the sands of time.

Countess Yulna's Wedding Band

Countess Yulna was a possessive Haudi woman who chose to wed a roguish and dashing man who was known for wooing a hundred ladies before her. When they married, she demanded insurance upon his loyalty, so she had a wedding band made specifically for him. When he put it on, it bound itself to his finger. No man could remove it.

She then revealed a trigger which would cause the ring to explode, no matter how much distance was put between them. When asked how the device worked, her only comment was that it was powered by love, which knows no boundaries.

After their deaths, the ring was removed from his finger and studied. Even today, scientists don't fully understand how Countess Yulna created the ring, or how the detonator could be effective from such a range, which is all the more impressive considering it was made hundreds of years ago.

System: The wedding band is a small bomb that will seal itself to any finger it is placed on. Only a Tier 4 Sciences roll will remove it, which any one person can only attempt once per downtime. If the bomb is activated, it will do an instant fatal effect to the wearer's hand that requires 6 AP to patch the bleeding rather than the normal 3. If the ring is placed somewhere else, such as a toe, it still inflicts an instant fatal effect upon activation and the AP required to patch the bleeding is doubled. If the ring is detonated while it has been ingested (for some reason) by a person or other living creature (or even an automata), the victim is instantly killed.

The wedding band is paired with a small detonator. This detonator will work from any place on the planet, causing the ring to instantly explode. It costs 1 action point to activate.

Cubes of Semi-Life

Hephaestus Pendleton was a man with an unhealthy obsession with death. Through a series of accidents and personal negligence, he lost almost everything he valued and so he went into seclusion. When he reemerged, he brought with him a machine comprised of two small cubes. By surgically implanting one cube into a host's living heart and the other into their spinal cord at the brainstem, they then unfold through the nervous, gastrointestinal, and respiratory systems. Pendleton claimed that with this machine one would be able to cheat death, allowing the host to function even after their vital signs had faded.

Unfortunately the cubes don't work exactly as intended. Immediately after death, the machine activates. The brain is kept alive, but the cubes are unable to produce their own blood, leaving the subject with an undeniable need to obtain it from another source. While still completely aware and sentient, the host is completely unable to resist their thirst.

An explosion at Pendleton's lab destroyed the majority of his research and equipment, but the cubes are still unaccounted for.

System: The Cubes of Semi-Life must be surgically implanted in a living subject. If the subject is killed but the head, torso, and neck are still intact, the subject will regenerate during their next turn. At this point, the character becomes a Narrator-Played Character, if they were not already. After regenerating, which takes an entire turn, the host will attempt to feed on the nearest source of fresh blood by grabbing then biting them. They use an unarmed grab that inflicts damage like an attack. Once fed, the newly reborn host gains +1 to their maximum number of action points, +5 to evade, +10 to all of their movement speeds, and the ability to regenerate 3 wounds or 1 fatal effect for 3 action points. The host retains the skills, specialties, and memories of their previous life.

Detonator Bomb

Wide-Eyed Joven was a man in love with explosives, grenades, fireworks, bombs, and anything that popped. Sadly, he was anything but safe, and the fact that he made it to adulthood surprised all other pyrotechnicians that knew of him, as pyrotechnicians tend to be a safe and precautious lot. However, Wide-Eyed Joven started making explosives that were unwieldy and unsafe, and he just started giving them away. This could certainly not go on, so the other bomb-makers set out to arrest Wide-Eyed Joven. But Wide-Eyes didn't want to be arrested (there are no chemicals in prison). Thus, he created the detonator bomb: his favorite device for fighting against fellow bomb-makers.

The detonator bomb emitted a thousand different resonances, designed to spark anything that could spark, activate anything that could be activated, and ignite anything that could be ignited. The detonator bomb, in effect, immediately and instantaneously detonates any and every bomb near it. Wide-Eyed Joven didn't survive long after blowing a handful of fellow pyrotechnicians to smithereens, so only a few of his detonator bombs exist, but they are prized and guarded possessions of world-renowned explosives makers and collectors.

System: A detonator bomb acts just like a normal explosive. It requires 1 action point to activate and 2 action points to throw. It will go off at the beginning of your next turn. When it goes off, all explosive devices, squibs, firebombs, and anything that can detonate will detonate if they are within 25 feet of the detonator bomb. The detonator bomb is fried in this act, so it can only be used once.

Dr. Lighthouse's Rainy Day Umbrella

Dr. Lighthouse was obsessed with storms. He was fascinated by what causes them, and he was dead set on being able to study them whenever he wanted. So he created several devices that could create a storm. After his laboratory was raided during the Evanglessian Civil War, most of his creations were destroyed. A handful of his Rainy Day Umbrellas, however, survived. Sadly, rumors say that the umbrellas were designed to only work once, though there's a chance they might be repaired.

System: This ugly umbrella, when opened, causes a storm to appear overhead, though the storm only extends 25 feet around the umbrella. It causes heavy precipitation to fall in the area, providing Tier 2 cover to everyone within. This precipitation will cause any fires in the area to decrease by 2 tiers. The umbrella also attracts severe and impressive amounts of lightning directly toward it. The user is engulfed with this lightning, though it doesn't harm the person holding the Rainy Day Umbrella. Instead, anybody who touches the person holding the Rainy Day Umbrella takes 30 unsoakable electrical damage. If the person holding the umbrella is grabbing another person, that person takes the electrical damage once and then becomes immune to it (unless the umbrella holder lets go, then grabs them again).

The umbrella lasts for a short period, certainly no longer than the length of time it would take to fight. An umbrella is used up after being activated. It can be repaired, but the act is quite difficult. A person only has one chance to repair it, and they must roll a Tier 4 Sciences to do so. This can be done during a breather.

Gnome-in-a-Box

Why this was created, nobody's quite sure. Many people say the gnome was built as a tourist attraction. Other people say it was created as a goofy sentinel. What is known is that this gnome has been around for hundreds of years, and there are a significant number of stories and parables that feature him in some context. The story of "Haudrick and the Three Paths" featured the gnome-in-a-box providing the angered Haudrick a riddle at the fork in the road. The story "The Sinking of Captain Hookleg" features the gnome-in-a-box telling Captain Hookleg's first mate about where Captain Hookleg's treasure was buried. Even the less-known ayodin tale, "Yuvi: Sharkscale Collector," features the gnome-in-a-box frantically telling Yuvi to hide in a nearby cove while his wounds heal, else the sharks will smell him. That cove has been a popular tourist spot among the oceanic ayodin ever since. Even a few gnomes in dive-suits have managed to visit it.

The gnome-in-a-box has been around for a very long time, and though sightings have been reported on every corner of Rilausia, it is believed that only one exists.

The gnome-in-a-box is a medium size item that can be set up during a breather. The gnome will then sway happily on top of the box. Once set it up, you can say, "Gnome, repeat after me," followed by a 17-syllable phrase. If your message is less than 17 syllables, you must remain silent for 22 seconds or the gnome will pick up on the next word and add it to its phrase. Any syllables after the 17th will be omitted.

The gnome is ridiculously realistic, though once you realize he's not real, it's hard to imagine you ever thought he could be real. It's almost as if he is hypnotizing. A Tier 4 Cunning roll will reveal that the gnome is a fake.

The gnome will say the 17-syllable phrase when a person comes near him. Then, every time a person addresses the gnome, the gnome will repeat the 17-syllable phrase using a different tone. Roll on this chart to determine the tone that the gnome will use:

1. Jovial

2. Angry
3. Disappointed
4. Grieving
5. Romantic
6. Excited
7. Teasing
8. Frightened
9. Jokingly, the gnome will add, "If you know what I mean" at the end of the phrase
10. Crazed
11. Deviously
12. Monotone

Ink-Consuming Jar

This device was created to instill fear in the hearts of librarians, to keep them from sleeping at night, and to make them wary of small unusual-looking jars. The ink-consuming jar was developed hundreds of years ago by an unknown Haudi alchemist, and it does exactly what its name would suggest.

System: When placed in a spot and uncorked, the ink-consuming jar will spend the next turn consuming all of the ink within a 10 foot radius. Paper will be left untouched and undamaged, but any ink on the paper will be gone without a trace. Even if the paper is in an airtight vault, the ink-consuming jar will still absorb it.

The ink-consuming jar can be emptied and reused, but it is a difficult process that can take several days. Thus, it can only be done during downtime.

Jinzi's Parachute

A farishtaa salesman named Ruque sold nine parachutes to the Evanglessian military, parachutes that he called "Jinzi's Parachutes." He told them that there were only ever ten made, and he used one in the demonstration. Jinzi's Parachute looked similar to a normal parachute: it fit inside a large haversack and had a draw-string release.

The farishtaa demonstrated it aboard a massive 4-graviton-sphere airship called the ERA Skybastion. He then disabled all of their graviton spheres and engines, and the airship began to plummet, whereupon he quickly strapped the parachute to the hull of the airship and deployed it. Rather than sheets of cloth, the parachute was composed of countless silky strings. The ship's descent slowed to a gentle drift. Jinzi snapped his fingers, the graviton sphere engines roared back to life, and the ship flew high again.

Jinzi explained only that the parachute netting was made from graviton spheres that were finely powdered and turned into the thinnest of string, but he failed to explain how these miniscule spheres can be rotated within the string to produce the graviton field. He claimed that it took a hundred elves to stuff each parachute into the bag. The parachute weighs little more than a normal parachute, can only be used once, and can give nearly anything a slow descent. According to Ruque, even a falling stormship would be saved by one of Jinzi's Parachutes, but no volunteers are willing to test the claim.

After becoming incredibly wealthy off the sale of the nine parachutes, Ruque has not been heard from since.

System: It takes 3 action points to attach the parachute to an item or person. Once attached, the parachute will not

detach, and it will not break off any part of the item. The entire item is suddenly affected by the parachute, regardless of where it was attached. When the parachute's drawstring is pulled (costing 1 more action point), the parachute deploys and slows the descent of the item or person down to a safe rate. It will work on any item 3,000 feet or fewer in length.

Once deployed, it is impossible to use again. When the parachute is unattached from the object, the wind will pick up the parachute and pull it off into the sky.

Lord Nasri's Glinting Saber

Lord Nasri was a Haud lord from the 4th century. He was renowned the world over for his skill as a swordsman. Though he had no hereditary titles, he held the esteem of a duke. The people loved and celebrated him. According to legend, he disappeared for a year on a spiritual journey and when he returned, he brought with him a saber containing the very essence of Jinzi. Today, Lord Nasri's Glinting Saber is a prized relic in the halls of Mount Sibrius.

System: Lord Nasri's Glinting Saber is a medium metal melee weapon. It provides its user a +2 on accuracy rolls and has a damage class of 9. It is highly prized because it blinds its target before it strikes. When used to attack a person, if the weapon is used in a well-lit room, the sword grabs the light and reflects it in the eyes of the target. The target acts as if they are blinded for the purposes of the attack (taking a -4 on their evade roll).

The saber cannot be enhanced or upgraded and, if somebody attempts to sunder it, the sunder result is automatically two tiers lower.

Poisonraptor Egg

A lone adventurer once discovered a handful of these eggs while exploring the mutated and overgrown jungles of Paldorus. She brought these back to society, and began to experiment with them. What she discovered is that the eggs are capable of drawing poison from the bloodstream of a living creature.

System: A poisonraptor egg is no larger than the tip of your thumb. If swallowed, the egg remains unhatched in your stomach until you are poisoned. If you are poisoned, the egg absorbs the poison and hatches. You are mostly unharmed. When you are poisoned, you are stunned for 1 action point as the egg forces you to vomit. The egg then hatches, releasing a small, horrifying baby poisonraptor. The poisonraptor quickly consumes its eggshell and surrounding vomit. Then you have a few seconds while the newborn poisonraptor thinks you're its mother. You can command it to attack somebody at your discretion. After that initial direction, the poisonraptor will stop listening to you and wander off on its own. If anybody else has attacked it though, it will attack that person, too.

Newborn Poisonraptor — **AP**: 3

Small Bio-Corrupted Animal

HP: 16 | **Wnds**: 3* | **Spd**: 25 ft (land), 10 ft (climb, swim)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+0	+2	+0	-12

Guard

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

2 AP — **Bite & Claws**

Acc: +0* Stk: +0*

Damage: 6 | 12 | 18 | 24

Note: The newborn poisonraptor's wounds, accuracy, and strike is based on the highest augment marque on the poison that it consumed when being hatched. Its wounds double if the highest augments marque is above 2. Its accuracy and strike is equal to +5 per marque that forced it to be hatched.

For example, if it was hatched by consuming a Marque III damaging poison, it would be born with a +15 to its accuracy and strike and 6 wounds instead of 3. If the poison is unique and does not have marques, ask your narrator what marque he or she would describe the poison as having.

Rapier de Fenice

The Rapier de Fenice is a relic of the Tharmurian noble household, the Marquises de Fenice. It was the family's most valued possession, a rapier so sharp, so easy to use, it was said to never miss its target. However, the sword was misplaced by one of the Marquis' mischievous nephews. Thought the Marquis de Fenice was gifted with a Sapphire Shamshir that became the house's iconic weapon, the rapier was never recovered.

System: The Rapier de Fenice is a medium metal melee weapon that provides a +6 on accuracy rolls. It cannot be enhanced or upgraded and, if somebody attempts to sunder it, the sunder result is automatically two tiers lower.

Replacement Jugular

Newman Rizgold was a man known equally as much for his mountain of wealth as for his paranoia. As the owner of the NewGlessan Iron Company, Newman Rizgold was vastly wealthy, but many suspected that he gained that wealth through less-than-legal means. He was a hated man, and many people wanted him dead. Or so he thought.

Newman Rizgold was so sure that he would be the target of assassination, he paid several thousands of princes to have a replacement jugular made. He hired a team of scientists to create a device that, if an assassin cut his neck, he could just stick it on his neck and the device would seal the wound, reattach his jugular, and keep him alive and healthy. They succeeded in creating such a device, but it came too late: Newman Rizgold's neck had already been cut.

System: The replacement jugular is only useful after your neck has been dealt a fatal blow and you're about to die. For 1 action point, you can slap this device against your neck. It will seal the fatal effect, keep you from dying, and restore 3 wounds to you. Once the replacement jugular is attached, it is effectively a permanent skin graft.

Note: It is theoretically possible to replicate the Replacement Jugular, but doing so would require a Tier 5 roll with either Alchemy or Bio-Flux. A failed attempt would destroy the original and any materials used to try to make a copy.

Striders

Ezra Krundelwald claimed to have created a device would change the face of the world as we know it. Having spent his entire life perfecting his creation, he is now ready to unveil this highly anticipated machine--at least, he thinks it's highly anticipated. Most of the people in town know Ezra as a madman who hides away in his residence, but today that changes.

Ezra opened his front door and leaped into the middle of the street in one giant arch. This gathered all the attention of the immediate area and all eyes were upon him. "I present to you my life's work! The entire culmination of my endeavors! Behold: Striders!" With a grandiose motion unbefitting his advanced age, he focused everyone's attention on the strange apparatuses on his feet.

They looked like natural extensions of his feet, but with an extra joint that made them appear cloven like those of a saytr. A large piston was fixed toward the ground behind each ankle, which also seemed to feature a rudimentary suspension system. A loud hiss erupted from the pistons, and Ezra launched onto the rooftop of an adjacent two-story-building, landing comfortably "See you suckers later!' he cried as he jumped from building to building, never to be seen again. A shame too: everyone seemed impressed and would have gladly bought a pair, but... that was Ezra Krundelwald for you.

System: The Striders allow the wearer to jump 50 feet vertically or horizontally for 1 AP without needing to roll Dexterity or have a running start. Additionally, as long as the wearer is able to land on their feet, they can fall 80 feet before needing to resist falling damage. As long as they are landing on a surface that can normally support their weight, the surface will not be damaged.

Teleporting Boots

The man that invented these boots called them "Boots of Instant Relocation," but the name didn't stick. Those who saw them in action unanimously agreed that they were indeed Teleporting Boots. They changed their mind when their creature accidentally activated them when a pole was obstructing his path and when he arrived at his destination, it was in two parts. The boots were quickly removed from the dead body, and were never recovered.

System: The Teleporting Boots are capable of moving the user exactly 100 feet (never less, never more) in a single unobstructed direction. Moving this way costs 1 action point. The movement can be vertical, diagonal, or through open air, but there can be nothing in your way.

The Cat's Meow

Jasper Williams is an eccentric elderly man living in a house filled with cats. Several of the town's children had never laid eyes on him, until one fateful day when he emerged from his house screaming with the kind of joyous exultation that only a man who had just completed his life's work could muster. Looking surprisingly younger than many people believed he should, people gasped in amazement at both his agility and mobility, considering many of the great-grandparents of the townsfolk had grown up with him.

He explained that his machine had contributed to his youth and energy. Though it had taken years, he had finally figured out the secret to everlasting life. No one was allowed to see the machine until top scientists arrived to preview it ,and he had a large gala on his estate. The device was roughly pocket-sized with a pump, a thin silver tube with a needle, and an elaborate filtration system. While it was hard for most people to pin down exactly what it did, he explained it, in layman's terms, as both filtering the blood and injecting a homemade compound that

he liked to call "The Cat's Me-ow." This in turn filtered into his organs, skin, muscles, and joints appearing to take years off his life in a matter of hours.

After a week of examining the device, scientists determined that while it doesn't actually make a person younger, it does indeed give the appearance of youth. The compound is said to have come from a questionable source, and many believe that it does actually come from the cats, but the machine itself is said to be masterfully crafted with several applications for use in factories, medical facilities, and in the fields of battle.

The Penny For Your Thoughts

Though this relic is only vaguely circular and really has a more sponge-like texture than a metal one, the Penny For Your Thoughts has always been called a penny. The "penny" was created hundreds of years ago by a Paldoran chieftain. The chieftain had come in contact with the Haud armies, and they had conquered several of his neighbors. He knew he would need to negotiate with them, but he had also heard the stories of them using powerful mind-altering hallucinogens on the battlefield. Afraid that he would be poisoned during the diplomatic meeting, he had his medicine man create this small item to protect him from the mind-altering poisons.

"The Penny For Your Thoughts" is a name it's only gained in recent years. It was discovered by archeologists in Paldorus a little over a century ago, and spent many years in a museum until it was lost during the radiation disaster that plagued Paldorus a decade ago. During its stay in the museum, the curators nicknamed it the Penny For Your Thoughts, as it protected the person holding it from thought-altering chemicals.

System: The Penny For Your Thoughts is a light, easily concealable item. While you have it on you, any time you must roll a resist against a mind-altering alchemical substances, you gain 2 free tiers on the resist roll. If this would put you at Tier 5 or higher, you automatically resist the effect.

Third Eye of Dukrask

The bio-flux genius known as Dukrask was equally feared and renowned for his regenerative abilities. He could lose an arm, have an axe smash into his skull, and have his lower body incinerated, and a second later be whole and walking again. Dukrask was eventually captured and imprisoned in Misery's Mortuary, a prison designed almost entirely for him. Some of his unusual creations, however, have fallen into the public realm. One of them, his Third Eye, has since gone missing.

The Third Eye of Dukrask looks like a regular eye with a brown iris. It is exceptionally well bio-engineered, however. When a person presses it against him- or herself, it moves the bones, nerves, and muscles around that spot and implants itself there, serving as a third eye. The eye can be easily removed just by thinking it (it seems as natural as moving one's finger), and the skin around the eye can close, like an eyelid, except it forms a perfect and unnoticeable seal.

System: The Third Eye of Dukrask can be implanted into any called shot location for 1 action point, or removed for 1 action point. If you are blinded per a normal called shot attack, you can use the Third Eye to see. If that called shot location has been attacked, the Third Eye will also be blinded.

Aeon's Lust

Forged by an unknown ayodin for the bloody Hurricane War, this unnaturally chilled blade is feared by all who have seen it or had the dubious honor of wielding it. The blade is not actually cold, but it chills the soul of its victims as it devours their essence through tiny notches in the spine of the blade. Unfortunately for the wielder, its hunger is insatiable and it will feed on their essence through tiny needles in the grip as well if not given enough to drink through its blade.

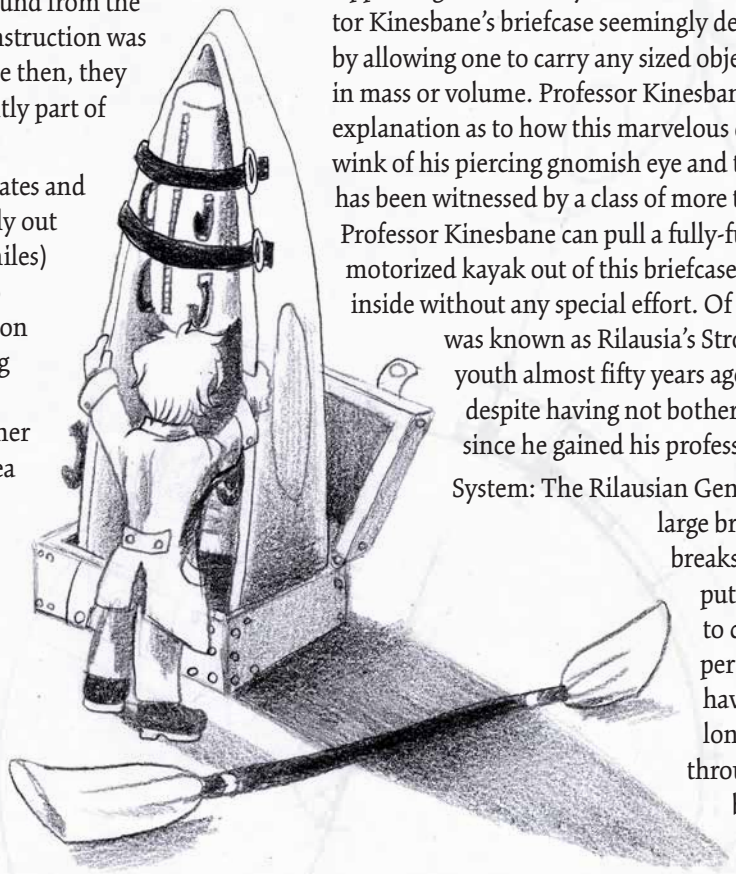
System: Aeon's Lust is a medium melee weapon with a 10 damage class that grants a +4 to accuracy and +10 to strike for attacks made with it. Anyone seeing the drawn blade must roll a Tier 5 Spirit resist or suffer Tier 1 fear towards the weapon and its wielder. Aeon's Lust must be fed essence every day it is drawn by being stabbed into a semi-fresh corpse for at least one full minute. For every day the sword is used and not fed essence, the user is drained of 1 essence point. Non-elves can only survive 4 points of essence loss before the 5th loss kills them, while elves can only survive 3 points of essence loss before the 4th kills them. Aeon's Lust can be sheathed only immediately after it is fed essence, otherwise it will feed on the wielder before allowing them let go of it.

Voidbringers

The Voidbringers are a masterfully crafted set of five clockworks, each sporting a large state-of-the-art light-absorbing aether resonator capable of plunging vast areas into absolute darkness, as well as a set of graviton spheres powerful enough to lift them. They were used to great effect during the Siege of _____ during the (Insert War Here), blinding the defenders and allowing a strike force of vision-enhanced shocktroops to seize massive sections of the city with little resistance. Though the siege was a success, the clockworks were damaged when they were finally

knocked out of the sky. The victorious (Side That Won) were unable to properly repair them, however, since their inventor had been killed by a stray artillery round from the besieged city's defences and their construction was far too advanced to understand. Since then, they have seen little action and are currently part of the ___ World Fair.

System: When given a set of coordinates and an area setting, the five clockworks fly out over the target area (up to 5 square miles) and plunge it into total darkness. No source of light of any kind can function within the area, unless a person using a light-generating aether resonator within the area scores a Tier 5 or higher Sciences roll. Even then, only the area affected by the resisting resonator is rendered immune to the generated darkness and it is impossible to see outside of this protected area.



The Living Shadow

The Living Shadow is the name given to a legendary line of assassins and spies, but can also refer to their iconic armor. The armor grants them the appearance of their namesake, a humanoid black mass of impenetrable darkness. The most recent Living Shadow has been credited with dozens of high-profile deaths and acts of espionage, but only a handful of them have been confirmed. None of the true identities or even the actual race(s) of any of the Living Shadows to date have been definitively determined; while most believe that they are usually a human, even this is total guesswork.

System: The Living Shadow is a set of light textile armor with a specialized light-absorbing aether resonator built into it. When the resonator is active, the wearer is shrouded in a pitch-black mass of shadow, hiding their features and actions and causing any attack against them to suffer a -4 to accuracy. Cunning rolls to notice the wearer while the resonator is active tier down when in poor lighting and tier down twice when in total darkness. The aether resonator is perfectly silent and makes absolutely no noise. Additionally, the wielder is able to snuff out any source of light within 25 feet of them regardless of its type or power source for 1 AP. The armor negates any damage caused by aether weaponry or ammunition against the wearer.

The Rilausian Gentleman's Briefcase

Appearing to be a finely crafted leather briefcase, Professor Victor Kinesbane's briefcase seemingly defies the laws of physics by allowing one to carry any sized object with no apparent gain in mass or volume. Professor Kinesbane refuses to offer any explanation as to how this marvelous device works beyond a wink of his piercing gnomish eye and the term "folded space." It has been witnessed by a class of more than three hundred that Professor Kinesbane can pull a fully-functioning, 15-foot-long motorized kayak out of this briefcase and simply slide it back inside without any special effort. Of course, Victor Kinesbane was known as Rilausia's Strongest Gnome back in his youth almost fifty years ago, and still holds the title despite having not bothered defending his claim since he gained his professorship.

System: The Rilausian Gentleman's Briefcase is a large briefcase (for a gnome) that breaks down anything that is put into it. This allows users to carry 1 item in the suitcase per 5 points of Brute they have, regardless of size, as long as they can fit the object through the border of the briefcase. Items take 3 AP to be drawn or stowed. This cost cannot be reduced in any way.

Glasslight Cloak

Most people refuse to believe that the Glasslight Cloak is anything more than a myth and an artifact of fantasy just like any other method of invisibility. In reality, it is a real cloak finely woven from an aether-conducting material that bends light around it, rendering the wearer functionally invisible as long as they move slowly. Of course, this makes the cloak very hard to find when it is not worn, as it will continue to bend light around it regardless of whether or not it is being used. During the one time that the cloak was supposedly studied by a scientist, it was observed that the cloak did not function in exceptionally dark settings, allowing it to be seen with the naked eye. Of course, the scientist was quickly dismissed as a madman, and both he and the cloak were lost after he boarded up his house and left town.

System: While wearing the cloak and moving at a speed of 15 or less, the wearer is visually undetectable. Their tracks and other indirect signs of their presence are still visible. The cloak does not work on echolocation or in total darkness.

Elixir of Life

Alice Fairweather was a devout woman who lost her entire family in the Evanglessian Civil War. After a crisis of faith, she began hearing voices that she believed were the crying pleas of her family. She believed that they were trapped in a hellish limbo and that only she could free them from it by bringing them back to the land of the living. As she delved deeper into her delusion, she searched for ways to bring her family back. She found a soul merchant by the name of Lucius Cobbler, who promised he would help her bring her family back to life and save them from their torment. All she had to do was find enough "donors" for the revivification process, but she had to be quick or else her family would be lost forever.

By the time that Alice collected enough "donors" for Lucius, she was responsible for dozens of kidnappings by leading anyone who was willing to help her "find her lost child" to Lucius's lab. She knew that something was wrong, but she had become too desperate to get her family back to question what Lucius told her to do. After almost a full year of tricking people into "donating" their essence for Lucius's experiments, Alice finally got what she wanted. Mostly.

Lucius created two vials of absolutely pure essence and was able to completely revive Alice's daughter Maria with absolutely no physical or mental deformities by injecting her exhumed body with one of them. However, the shock of seeing what her mother had done to bring her back to life, as well as knowing that she had been brought back to life in the first place, caused Maria to reject her own mother. When Maria tried to flee from Lucius's lab, Lucius stopped her. He told her that she was too important to his research and that he had spent far too long trying to revive her for her to leave without "a few tests." Finally recognizing Lucius for the monster he was and still reeling from her daughter's rejection, Alice attacked Lucius. Maria was able to escape, but neither Lucius nor Alice have been seen since despite the police investigation that ensued when Maria was found wandering the city streets. The second vial was also not found.

System: Within a minute of being injected into a corpse, the elixir completely restores the subject to 100% health in all ways. This includes hit points, wounds, fatal effects, diseases, or anything else. This works even if the subject has been dead for up to two full years.

Sympathetic Striker

Fabricated by what must have been a particularly vengeful biofluxer, this specialized bio-invigorator is paired with a simple-looking sword. The invigorator can still be used like a normal bio-invigorator, but the way it interacts with the wielder's nervous system makes it legendary. The invigorator is somehow able to copy the pain signals sent by the wielder's nerves and convert them into a strange form of bio-electricity that courses through the attached sword. This energy not only renders the blades it flows through far more lethal, it also seems to guide the hand wielding the weapon.

This device has seen use by a spare few warriors throughout history, but none were as renowned as Red. Red was originally a working girl in one of the seedier bordellos in Celldamar. Nobody really knows how she got ahold of the device, but everyone knows how frighteningly well she used it during the Hurricane Wars to defend her hometown from the invading ayodin. Though Red was eventually killed in the battle and the Sympathetic Striker was supposedly lost in the rubble, her tale still lives on as one of pride among the downtrodden.

System: The Sympathetic Striker is a bio-invigorator that is currently attached to a medium melee weapon with a damage class of 8 that grants a +2 to accuracy and strike rolls made with it. As long as the wielder is hooked into the invigorator and holding the weapon it is attached to, they are able to "save" damage that they take after soak for 1 AP reflexively. Damage saved in this way can be reflexively spent in an attack with the weapon the Striker is linked to for no cost and can be split between accuracy and strike at the wielder's discretion. Saved damage can never exceed 30 points and must be used all in one attack, though saved damage can be accumulated over multiple attacks. Being disarmed while connected to the invigorator causes 5 unsoakable damage per damage tier of the disarming attack and resets all saved damage to zero. As long as the invigorator is intact, it can be linked to any light or medium metal melee weapon if the original is destroyed by a sunder. However, this lowers the maximum damage that can be saved to 20.

Dangers of the World

Chapter 4

Climates

A region's climate is an historical record of the weather that takes place there. A plain does not become a desert after a year of drought, and a forest doesn't become a jungle after a rainstorm. These things change over the course of centuries, and they dictate what types of life flourish and perish.

Geography

At higher elevations air becomes less dense, changing the way weather behaves. As air is pushed upwards by a mountain range, it cools, losing some of its ability to hold water in the process. It is not unusual for one side of a range to be moist and green year-round while the other side is dry and brown. Winds become harsher on mountain slopes due to the absence of friction that flat land would normally provide.

Precipitation

Water is the key to biological life on Tephra. Every living organism requires it in one form or another to live, and precipitation is nature's way of distributing it across the land. Geographical features, like mountains, combined with seasonal weather patterns ensure that some areas receive more rain than others. Flat lands can range from deserts to marshes depending on the amount of rain they receive over the course of the year. In some places it rains constantly, while other locations have a rainy season where it pours down all at once, resulting in destructive floods, followed by a dry season with no rain at all, resulting in devastating droughts.

Temperature

A region's temperature is influenced by many factors including its distance from Tephra's equator, its elevation, the absence or presence of vegetation capable of retaining heat, and the flow of hot and cold air carried by oceanic currents, et cetera. With the exception of the heat generated from its core, Tephra's star, Jinzi, provides the vast majority of the energy that sustains life. Regions closer to the equator receive more consistent direct sunlight, resulting in a higher average temperature that fluctuates less than in regions near the poles. When temperatures drop to 32 degrees Fahrenheit (0 degrees Celsius), water freezes and precipitation turns to snow. Organisms must be able to migrate, regulate their own temperatures, or go dormant during the winter in these icy environments.

Inclement Weather

Weather is nature's way of stirring the pot for life on Tephra. While most places experience similar weather patterns from year to year, even the most talented of scientists have been unable to accurately predict the weather. In addition to affecting things like traveling long distances and the effectiveness of the five senses in the great outdoors, certain kinds of weather can affect the actions that players take in combat.

Precipitation

Rain is a constant for many places. It is something that most people barely pay attention to. However, even a little sprinkle of rain can change the outcome of a fight, especially when your opponent has an electrified whip. Staying in the rain for a few turns will leave a character wet, making them susceptible electrical attacks. Snow can also turn into a major problem, and not just because of the threat of cold, frostbite, and hypothermia. Crystallized water drifts down to the ground and covers it in a thick white powder that dampens sound and obscures vision. To make things simple, precipitation is handled as follows:

Tier 1	-2 to Cunning to notice things
Tier 2	-4 to Cunning to notice things
Tier 3	-6 to Cunning to notice things
Tier 4	-8 to Cunning to notice things

Wind

The wind has always been a fair weather ally at best. It can help or hinder...more often than not hinder. The wind can severely alter the trajectory of weapons, requiring a skilled gunner to maintain their accuracy in such circumstances. The narrator may also wish to impose the same penalties to speed as listed under the corresponding tiers for rough terrain, depending on the wind's strength and the narrator's whimsy.

Tier 1	-2 to accuracy
Tier 2	-4 to accuracy; Tier 2 Brute resist to avoid being knocked prone
Tier 3	-6 to accuracy; Tier 3 Brute resist to avoid being knocked prone
Tier 4	-8 to accuracy; Tier 4 Brute resist to avoid being knocked prone and pushed 15 feet every turn in a specified direction (at the narrator's discretion)

A pitched battle between four adventurers and a gang of yeti during a thick blizzard

Severe Weather

Dust and Sand Storms

In arid climates, heavy winds pick up particulate matter, causing vast dust and sand storms. Though most combatants scuttle for shelter from the driving winds, the Izedans see dust and sand storms as an opportunity to ambush their opponents. Dust and sand storms are the bane of machinists and gunners, as particulate matter can clog mechanical devices, making them useless. At the narrator's discretion, adventurers may also take damage from the storm as per the corresponding tier of flying debris. Adventurers may also be subject to the effects of wind, as described in the previous section; penalties to the same attribute or skill do not stack.

Tier 1	-2 to accuracy and Cunning to notice things
Tier 2	-4 to accuracy and Cunning to notice things
Tier 3	-6 to accuracy and Cunning to notice things
Tier 4	-8 to accuracy and Cunning to notice things

Flash Floods

Flooding can hinder travel and make a character's camping experience less than enjoyable, but they are most impactful on those who live in the surrounding area. Belongings can be ruined when submerged for extended periods of time, houses can develop mold and rot after their floors, and walls are soaked all the way through. Entire edifices can be swept away in the right circumstances. One effect of flooding is that any character walking through a flooded environment is automatically at risk of being swept away. A character must make either a Tier 2 Brute or Dexterity roll in order to successfully move through the water and avoid drowning.

Any character caught in a quickly moving flood must roll a Tier 3 Brute or be swept away. When swept away, a character can roll a Tier 3 Dexterity to grab onto something, possibly a tree or a house, to stop themselves from being carried farther. A Tier 4 Brute or Dexterity roll is required to move through a swift current without being swept away instantly.

Flying Debris

Tornadic winds can throw debris with lethal force. This debris can collide with characters and other objects, damaging everything on the battlefield. Sharp debris, such as broken glass, can cause bleeding damage. Volatile materials can cause burns, catch fire, or explode. All of these secondary effects are up to the discretion of the narrator. Damage from debris is accrued at the beginning of a character's turn.

Tier 1	2 unsoakable damage to unprotected characters
Tier 2	4 unsoakable damage to unprotected characters
Tier 3	6 unsoakable damage to unprotected characters
Tier 4	8 unsoakable damage to unprotected characters

Hailstorms

Hailstorms are vicious. The large-scale devastation they can visit upon towns and crops is best left to the narrator's imagination and discretion. To determine damage to unprotected characters, treat light hail as Tier 1 flying debris and heavy hail as Tier 2.

Harsh Sunlight

Extended exposure to the unforgiving desert sun can wreak havoc on the mind and body. Exhaustion, dehydration, blistering sunburns, and even madness can be caused by unrelenting heat. Such ill effects may be visited upon unsuspecting characters at the narrator's whimsy.

Lightning

Lightning is a powerful element of nature. The odds of a character being hit by a bolt of lightning are 1 in 700,000 per year. However, if luck is just not on the player's side, or they happen to run out into a lightning storm waving super heavy metal spears, then perhaps it's time for natural selection to take its course. When a character is struck by lightning they are hit with a bolt traveling at 360,500 km/h, which is something they probably cannot dodge. They each must roll for a fatal effect (for flavor, you can treat slit throats or severed limbs as scorched lungs and charred appendages). Alternatively, the narrator can decide if the character lives, and if he should receive any permanent damage. Any prosthetics the character possesses are instantly destroyed from the surge.

Strange Weather

Fire Devils

Fire devils are powerful, dangerous whirlwinds usually spawned by wildfires. Though most commonly found rooted to their origin until they burn out, these fires can reach temperatures of 2,000 °F, detach, and become mobile. A character coming across one should watch their step lest they be set ablaze. Anyone encountering a fire devil at close range must roll a Dexterity resist or be set aflame.

Mud Storm

The toxic dust in a mud storm comes not from the natural world, but rather from the emerging world of industry. To approximate a mud storm in the short term, the narrator can combine the effects of precipitation with whatever tier of dust and sand storm he desires. In the long term, yellow particulates can coat the crevices of lungs and buildings, causing rust, rot, mold accumulation, asthma, and degenerative disease. Mud storms represent great opportunities to award characters with gruesome, gut-wrenching Stories related to pollution and urban sprawl. Cities of ash are particularly susceptible to mud storms in the bitter cold of winter.

Radioactive Rain and Mist

A terrifying phenomena found primarily in the hellish landscape of Paldorous, radioactive rain and mist can sicken, kill, or possibly mutate far faster than normal radiation. Causing intense nausea and cellular breakdown, "Aeon's breath," as it is called, is a constant threat to fools trying to find something of value among the mutagenic horrors of Paldorous. Unprotected characters suffer the following ill effects.

Tier 1	-2 to all actions; 2 unsoakable damage per turn; Tier 1 Brute resist against radiation poisoning
Tier 2	-4 to all actions; 4 unsoakable damage per turn; after exposure, Tier 2 Brute resist against radiation poisoning
Tier 3	-6 to all actions; 6 unsoakable damage per turn; after exposure, Tier 3 Brute resist against radiation poisoning
Tier 4	-8 to all actions; 8 unsoakable damage per turn; after exposure, Tier 4 Brute resist against radiation poisoning and a permanent, grotesque mutation of the narrator's choice

Calamities

Calamities are naturally occurring events that are titanic in scale. The consequences of such an event can range from massive amounts of property damage to mass extinction. They can often happen without warning, and for reasons that have nothing to do with the day-to-day lives of Tephrans, though there are those who claim otherwise.

Earthquakes

Earthquakes are among the most frightening calamities a city can face. The size of these events can range from moderate inconvenience to total annihilation. When faced by these monstrous events a character must be careful of where they stand and move. At the narrator's discretion, characters may take speed penalties as per the tiers of rough terrain. During an active quake, a character may also need to make a Dexterity resist of the same tier to avoid being knocked prone.

Landslides, Mudslides, Avalanches

Witnessing earth flowing like a tidal wave is a terrifying experience. A mass of unstoppable force sweeps across the land, cleansing the wicked and righteous alike. Landslides, mudslides, and avalanches typically move at a speed of 200 feet per turn. Any characters caught in the path of one had best get out of the way. For a normal earth flow, only insane luck, cleverness, or a Tier 3 Brute roll can keep the character from being tossed for 6 unsoakable damage per turn (until the earth grows still again) and buried alive. For rampaging earth flows, the required Brute roll increases to Tier 4 and the victim takes 8 unsoakable damage per turn. Unless allies are at hand to dig the victim out, suffocation will soon follow.

Meteor Impact

This calamity is not meant for direct use against player characters and should always be implemented for roleplaying purposes. A large enough meteorite could trigger the start of an apocalyptic saga, but a smaller meteorite could provide the opening for an alien presence or substance that could be discovered by characters. The resulting destruction from the crash of a Paldoran stormship or similarly large craft can also be modeled as a meteor strike.

Volcanic Eruptions

Volcanic villas may seem idyllic, but they rest atop time bombs. Some volcanic events take the form of slow doom; lava oozes and devours all in its path without the fanfare of tremendous explosions. Assign burning and burnt status effects to characters foolish enough to stick around. When a volcano bursts violently, boiling mudslides, choking ash, and toxic gas coat the surrounding countryside. The narrator can best simulate an explosive eruption through a combination of other disasters, such as earthquakes near the blast site, scalding landslides, occasional fire devils, and a plague of mud storms and dust storms.

Ailments

Ailments are detrimental conditions that might afflict characters exposed to nature and the elements. Any number of things can cause adventurers harm, including but not limited to: extreme temperatures, diseases, toxins, poisons, or radiation. Note that status effects due to ailments cannot be alleviated by the expenditure of action points, but may still be treated through specialties.

Exposure

When an organism suffers prolonged subjection to adverse conditions, it suffers from exposure. Here are some suggestions for narrators to implement exposure ailments in their games.

Cold

Harsh cold slows everything down, including bodily functions. Hypothermia and frostbite can develop if exposed to the cold for too long, though there are plenty of other dangers to consider before then as your body becomes sluggish and weak. Snow blindness can cause poor vision, wintry landscapes can disorient unwary travelers, and dragging along extra layers of clothes can result in fatigue. A lack of warmth can sometimes cause crippling nausea.

Frostbite: Although frostbite represents the effect of long term exposure of flesh to freezing temperatures, it can be best simulated using the burned status effect. The narrator may also want to consider assigning Stories for scarred appearances or missing limbs for particularly severe cases of frostbite.

Hypothermia: For game purposes, hypothermia follows the exact same progression as dehydration with the following modification--hypothermia takes hours instead of days to worsen and claim its victim. Narrators wishing to describe hypothermia should talk about creeping cold in the early stages, followed by a sensation akin to being submerged in warm milk in the later stages.

Dehydration

Dehydration sets in within less than a day without water. Thirst becomes more and more menacing as time passes. The early stages of dehydration afflict the victim with fatigue. Next come disorientation and nausea, followed by poor vision, deafness, and fear. After about three days, dehydration results in effective paralysis, with the victim barely able to crawl. Without medical treatment, a character must make a Tier 2 Brute resist against immediate death on the fourth day, a Tier 3 Brute resist on the fifth day, and a Tier 4 Brute resist on each subsequent day.

Heat

Hot environments are usually only a mild annoyance, particularly if you are used to them. However, any living thing can only stand so much heat. Burns, dehydration, disorientation, fatigue, nausea, and even organ failure can result from extended periods of time in hot environments. Most of these status effects are detailed in the Playing Guide and chapter two; the remaining conditions are best left to the narrator's imagination and discretion.

Oxygen Toxicity

Resulting from breathing pure oxygen at different pressures, this normally only affects those who go diving or use oxygen masks in hazardous environments for extended periods of time. Oxygen toxicity can affect characters in many ways. If breathed at high pressures for a short time, pure oxygen can damage the central nervous system, causing tunnel vision, ringing in the ears, nausea, irritability, and dizziness. Severe cases can result in spastic seizures. If breathed at more normal pressures for a longer period of time, such as prolonged field work in a poisonous environment like a coal mine, pure oxygen can damage the lungs. This can cause a burning sensation, uncontrolled coughing, shortness of breath, and fever. Most characters will not be vulnerable to oxygen toxicity due to their surroundings, but it is something to keep in mind for underwater settings or whenever characters are using oxygen tanks.

Radiation Poisoning

Radiation is a common and constant threat within Paldorus, portions of Siyesh, and surrounding areas. While small doses of radiation are relatively harmless, larger doses can lead to boils, hairlessness, and ultimately death. When it comes to radiation poisoning, the tiers are not cumulative. For example, if you were to suffer Tier 1 radiation poisoning from an attack, and then subsequently fall victim to the same attack again, you would still only suffer from Tier 1 radiation poisoning. However, the narrator may rule that long term exposure could result in graduation to a higher tier. At lower tiers, radiation poisoning looks similar to severe seasonal allergies or a mild flu. At higher tiers, the victim suffers from diarrhea, vomiting, and delirium. Shortly before death, a victim will begin to lose his skin and bleed internally. The narrator will also need to decide the duration of sickness from radiation poisoning to best match the pace of her game.

Tier 1	The victim is nauseated.
Tier 2	The victim is nauseated and fatigued.
Tier 3	The victim is nauseated, fatigued, and Tier 1 burnt
Tier 4	As Tier 3, but the victim must make a Tier 2 Brute resist against death. If this roll fails, without treatment, the victim's burnt tier increases every week until death after Tier 4.

Starvation

Starvation usually takes three days to set in. It begins with an extreme feeling of hunger, which usually subsides as bodily functions begin to fail and organs deteriorate. For the sake of simplicity, the narrator can use the same status effect progression as described under dehydrations, but stretch the duration by replacing days with weeks. Although it is practically impossible to survive without water for more than a few days, it is entirely possible to go without food for up to a month.

Diseases

Diseases are caused by microscopic organisms or genetic defects. Diseases can be hereditary or contracted through physical contact, bodily fluid, or aerial transmission. Unless otherwise noted, avoiding initial infection requires a Tier 2 Brute resist.

Boat Legs

One of the most common diseases in the wetter regions of the frontier and among the extremely poor, boat legs is caught from drinking bad water or bites from an insect carrying the disease. It is common near oceans and stagnant bodies of water in warm areas. Boat legs causes an unsteadiness in the legs and nausea.. Purging does not eliminate boat legs, but does speed up recovery time. Boat legs typically lasts 3-5 days.

Droopeye

A moderate sickness carried by infected wheat, corn, stale whiskey, or spoiled wheat alcohol, droopeye causes the afflicted to become fatigued. This fatigue is always in effect unless four hours of additional sleep over what would normally be required is attained. Droopeye causes bloodshot eyes and dark circles underneath them, but is otherwise difficult to detect. Satyrs are especially prone to Droopeye because of this. Droopeye usually lasts for two weeks.

Finnagin's Burn

Finnagin's Burn is a fungal infection characterized by a red burning rash that appears within 24 hours of infection. It is transmitted by contact with infected animals such as rats, stray dogs, and feral cats. For the first two days, the rash merely itches, but afterward the rash begins to act like a chemical burn. The rash will spread over the victim's body in a month if left untreated and can be fatal. The pain is enough to impair the victim in both daily life and in combat. Treat victims as having burns of a tier equal to the number of weeks the rash has spread unchecked. An antifungal cream is readily available in most towns and can cure Finnagin's burn after three days of treatment.

Gargoyle's Disease

This slow-moving skin virus starts as a red hot spot that slowly hardens, leaving the infected skin thick and gray. The area appears stony, which led to the disease's moniker. It spreads over the entire body unless the infected area is amputated. The victim takes -5 to movement speed and -2 to Dexterity for a minor case. These penalties double once a substantial portion of the body

has been covered. The only known cure for Gargoyle's Disease is debriding and mercury bathing, which often kills the patients. The disease is spread by contact with rusted metal objects that carry the virus.

Greengill

Only afflicting those possessing gills (usually ayodin), greengill is a minor yet persistent bacterial infection. It manifests as an inflaming of gill membranes and is characterized by its sickly green hue. The afflicted find it difficult to breath through their gills, rendering underwater activities a taxing chore, resulting in fatigue that can last for days. Ayodins and those who possess gills normally recover by spending a period of time out of the water or bathing in hot springs or an antibacterial solution. Those who possess gills through unnatural means are under far more threat, as the greengill bacteria may invade their respiratory systems. Treatment in these cases is vital to the patient's survival.

Hentaflu

Hentaflu, or black eye, enters the body through the eyes and sinus cavities. The patient's pupils and irises turn jet black and it tints their vision. Treat victims as having the poor vision status effect. After two days, hentaflu causes disorientation, fatigue, and hallucinations. If left untreated, adults must make a Tier 2 Brute resist against death on the fourth and fifth day of infection, after which, if successful, they begin to recover. Children need make no Brute resist rolls; although left with permanently darkened eyes, they recover easily and quickly. Some believe children are resistant to the disease because that they have a more rigid biological composition. Others believe the virus itself was manufactured, and that the ayodin weren't monstrous enough to kill children.

Hotpox

Hotpox is a common killer of soldiers, the poor, and people who live near stagnant water far from civilization. It starts as red blotches and a slight fever and progresses to a gray blight that drains the body of fluid and strength through excessive crying and bouts of delirious laughter. It is sometimes called "The Trench Sweat" by soldiers and "The Mad Pauper" by those in the city. Easily curable in the first two phases by a competent doctor, the third phase is often deadly. Ayodin are heavily resistant to Hotpox.

Phase 1	2-4 days. Treat the victim as fatigued and nauseated. Dehydration may commence if she does not drink plenty of fluids.
Phase 2	1 day. Treat victim as fatigued, nauseated, and Tier 1 burned (to account for the blistery rash). Tier 2 Brute resist to recover from the disease unaided.
Phase 3	3 days. Treat the victim as suffering from fatigue, dehydration, disorientation, nausea, and paralysis. Burns progress to Tier 2 as the rash spreads. Those who recover will suffer permanent scarring and unpredictable bouts of laughter.

The Moorish Plague

The plague was named for the first victim, Nathan Moore. Perhaps the most ominous fact about the virus is its original intent. Created in one of the Evanglessian Military's research labs, its purpose was to destroy armies from within. Since it transfers easily from victim to victim (Tier 3 Brute resist), it acts as an effective biological weapon. It is unfortunate that one researcher forgot to properly sanitize himself, resulting in the current outbreak. The plague takes several weeks to appear, initially causing small problems with the victim's digestive system. Eventually, it works its way up to the skin, spawning horrendous-looking rashes. These rashes creep across the body, resulting in large, pus-filled blisters. In addition, the victim's' eyes enlarge and their pupils turn a disturbing shade of red. Treat survivors as permanently afflicted by poor vision. Fortunately, the virus has a low fatality rate for children, but it is frequently lethal for adults who are unlucky enough to catch it. Adult victims must make a single Tier 2 Brute resist against death upon contracting the disease. If they fail, without treatment, the victims will suffer from an enlarged heart and an engorged throat, resulting in death by asphyxiation after two weeks.

Moss Hair

This pesky disease only has the effect of turning the victim's hair a mossy green. If left untreated, it will also cause an itchy scalp. The disease is caused by a fungus that releases spores that infest warm, damp places. It spreads much like lice and is cured with an antifungal shampoo treatment..

Red Fever

The Red Fever is one of the first diseases bio-engineered in the land of Rilausia. Known colloquially as the "Horned Devil" or "Bleeding Murder," the Red Fever was specifically designed to target satyrs during the slave revolts against the Haudi Empire. It has since mutated and spread to all of the races, though it is still far more prevalent among satyrs.

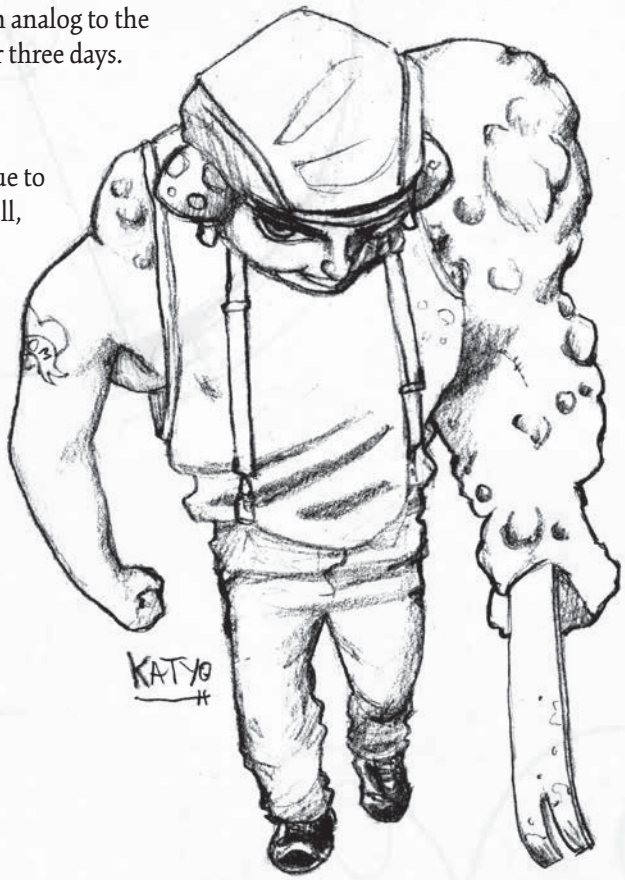
The disease can only be transferred through touching infected blood or direct injection and takes effect almost immediately. The afflicted, once injected or upon touching infected blood, immediately becomes wide-eyed and takes on a crazed smile. His muscles tense and his veins bulge. Unless sedated, he will berserk against friend and foe alike. Treat victims as enraged. This stage of the disease last for only a few hours. Afterwards, victims enter a lethargic a depressive state for a day. Some victims may begin to crave the sense of euphoria they felt during the berserker stage and will feel compelled to reinfect themselves by any means necessary. This affords the narrator with plenty of great roleplaying opportunities and story hooks revolving around addiction to the Red Fever.

Shivering Sickness

Normally referred to simply as "the shivers," this is the Tephran analog to the common cold. Treat victims as suffering from fatigue for two or three days.

Soufflé Skin

The Soufflé Skin virus gets its moniker from a baker's soufflé due to the pink splotches of irritated skin. These splotches rapidly swell, becoming bloated air sacs that pop and collapse, leaving ruined flesh hanging like deflated soufflé. The disease lasts one week. Treat the afflicted as suffering from fatigue and Tier 3 burns. The narrator should also consider awarding survivors Stories related to scarred or ugly appearance.



Drugs

The following are a few examples of recreational drugs that exist across Rilausia. Some are available to the public, others are outright banned for all citizens, and a few are restricted simply due to their high cost. Unless otherwise noted, those under the influence of drugs are treated as disoriented.

Amber Jasmine

Amber Jasmine is renowned throughout Evanglass for its enchanting pigment and tranquil qualities. Despite its illustrious beauty, the narcoleptic properties of Amber Jasmine keep it from the gardens of most botanists. In small exposures, Amber Jasmine causes drowsiness and is often used to treat sleeping disorders. Amber Jasmine, however, generally grows in large bundles that generate enough pollen to stun a person. Those who inhale the pollen must make a Brute resist equal to the tier of the pollen's intensity or fall unconscious. Those who succeed are stunned, losing a number of AP equal to the tier every turn for as long as they stay in contact with the pollen.

Tier 1	-1 AP; Tier 1 Brute resist to avoid falling unconscious
Tier 2	-2 AP; Tier 2 Brute resist to avoid falling unconscious
Tier 3	-3 AP; Tier 3 Brute resist to avoid falling unconscious
Tier 4	-4 AP; Tier 4 Brute resist to avoid falling unconscious

Buzz Powder

Buzz powder is a dry, granular dust. When added to water, it bubbles and stirs vigorous currents, resulting in a luxurious, massaging bath that only the wealthy can afford. The scent released during this reaction creates a minor rush for those who inhale it.

False Prophet

False Prophet is a dark-colored, tobacco-like plant which instills a feeling of wholeness to elves, but is deadly to every other race. Elves claim to feel as if their essence has returned to them once smoking the plant. Highly illegal and sought after, it is mostly found in elf slums.

Ghost Pep

Ghost pep is a red crystalline mushroom that temporarily increases reaction time and strength (+2 Brute; +2 Dexterity; +5 speed for 10 minutes) Unfortunately, ghost pep also causes great strain on the body and users have a period of extreme exhaustion once the effects wear off (treat the character as fatigued for 1 hour). Overdoses are known to cause heart attacks and ruptured blood vessels. Some alchemists are currently researching how to create a long-lasting formula that moderates the fatiguing side effects.

Haudi Honey

Originally produced solely in Zel Host in an alchemically-modified bee farm, this syrupy delight has been used in a multitude of culinary and pharmaceutical creations. Aside from being an addictively strong sweetener, Haudi honey is the name of and the key ingredient in Rilausia's most effective cough syrup. Unfortunately, many users take far more than the recommended dose. Overdosing on Haudi honey causes a euphoric state during which the subject feels little pain, is completely unable to focus, and practically radiates warmth. The resulting crash afterwards causes chills, shakes, and a splitting migraine (treat the victim as nauseated). Due to the somewhat impaired thought process of habitual users of Haudi honey, most believe that taking more will take away the effects of the crash, forcing them into a continuous loop of overconsumption and crashing.

Sapphire Mary

Sapphire Mary is an herb that is usually brewed similar to tea. It causes a peculiarly specific hallucination. Once the brew has been consumed, users claim to see a glorious temple in the jungle shrouded by a blue haze, as well as a gigantic blue sapphire hanging in the air, acting as the sun. Typically found among groups dedicated to the worship of this mysterious, otherworldly temple, many users spend their entire lives attempting to prove the existence of the seemingly magical place glimpsed during their intoxicated ceremonies.

Hazards & Traps

Natural Hazards

Natural hazards are typically encountered in the wilderness, far from civilization. However, icy roads are common enough in the cities. Cave-ins can also mark a deadly twist in a seemingly harmless jaunt through a well-traveled tunnel or mine. The narrator should use natural hazards sparingly. They can make routine battles more interesting, but the numbers and complications involved can occasionally slow down the pace of the game. Plus, too many natural hazards can ruin the suspension of disbelief and make the players think the narrator is out to get them!

Cave-In

Natural Hazard

Trigger: Disturbing loose material or an explosion of any kind

Resist: Dexterity, Brute (if caught beneath)

Recurring: No

Cave-ins occur most often within mining shafts, caverns, and abandoned buildings. Forces like intense storms and earthquakes can damage a structure, turning it into a potential cave-in. While most cave-ins tend to be small, causing damage but not killing those caught beneath them, they can trap their victims, cutting off their escape. Effects beyond immediate damage are best left to the narrator's discretion.

Tier 1	2 unsoakable damage; Tier 1 Dexterity to dodge; Tier 1 Brute roll to pull free.
Tier 2	4 unsoakable damage; Tier 2 Dexterity to dodge; Tier 2 Brute roll to pull free.
Tier 3	6 unsoakable damage; Tier 3 Dexterity to dodge; Tier 3 Brute roll to pull free.
Tier 4	8 unsoakable damage; Tier 4 Dexterity to dodge; Tier 4 Brute roll to pull free.

Icy & Slippery Terrain

Natural Hazard

When the ground is frozen over or coated in a slick substance, movement can be especially tricky. In addition to using a speed penalty for rough terrain, narrators should consider calling for Dexterity rolls equal to the tier of the penalty for characters to resist falling prone.

Poison Ivy

Natural Hazard

Trigger: Touch

Resist: Tier 2 Brute

Recurring: Yes

Note: Burning will result in a double resist

Poison Ivy, and its more potent relative poison sumac, are climbing vines that plague those who stray too close with painful and itchy rashes. Burning poison ivy causes the sap to turn into a thick white smoke that infects the lungs of anyone who breathes it in. A Tier 2 Brute resist is necessary to avoid Tier 1 burns that last for one week; if inhaled, poison ivy also causes chronic fatigue for a week.

Puffballs

Natural Hazard

Trigger: Adjacent movement

Resist: Tier 2 Dexterity

Recurring: No

Puffballs are a type of round fungus that swells in size and waits. When the ball is disturbed by a passing creature, the ball explodes, filling the air with its spores. Subjects covered in the spores report nausea as the most common symptom; ill effects typically last a few hours.

Sinking Pits

Natural Hazard

Sinking Pits are found in sandy or muddy areas. Sinking pits are ruinous to vehicles and deadly to the unprepared. Upon entering into a sinking pit, a character must roll a Dexterity resist to avoid asphyxiation. Ayodins and other amphibians cannot ignore this resist roll.

Tier 1	Tier 1 Dexterity resist to avoid drowning.
Tier 2	Tier 2 Dexterity resist to avoid drowning.
Tier 3	Tier 3 Dexterity resist to avoid drowning.
Tier 4	Tier 4 Dexterity resist to avoid drowning.

Tangle Vines

Natural Hazard

Trigger: Occupying Same Square/Moving Through Square

Resist: Tier 2 Dexterity to dodge, Tier 2 Brute to break free

Recurring: Yes

Tangle vines have plagued both traveler and ranchers for years, and are a common cause of broken limbs for horses and livestock. This invasive species was originally brought to Evangless to prevent erosion on hills being dug out for train tracks, but tangle vines quickly became a nuisance. These vines come in many forms; the obvious jungle-like vine is easily spotted in open territory, but it can also hide in long bladed grass and is virtually indistinguishable from other flora in jungles, forests, and woods. When the vines sense movement, they whip out and coil around those nearby.

Primitive Traps

Primitive traps have simple triggering mechanisms with crude and painful consequences. Disarming these traps often involves triggering them prematurely from a safe distance. Unless otherwise noted, it takes a Tier 2 Cunning roll to notice primitive traps.

Creating a Primitive Trap:

Attribute: Cunning or Sciences

A primitive trap can be created by almost anyone who has access to the right materials. All that is required is a simple Cunning or Sciences roll; however, a few traps may require Brute and Dexterity to properly prepare.

Caltrops

Disarm: Pick up caltrops

Trigger: Occupy Same Space

Resist: Tier 3 Cunning to notice; Tier 3 Brute to endure; or Tier 2 Dexterity to avoid

Recurring: Yes

Caltrops are a simple weapon that consist of 2 or more sharp nails twisted in such a way that the caltrop always lands with a sharp end pointing up. They are mostly deployed in small clusters and can be spread over a large area. Caltrops are most effective on unprotected feet and can puncture rubber tires. Thick leather boots or metal footwear negate the danger, as does spotting the locations of the caltrops ahead of time. Adventurers who fail their Brute or Dexterity roll immediately acquire the bleeding status effect, suffer -5 to speed for one day, and take 1 unsoakable damage.

Clamp

Disarm: Set off trap safely and quietly

Trigger: Entering the same space

Resist: Tier 3 Dexterity to avoid; Tier 3 Brute to remove

Recurring: No

Clamps are a set of metal jaws that slam shut when the trigger pad in the center is depressed. Clamps are chained to a solid item like a tree or a rock (or at least a pole in the ground) so the victim cannot run away. Clamps are usually hidden under a small pile of foliage such as leaves and sticks, and typically surround bait. The limb affected by the trap suffers a wound, or a fatal effect if a wound is already present.

Falling Rocks

Disarm: Trigger at a distance

Trigger: Disturb

Resist: Tier 3 Dexterity to dodge

Recurring: No

Falling rocks are perhaps the simplest and often deadliest trap. Most traps based around falling rocks can be treated as a Tier 4 cave-in. The narrator should also consider having each character randomly roll for wounds.

Tier 1	2 unsoakable damage; Tier 1 Dexterity to dodge; Tier 1 Brute roll to pull free.
Tier 2	4 unsoakable damage; Tier 2 Dexterity to dodge; Tier 2 Brute roll to pull free.
Tier 3	6 unsoakable damage; Tier 3 Dexterity to dodge; Tier 3 Brute roll to pull free.
Tier 4	8 unsoakable damage; Tier 4 Dexterity to dodge; Tier 4 Brute roll to pull free.

Hanging Log

Disarm: Trigger at a distance

Trigger: Disturb

Resist: Tier 3 Cunning to notice; Tier 2 Dexterity to dodge

Recurring: No

Hanging log traps are large objects, generally logs, on a hair trigger that are intended to swing down and crush those within their path. A character who fails her Dexterity roll takes a torso wound; if she already has such a wound, she is slain.

Hidden Projectiles

Disarm: Removal of Ammunition

Trigger: Occupy space in line within 50 feet

Resist: Tier 3 Dexterity to dodge

Recurring: No

A hidden projectile is often specially augmented to cause major damage to the unfortunate soul caught in the cross hairs. Victims should roll for a random wound. If the target is out of wounds, roll for a fatal effect.

Pits

Disarm: N/A

Trigger: Occupy Same Space

Resist: Tier 2 Dexterity to avoid falling in

Recurring: No

Often, the bottom of a pit will have spikes, explosives, or alchemical brews. A Dexterity resist of Tier 2 will allow the victim to catch the edge of the pit. The depth of the pit is at the narrator's discretion.

Empty Pit	Consult rules for falling damage
Spiked Pit	Roll for a random wound
Chemeical or Fire Pit	Falling damage, plus a Tier 2 status effect (typically burning)

Snares

Disarm: Destroy

Trigger: Occupy Same Space

Resist: Tier 3 Dexterity to dodge

Recurring: No

Once triggered, the snare catches hold of the foot to pull the victim into the air, upside down and helpless. The victim may then cut themselves free by making an attack on the snare material. If successful, they fall to the ground, prone.

Trip Wire

Disarm: Cut It

Trigger: Disturb

Resist: Tier 3 Cunning to notice; Tier 2 Dexterity to dodge

Recurring: No

A trip wire is a string or line set up with an extreme amount of tension. Trip wires are often used to trigger other traps. The benefit is that traps can be more easily triggered, but the downside is that a careful disarming of the wire will render the trap useless.

Advanced Traps

Advanced traps are the big guns of defense. These high-tech security devices are created with care, ingenuity, and deadly intent. However, since they often rely on complex pieces of machinery, a single loose gear can ruin them.

Crushing Ceiling or Wall

Disarm: Disconnecting the trigger from the ceiling or blocking the ceiling's descent.

Trigger: Occupy Trapped Space

Resist: Tier 3 Cunning to notice; Tier 3 Brute to slow descent by 5 turns; Tier 4 Brute to halt

Recurring: Until Disarmed

The crushing ceiling or wall is a truly fatal way to deal with unwelcome guests. Once activated, pistons and pressure will force the ceiling down towards the ground, aiming to squish anything in the area. Though the ceiling moves slowly, failure to escape the affected area will result in a quick and painful death.

Slow Ceiling	7 turns to escape
Regular Ceiling	5 turns to escape
Advanced Ceiling	3 turns to escape
Fast Ceiling	1 turn to escape

Crushing Doors

Disarm: Keep door forced open/disable door

Trigger: Walking through door

Resist: Tier 3 Cunning to notice; Tier 3 Dexterity to dodge

Recurring: Until Disarmed

A tricky obstacle to come up against, crushing doors often appear to be malfunctioning automatic doors rather than intentionally deadly traps. Upon walking through the automatic door, it will suddenly and violently close, with enough force to split steel. A victim should roll for a fatal effect.

Defense Turret

Disarm: Destroy or remove ammunition. Destroy or rewire internal systems.

Trigger: Occupy Designated Spaces

Recurring: Until Destroyed

Most turrets seen on the battlefield are portable, created by crafty armsmiths to allow for deadly firepower on the field. Defense turrets are stationary monstrosities, the big daddies of fortification. Automated and capable of sorting friend from foe with moderate accuracy, these turrets can spit forth a rain of lead on any unsuspecting intruder. These turrets will remain harmless unless a character enters an area designated by the creator of the turret. If the turret does not recognize the character, it will fire upon them. If a character is disguised, they may attempt a Cunning roll to trick the turret. This depends on a variety of factors, from the character's knowledge of a 'friendly' face for the turret to the level of turret, but will often require a Tier 3 to succeed.

These turrets can be upgraded with Armsmith crafted bullets and turret augments . They have a base damage class of 15, have 18 wounds, a base soak class of 2, and will give anyone behind it medium cover. If an unrecognized person is within the turret's designated area at the start of their turn, they will be shot at. All turrets are considered clockworks.

Simple Personal Defense	Targets take 30 damage unless they meet a Tier 2 Dexterity
Standard Issue Perimeter Control	Targets take 45 damage unless they meet a Tier 3 Dexterity
Heavy Base Defense	Targets take 60 damage unless they meet a Tier 4 Dexterity

Electrified Floor

Disarm: Disable Wiring/Destroy Floor

Trigger: Occupy Designated Space/Activated via Remote

Resist: Tier 4 Cunning to notice; Tier 3 Brute to endure

Recurring: Until Destroyed

With the rise in popularity of metallic armor and automaton assaults, Electrified Floors have become all the more effective. Anyone zapped suffers 4 unsoakable damage, and 8 unsoakable damage if they are carrying metal. Moreover, anyone who fails the requisite Brute resist is also paralyzed (thus, the damage will go straight to wounds).

Exploding Item

Disarm: Disarm explosive/remove explosive from item

Trigger: Attempt to use item

Resist: Dexterity

Recurring: No

A simple yet effective method of keeping an object from being used by the wrong hands, an exploding item is a devious tool of deceit. The exploding item in question, whether a sword from a defeated foe or a simple switch to operate machinery, is booby-trapped with a high-caliber explosive, designed not only to ruin the object in question, but also ruin the hand, limbs, or life of the one using it. The items are often customized to allow only a certain touch to use it safely, so the only way to use them items is to remove the explosive hidden within.

If an exploding item is activated, if the user is not the creator or designated as the intended user, the explosive inside will detonate, ruining the item beyond repair. It deals damage as per a normal explosive, and can be augmented.

Gas Vent

Disarm: Block Vent

Trigger: Remote Activation

Resist: Tier 3 Cunning to notice; Tier 4 Brute to endure

Recurring: Until gas runs out

While gas vents are usually built to look just like normal ventilation systems, their true purpose is to fill a room with alchemical gases or noxious fumes to quickly incapacitate anyone trapped within. Victims are typically rendered unconscious, but poison gas is not unheard of, in which case this trap is quite often fatal.

Gravitational Singularity Device

Disarm: Destroy Device/Remove key wiring

Trigger: Enter affected area/remote activation

Resist: Dexterity/Brute

Recurring: Until Destroyed/Deactivated

Gravitational Singularity Devices are complex devices that only the most knowledgeable and reckless individuals would dare to utilize as a trap. With a curious combination of graviton spheres, a touch of specially charged Aether, and some careful constructed design, the GSD's main purpose is to increase or decrease the effects of gravity in a given space. Although a GSD cannot generate enough energy to a singularity (we hope), its namesake comes from its potential effects. Depending on the location of the device and the strength of its effect, characters may find themselves flying through the air with unexpected ease or feel their joints buckle under the weight of increased gravity.

Small Device	Movement Speed and Ranged Weapon Range increased by 5 feet. A Tier 2 Dexterity resist is required to maintain control of movement.
Medium Device	Movement Speed and Ranged Weapon Range increased by 10 feet. A Tier 3 Dexterity resist is required to maintain control of movement.
Large Device	Movement Speed and Ranged Weapon Range increased by 20 feet. A Tier 4 Dexterity resist is required to maintain control of movement.

If the device is set to increase gravity, actions will be taken slower, with an additional AP cost to all actions (except for firing a ranged weapon) and a decrease to movement speed, but an increase in strike. A Brute resist will be required against the negative effects. With a near singularity level of gravity, the force of the gravity will start to deal damage as the body attempts to adjust to the forces placed upon it.

Small Device	Movement Speed decreased by 5 feet, Strike increased by 2. A Tier 2 Brute resist will prevent 20 damage.
Medium Device	Movement Speed decreased by 10 feet, Strike increased by 4. A Tier 3 Brute resist will prevent 40 damage.
Large Device	Movement Speed decreased by 20 feet, Strike increased by 8. A Tier 4 Brute resist will prevent 80 damage.

Heated Door Handle

Disarm: Sever internal connection from the handle to the heater, using a tool or insulation to turn the handle.

Trigger: Grabbing Door Handle

Resist: Dexterity

Recurring: Until Disarmed

Often used by the wealthy or the protected in order to prevent access to safe rooms, vaults, or escape route, a heated door handle can ruin any thief's day. If grabbed in certain ways, known only to the creator or main users of the handles, the handle will not activate. However, if grabbed in the normal way, a thin piece of heated metal will sear the hand of the assailant.

A character with extreme reaction speed can avoid the pain caused by this hazard with a Tier 3 Dexterity can immediately let go of the handle without taking any negative effects. If the character wishes to grab the handle anyway, it is treated as though they had failed the roll.

Basic Heated Handle	Deal 5 unsoakable damage per AP spent holding the handle and the target suffers a -2 penalty to actions taken with that hand until next breather.
The Wealthy's Panic Room Handle	Deals 10 unsoakable damage per AP spent holding the handle and the target suffers a -4 penalty to actions taken with that hand until next breather.
The Trust's Vault Door Handle	Deals 20 unsoakable damage per AP spent holding the handle and cannot take actions with that hand until their next breather.

Laser Alarm

Disarm: Disable Alarm/Destroy Alarm Box

Trigger: Touch

Resist: Dexterity

Recurring: No

Carefully aligned reflective surfaces bounce a laser beam across a room multiple times, with the laser both emitting from and ending at a crucially placed Alarm Box. Anything that blocks the laser will trigger the alarm which emits a series of clangs that are audible up to half a mile away. The laser alarm can also be used as a trigger for other traps. A single careless step could lead to death via an investigating patrol or a sudden crush of the ceiling.

Basic Set	Tier 2 Dexterity to dodge through the lasers
Average Alarm	Tier 3 Dexterity to dodge through the lasers
Advanced Lasers	Tier 4 Dexterity to dodge through the lasers

Magnetic Field Generator

Disarm: Destroy device

Trigger: Activated by Remote/Enter Range

Resist: Brute

Recurring: Until Disarmed

A Magnetic Field Generator is designed to disrupt opponents that favor heavy armors and metal weaponry. The most powerful of these generators are capable of completely stopping a group in their tracks and leaving them stuck to whatever surface the generator is hidden behind, including the ceiling.

The Magnetic Field Generator will only affect those wielding, carrying, or wearing metal items. Any action taken if wearing metal armor will cost one extra AP.

Basic Generator	A Tier 2 Brute resist is required to keep hold of metal items.
Regular Generator	A Tier 3 Brute resist is required to keep hold of metal items and weapons.
Advanced Generator	A Tier 4 Brute resist is required to keep hold of metal items and weapons. In addition, if you are in metal armor, you are pinned and immobilized against any surface between you and the generator.

Spring Trap

Disarm: Jamming of the platform

Trigger: Putting extra pressure on the spring

Resist: Dexterity (Tier 2)

Recurring: Yes

Originally created by a mad gnome inventor who used it to keep intruders from his doorstep, spring traps have found use in all situations. The spring is typically concealed by a plate, tile, or doormat which looses the spring when stepped on. Anything standing on the square is launched into the sky. Multiple targets can be launched. Characters are launched based on the strength of the spring trap.

Tier 1	Launched 10 feet
Tier 2	Launched 20 feet
Tier 3	Launched 30 feet
Tier 4	Launched 40 feet

Stressed Boilers

Disarm: Relieve Pressure to Boiler

Trigger: Pressure Raised to Boiler

Resist: Dexterity

Recurring: No

A highly pressurized boiler is a common sight in a world propelled by steam, but when rigged to explode, the resulting blast, flying metal shrapnel, and boiling water might make one wonder if there's a safer alternative energy source. Due to the size and the force of the blast, it's difficult to get clear of the area without advanced warning.

Note: Dealing an attack that does Tier 2 or greater damage to the boiler will automatically set it off. The Dexterity resist for this hazard follows the Blast Dodging rules on page 18 of the Playing Guide.

Small Boiler	Deals 40 damage within a 20 foot area of the boiler and inflicts Tier 2 burns to those caught in the blast. A Tier 2 Dexterity is required to avoid these effects.
Medium Boiler	Deals 70 damage within a 25 foot area of the boiler and inflicts Tier 3 burns. A Tier 3 Dexterity is required to avoid these effects.
Large Boiler	Deals 120 damage within a 30 foot area of the boiler and inflicts Tier 4 burns to those caught in the blast. A Tier 4 Dexterity is required to avoid these effects.

Non-Player Characters

Chapter 5

What is an NPC?

NPCs are commonly known as non-player characters in most games, but in Tephra they are known as narrator-played characters. They represent every character within the game that is not controlled by a adventurer. Well-developed NPCs are essentials tools for enriching your gaming experience. They are the primary way that your adventurers will interact with the world, and it's important to make them more than just simple vendors and expendable pawns. The more depth and energy you give to these characters, the more memorable their interactions with the adventurers will be.

Let's talk about Vallun. He's a farmer with a crop of corn. He's a decent fellow and isn't particularly outspoken. Vallun the farmer lost his arm when his home was hit by a stray mortar during the civil war. Now he sells corn at a discounted price to make things easier for those who are still struggling to get back on their feet. There were already days that he'd go without eating, but with the encroaching salvager armies threatening to claim his small farm, all he can afford to do is beg the adventurers for help.

That doesn't necessarily mean that every character has to be important or has a protected status within the game. The unfortunate luck of a character that the adventurers have come to know and understand can create an impactful moment in a game, but death only has meaning if you invest the time and energy to first bring them to life. If the adventurers help someone build a bar and start a business, but then the bar is destroyed during a terrorist bombing and the bartender loses the livelihood that the adventurers helped him make, they will resonate with that character's loss and rally to his aid.

Levels of Power

The average Tephran is between level ⅓ and 1 in terms of strength. When compared to a gang of experienced adventurers, most people are hopelessly weak. However, there are exceptional individuals amongst the ranks of the NPCs that can challenge adventurers or aid them in their endeavors.

The basic citizen of Rilausia has at least three actions points at their disposal. When a character gains their fourth action point, they increase their power significantly. They are seen as adepts in their field and people can recognize their ability.

Upon obtaining their fifth action point, a character's capabilities become remarkable. People witnessing the feats such individuals perform have no doubt that they are masters of their craft.

When they earn their sixth action point, the extent of what these individuals can do is often beyond belief. They have tapped into a new level of power and intelligence that others cannot begin to comprehend. Those who achieve such heights and choose to be known by the public at large are living legends. Their actions are recorded in history books, and their deeds are retold by families gathering at the hearth.

Establishing an NPC Identity

This outline provides a step by step process for building a narrator-played character that offers multiple options to choose from and ideas to inspire new characteristics.

When you're building an NPC, you can use the following lists and outlines to give depth to your NPC. Included are nationalities, living situations, professions, and other traits that you can assign to your NPCs in order to make them more interesting. Remember, a well-thought-out NPC can do wonders for engaging your players.

Nation of Origin

Narrator-played characters' origins can suggest of unique dialects, social values, and government structures to add spice to roleplaying encounters. A person growing up in Evangless will value commerce and technology more than a nomad from Izeda. A narrator-played character's place of origin has a profound effect on personality and his or her attitude toward adventurers.

Let's start with a "blank slate" character. We'll call him Robert for now. Robert lives in the capital of Evangless: Razule. He's just moved there from Qui, where the population has sizable proportions of Izedans and satyrs, but not much else. Imagine his surprise when he sees a farishtaa for the very first time! How does it make him feel? Will he be overwhelmed with curiosity or struck with anxiety? Maybe he decides to play it cool despite his surprise. Answers to questions like these are what flesh out a narrator-played character's identity.

Nations of Origin

- Arakrith
- Dalvozzea
- Evangless
- Izeda
- Paldorus
- Siyesh
- Suulrai
- Tordryon
- Valdru
- Zelhost
- Foreign Continent
- Oceanic
- Nomadic

Job

Every NPC has a role that they are going to fill in your saga, but they also need a profession to pay the bills. A person's profession usually indicates what sort of skills they use on a daily basis, and it should have some impact on their interactions with adventurers. A blacksmith is likely to have a significant Brute score while a shopkeep may develop a healthy Cunning attribute over years of haggling. On the other hand, NPCs might not always enjoy their jobs or be very skilled at them.

Robert is walking down the street when one of the adventurers decides to talk with him. "Uh-oh," thinks the narrator, "What does Robert do for a living?" Well, Razule is a bustling city with opportunity around every corner, the perfect place for a brave soul to start a small business. Perhaps he left Qui for Razule in search for a better market for his wares. Setting up shop in a new town takes quite a bit of capital, so he must have been doing alright for himself. Unfortunately, the adventurer lost interest before any of that came up in casual conversation, but that's all right. Ideas like this are useful to have in reserve for when you're in a pinch. You can recycle them later when improvisation calls for quick adjustments or additions to other NPCs.

Professions

Craftsman
- Automata
- Alchemist
- Bio-Flux
- Blacksmith
- General Tools
- Prosthetics
- Trinkets

Salesman
- Clothes
- Companions/Slaves
- Drugs
- General Store
- Goggles
- Literature
- Livestock
- Vehicles
- Weapons & Armor

Law Enforcement
- Chief
- Commissioner
- Constable
- Investigator
- Officer
- Sheriff

Bank
- Financial Analyst
- Financial Manager
- Loan Officer
- Teller
- Security

Transportation
- Conductor
- Driver
- Helmsman
- Pilot

Library
- Archivist
- Curator
- Librarian
- Researcher

Mercenary
- Assassin
- Bodyguard
- Paramilitary

Medical
- Nurse
- Vet
- Pharmacy
- Therapist

Church
- Clergyman
- Groundskeeper
- Minister

Worker
- Architect
- Artisan
- Carpenter
- Electrician
- Foreman

Crime
- Bank Robber
- Burglar
- Con Artist
- Drug Dealer
- Drug Maker
- Highwayman
- Pickpocket
- Pirate
- Robin Hood
- Thief Catcher

Restaurant
- Dish washer
- Cook
- Head Chef
- Maitre d'
- Sous Chef
- Waiter

Medical
- Dentist
- Doctor
- Nurse
- Pediatrician
- Pharmacist
- Surgeon
- Therapist
- Veterinarian

Hospitality
- Bar tender
- Bouncer
- Busser
- Cook
- Wait staff

Army

Ranks
- Private
- Private First Class
- Corporal
- Sergeant
- Staff Sergeant
- Master Sergeant
- Sergeant Major
- 1st Lieutenant
- Captain
- Major
- Lieutenant Colonel
- Brigadier General
- Major General
- General
- Warrant Officer

Jobs
- Air Defense Artillery Officer
- Ammunition Specialist
- Armor Officer
- Cannon Crewmember
- Cavalry Scout
- Civil Affairs Officer
- Dragoon
- Field Artillery Specialist
- Fire Support Specialist
- Fusilier
- Highland Infantry
- Infantryman
- Lancer
- Medic
- Quarter Master
- Special Forces

Navy

Ranks
- Seaman Recruit
- Seaman
- Chief Petty Officer
- Fleet Master Chief
- Ensign
- Lieutenant
- LT Commander
- Commander
- Captain
- Vice Admiral
- Admiral
- Fleet Admiral
- Chaplain

Jobs
- Aviation Boatswain's Mate
- Boatswain
- Boatswain’s Mate
- Caulker
- Construction Electrician
- Construction Mechanic
- Cryptologic Technician
- Cook
- Engineer
- Explosive Ordnance Disposal
- Gunner
- Hospital Corpsman
- Hull Maintenance Technician
- Logistics Specialist
- Master-at-Arms
- Naval Aircrewman
- Quartermaster
- Ropemaker
- Steam Turbine Technician

Flying Corps

Ranks

- Airman
- Cadet
- Air Mechanic
- Technical Sergeant
- Master Sergeant
- 1st Lieutenant
- Captain
- Squad Commander
- Major
- Colonel
- Brigadier General
- General

Jobs

- Acetylene Welder
- Aerospace Control
- Pilot
- Chaplain Officer
- Coppersmith
- Engineer
- Explosive Ordnance Disposal
- In-Flight Refueling Specialist
- Linguist
- Loadmaster
- Machinist
- Mechanic
- Munitions
- Rigger
- Pararescue

Reputation

Now we need to determine the more intricate aspects of your NPCs, such as how other people perceive them. Would a given NPC be recognized or lost in a big city? Does she have enemies? Are there rumors about her, such as certain business practices or brushes with the law? Are there rumors of infidelity? Do people consider her charitable? What is her reputation where others are concerned? Et cetera.

Robert lives in Razule, a large city, and so most people won't know who he is. Factory workers and factory owners might know him because of the gas masks he sells. He has a decently-sized business and treats his employees fairly, so anyone who works for him has a positive view of him. His work is of good quality, and so the factory workers appreciate it and probably also have a good opinion of him, though they might not know exactly who he is. Robert is not a very public man, so there is little gossip about him, but he is still single which leads some people to theorize that he might be gay. Since he lives in Razule, the number of people paying enough attention to gossip about him is small.

Success

- Debts
- Level of Success
- Rivals

How They Spend Their Wealth

- Philanthropy
- Gambling
- Government Bribes
- Business Building

Job Opinion (Do they like their job?)

Positive

- Optimistic
- Driven
- Content

Negative

- Disgruntled
- Lazy
- Actively Sabotaging
- Looking for a way out

Reputation

- Fair
- Hated
- Loved
- Loyal
- Patriotic
- Pitied
- Respected
- Untrustworthy
- Wise

Positive Rumors

- Philanthropist
- Rights Activist
- Secretly Funding Sons of Strife

Negative Rumors

- Terrible Work Conditions
- Runs Illegal Gambling Ring
- Secretly Funding Sons of Strife
- Member of the Carnival

Personality

It's time to give your NPC some personality. This chapter includes a random trait chart that allows you to roll for over 100 positive and negative traits to better help you decide how the character acts. You may roll multiple times for characters with more depth.

While you may have a sense of your character's actions and general traits, as determined in the previous sections, more specific details make the character feel real. What annoys them? What do they fear? What are their hobbies? These extra little bits are often overlooked by NPC creators and by many narrators as well, but these details are what adventurers will remember about them.

Robert is a nice guy who would prefer talk first and punch never. Now onto his quirks. Let's say Robert is afraid of snakes. If he sees one, he will immediately head to high ground and cower. However, Robert didn't get as far as he has by being a coward; he's a confident businessman and an adept manager! What are his hobbies? Robert uses his hands a lot for making the masks, so maybe he enjoys making and collecting airship models. If the adventurers befriend him and need a random job, Robert can always tell them about a rare model that he's wanted, but can't leave the shop to buy. With that, the party has another mission. Robert is a polite man who keeps things clean. Crass actions and words annoy him, as well as filthy people with bad hygiene.

Nervous Tics or Tells

- Adjusting glasses
- Anxious jittering
- Biting nails
- Chewing bottom lip
- Chewing on objects
- Clenching jaw
- Twitching eye
- Humming
- Licking lips
- Stuttering
- Nervous fiddling
- Nervous laughter
- Repeating phrases
- Stroking their beard
- Twiddling thumbs
- Wild gestures while speaking

Phobias

- Automata
- Ayodin
- Blood
- Breathing
- Disfigurement
- Long Words
- Pink Airships
- Prosthetics
- Spiders
- Snakes
- Trees
- Water

Pet Peeves

(traits that the NPC finds horribly annoying)

- Chewing with an open mouth
- Hygiene
- Know-It-Alls
- Laziness
- Grammer thats baD
- Sloppiness

Strong Opinions

Classism

- The rich are unsympathetic towards the poor
- The poor are lazy and uneducated
- The rich don't understand how the real world works

Classism

- Satyrs should be slaves
- Ayodin are monsters with no heart
- Farishtaa are dangerous, selfish abominations of mad science

Politics

- The Emperor is too soft
- The military has too much power
- Zelhost should demilitarize
- Many of the world's problems lie with the actions of Siyesh
- Those that support Zelhost's break from Siyesh are traitors

Religion

- Harabe Mavi worshippers are delusional and evil
- Jinziists are crazy and too judgemental
- Tailemists are pushovers

Past

An NPC's past is important. Many adventurers and narrators try to create a character's backstory from the get-go and find it hard to come up with all their important information. However, now you already have a general idea about your NPC, so rather than creating a backstory from scratch, you can use this section to explain the traits you have given them.

You should also determine if your NPC has any enemies. And last but not least (and quite possibly related to enemies), does the NPC have any family?. While you don't have to go into detail with the family like you do the character, a basic outline is useful.

Is your NPC afraid of spiders? Maybe it's because a deadly spider killed a childhood friend. Maybe the NPC had a childhood crush that they still secretly pine after. .

An important NPC should usually have between 1 and 5 different adventure hooks just based on their character. Helping with hobbies, taking care of a business rival, protection, helping in romantic endeavors, rescuing a sibling; these just some ideas for how a random NPC can greatly influence the game's story. Once that's all done it's time to get down to the core of the character: drive.

We know that Robert moved here from Qui for business, but what if that wasn't all? Perhaps Robert wanted to get away from his family. Robert was raised to be respectful, which developed his politeness and dislike of crass behavior, but his parents always wanted him to follow in their footsteps as bankers. However, Robert's closest friend, Phenik, was a poor but nice fellow. Robert saw Phenik's poverty, and felt sorry for him. He wanted to use his position to better people's lives rather than fill his pockets, so he opened a store that would sell masks to the factory workers. His parents were ashamed of him for doing something so unprofitable that bucked their tradition, so they look down on Robert to this day. After hiring Phenik, Robert decided to move to a bigger city where his business could prosper and he wouldn't have to deal with his parents.

Robert is also afraid of snakes--living on Qui he didn't see many--so he mostly heard exaggerated stories about them: deadly monsters that could kill with a single bite. Robert is terrified of the creatures and will often run away from them. However, he is not afraid of politics and business. His years with his parents give him confidence in dealing with the wealthy businessmen (and women) of the world. We also decided that Robert liked building ship models, since as a boy living on an island ships were a part of life, and he was always fascinated by their craftsmanship. Because of this he developed a fondness for ship models, and often tries to collect those he doesn't have.

We now have almost every major aspect of Robert. All that remains is to decide what truly drives him.

Resources

Food
- Plentiful
- Rationed
- Famine

Housing
- Impoverished
- Humble
- Comfortable
- Luxurious

Technology
- Antiquated
- Modern
- Cutting Edge

Water
- Plentiful
- Rationed

Vegetation
- Dense
- Moderate
- Scarce

Neighborhood
- Apartment
- Countryside
- Docks
- Farmland
- Gated Community
- Mansion
- Orphanage
- Ranch
- Slums

Crime
- Anarchy
- Gang-Ruled
- Heavily Policed
- High-Crime
- Martial Law
- Safe

Social Values
(ideals upheld by the community)
- Always help a stranger in need
- Ban all Ayodin
- Family is more important than anything else
- Honor in battle
- Money is power
- Respect for one's elders
- Satyrs are slaves
- Sexist Tendencies

Racial Proportions
- No Members of a Particular Race
- Few Members of a Particular Race
- Many Members of a Particular Race

Language
- Proper
- Slang
- Speech Impediments
- Uneducated
- Uncultured

Past

Why do they live here?

- Born and Raised

Victim of circumstance

- Refugee
- Feud

Why do they have the job they have?

- Life-Long Passion
- Forced by Parents
- Only Thing Available
- Indentured
- Consignment
- Friendship
- Slave

How did they get their start?

- Apprenticeship
- Family connections
- Scab Worker during strike
- Sold into it
- Started their own business

If they have peeves or fears, what caused them?

Who is there family and how close are they?

Siblings

- How close are they?
- Does the NPC like them?

Parents

- Where are they?
- How often do they interact with the NPC?
- How close is the NPC to them?

Extended Family

Bad Blood

- Betrayal
- Deception
- Disgraced honor
- Infidelity
- Whistle blower
- Unpaid debt

Drive

Every character needs a drive, be it dreams, motivations, or aspirations; anything that moves them at a fundamental level. A drive helps set up your NPC as a believable, proactive character. By giving an NPC an overarching goal, you then have an infinite supply of adventure hooks: A get-rich-quick scheme, a heist, a relationship sabotage, et cetera.

Robert is nearly a complete character, but we still need to know what drives him. Why does he continue to work and maintain his business? Robert moved with his friend to get away from his parents and try to make a difference in the capital. He is very involved with helping the middle and lower middle class, so he sells his masks for a lower price than necessary. Robert is a pretty confident man, so he has no secret hobbies, but he does have a hidden desire, or perhaps a dream. Despite the difference in race, he has always found himself interested in satyrs as more than just friends, and will go out of his way to be extra friendly with a satyr he finds attractive. However, because this is still frowned upon, he does not wish anyone to know. Because of this, he will never actually become romantically involved with a satyr, and will become panicky and defensive if someone even jokingly comments on him staring at one. His plans for the future are to slowly grow his business and hopefully have his friend become a partner who can manage the workshop, so that he might better interact with clients and investors. Therefore, he takes extra time to help teach Phenik how to craft like himself.

Race

Though often the first thing selected, race is perhaps one of the last things needed for a character, especially an NPC. Robert's story can belong to anyone (except, of course, a satyr). If you simply switch out some parts, Robert could easily be an ayodin woman. However, when you choose your race, you should still go back and review your previous traits. While race is not the most important character trait, it is still important in the world in which the character resides. If they are not in their homeland, have they faced racism? Have they faced discouragement or oppression? These factors can strongly impact your character's story.

Now that Robert is finished, let's give him a race. We'll say for convenience that he is a human. Because of this, he has faced some criticism from other species who might feel that he only got to start his business because humans are the majority. He might be falsely accused of being racist toward minorities, simply because his products don't fit them as well. However, this is because he is human and therefore better at working with his own facial structure than that of another species'.

Name

Coming up with an appropriate name is both the easiest and hardest part of making any character. A name can just be slapped on as an afterthought, of course, but you should probably consider it carefully, as names often convey a lot about your NPC's identity. First, consider the location and species. Depending on where they were born and as what, their name can and often will reflect this. Ewyn Bloodhammer sounds cool, but it also doesn't sound like something the average parent would name their child.

This does bring up another point: While your character's name is nearly permanent, they can always go by a nickname. These nicknames often reflect something more personal to the character. When choosing one, think of why the character would want it (or not want it). At this point, your NPC is fully fleshed out and ready for one, so this should make it easier to decide. Once it's decided, your character is done and ready for stats.

Congratulations!

To wrap things up, we'll finally give Robert a full, proper name: Robert William Cogrun, or Bob Cogrun for short.

What do they hope to accomplish?

- Control
- Fame
- Family
- Friendship
- Power
- Happiness
- Love
- Stability
- Security
- Passion
- Wealth

How do they plan to accomplish their goals?

- Plans for next year
- Business ventures

What are their dreams?

(These are different from plans and hopes as they are less grounded in reality; these can include things like being a millionaire or flying through the skies with no machinery helping.)

- Flying
- Having relations with a blue-haired Farishtaa
- Having super smart kids
- Winning the lottery

What are their secret likes and how do they fuel them?

Macho Man likes Romance Novels

- Read in secret and claim they're his girlfriend's when asked.
- "Ironically" read them.

Haud likes Satyr alcohol

- "Accidentally" order satyr alcohol while working at a bar.
- "Drunkenly" order "That cheap satyr shit!" to mock it.
- Go in disguise to satyr bar.

Hobbies

Art
- Drawing
- Sculpting
- Painting
- Photography

Crafts
- Calligraphy
- Flower arrangement
- Knitting
- Model airships
- Scrapbooking
- Whittling

Games
- Board Games
- Card Games
- Dice
- Drinking Games
- Riddles

Street Games
- Jumping Rope
- Marbles
- Hoop and Stick
- Quoits
- Spinning Tops
- Diabolo
- Skittles

Reading
- Business Articles
- Literature
- Romance
- Horror
- Adventure
- Newspapers
- Periodicals

Sports
- Cricket
- Croquet
- Cycling
- Fencing
- Foot-ball
- Horseback riding
- Hunting
- Kick ball
- Racing
- Stick and ball
- Tennis

Events & Activities
- Circuses
- Collecting
- Bird Watching
- Fairs
- Fortune telling
- Sight seeing
- Spectacles
- Stage performances

Music
- Brass Bands
- Minstrels
- Opera
- Quartet
- Symphonies

Character Descriptors

Roll two d12s for either Positive or Negative Traits. Roll additional times for a more complex NPC.

Nice Ways to Describe NPCs

1x1	Admirable	**4x1**	Humble	**7x1**	Patient	**10x1**	Sensitive
1x2	Adventurous	**4x2**	Humorous	**7x2**	Patriotic	**10x2**	Sentimental
1x3	Agreeable	**4x3**	Idealistic	**7x3**	Peaceful	**10x3**	Serious
1x4	Alert	**4x4**	Imaginative	**7x4**	Perceptive	**10x4**	Sexy
1x5	Athletic	**4x5**	Impressive	**7x5**	Perfectionist	**10x5**	Skillful
1x6	Brilliant	**4x6**	Incorruptible	**7x6**	Persuasive	**10x6**	Sociable
1x7	Calm	**4x7**	Independent	**7x7**	Playful	**10x7**	Sophisticated
1x8	Captivating	**4x8**	Individualistic	**7x8**	Polished	**10x8**	Spontaneous
1x9	Charismatic	**4x9**	Innovative	**7x9**	Popular	**10x9**	Sporting
1x10	Cheerful	**4x10**	Inoffensive	**7x10**	Practical	**10x10**	Stable
1x11	Curious	**4x11**	Insightful	**7x11**	Precise	**10x11**	Steadfast
1x12	Dedicated	**4x12**	Intelligent	**7x12**	Principled	**10x12**	Steady
2x1	Dramatic	**5x1**	Intuitive	**8x1**	Profound	**11x1**	Stoic
2x2	Efficient	**5x2**	Kind	**8x2**	Protective	**11x2**	Strong
2x3	Elegant	**5x3**	Knowledgeable	**8x3**	Prudent	**11x3**	Studious
2x4	Empathetic	**5x4**	Leaderly	**8x4**	Punctual	**11x4**	Suave
2x5	Faithful	**5x5**	Leisurely	**8x5**	Purposeful	**11x5**	Subtle
2x6	Farsighted	**5x6**	Liberal	**8x6**	Rational	**11x6**	Sweet
2x7	Firm	**5x7**	Logical	**8x7**	Realistic	**11x7**	Sympathetic
2x8	Focused	**5x8**	Loveable	**8x8**	Relaxed	**11x8**	Tasteful
2x9	Forgiving	**5x9**	Loyal	**8x9**	Reliable	**11x9**	Teacherly
2x10	Friendly	**5x10**	Lyrical	**8x10**	Resourceful	**11x10**	Thorough
2x11	Fun-Loving	**5x11**	Magnanimous	**8x11**	Respectful	**11x11**	Tidy
2x12	Gallant	**5x12**	Manly	**8x12**	Responsible	**11x12**	Tolerant
3x1	Generous	**6x1**	Mature	**9x1**	Reverential	**12x1**	Trusting
3x2	Gentle	**6x2**	Methodical	**9x2**	Romantic	**12x2**	Uncomplaining
3x3	Genuine	**6x3**	Meticulous	**9x3**	Rustic	**12x3**	Understanding
3x4	Good-Natured	**6x4**	Modest	**9x4**	Sagely	**12x4**	Upright
3x5	Gracious	**6x5**	Neat	**9x5**	Sane	**12x5**	Vivacious
3x6	Hardworking	**6x6**	Nonauthoritarian	**9x6**	Scholarly	**12x6**	Warm
3x7	Healthy	**6x7**	Objective	**9x7**	Scrupulous	**12x7**	Well-Bred
3x8	Hearty	**6x8**	Observant	**9x8**	Secure	**12x8**	Well-Read
3x9	Helpful	**6x9**	Optimistic	**9x9**	Selfless	**12x9**	Well-Rounded
3x10	Heroic	**6x10**	Orderly	**9x10**	Self-Critical	**12x10**	Wise
3x11	Honest	**6x11**	Organized	**9x11**	Self-Reliant	**12x11**	Witty
3x12	Honorable	**6x12**	Passionate	**9x12**	Self-Sufficient	**12x12**	Youthful

Rather Impolite Ways to Describe NPCs

1x1	Abrasive	**4x1**	Desperate	**7x1**	Fraudulent	**10x1**	Misguided
1x2	Aggressive	**4x2**	Destructive	**7x2**	Frightening	**10x2**	Mistaken
1x3	Aimless	**4x3**	Devious	**7x3**	Frivolous	**10x3**	Monstrous
1x4	Aloof	**4x4**	Difficult	**7x4**	Gloomy	**10x4**	Moody
1x5	Amoral	**4x5**	Dirty	**7x5**	Graceless	**10x5**	Morbid
1x6	Angry	**4x6**	Disconcerting	**7x6**	Greedy	**10x6**	Naive
1x7	Anxious	**4x7**	Discouraging	**7x7**	Grim	**10x7**	Narcissistic
1x8	Apathetic	**4x8**	Discourteous	**7x8**	Gullible	**10x8**	Narrow-Minded
1x9	Arrogant	**4x9**	Dishonest	**7x9**	Hateful	**10x9**	Neglectful
1x10	Asocial	**4x10**	Disloyal	**7x10**	Haughty	**10x10**	Neurotic
1x11	Barbaric	**4x11**	Disobedient	**7x11**	Hedonistic	**10x11**	Nihilistic
1x12	Bland	**4x12**	Disorderly	**7x12**	Hesitant	**10x12**	Obnoxious
2x1	Blunt	**5x1**	Disorganized	**8x1**	Hostile	**11x1**	Obsessive
2x2	Brutal	**5x2**	Disrespectful	**8x2**	Ignorant	**11x2**	Odd
2x3	Callous	**5x3**	Disruptive	**8x3**	Imitative	**11x3**	Opinionated
2x4	Careless	**5x4**	Dissolute	**8x4**	Impatient	**11x4**	Outrageous
2x5	Childish	**5x5**	Dissonant	**8x5**	Impractical	**11x5**	Paranoid
2x6	Clumsy	**5x6**	Distractible	**8x6**	Imprudent	**11x6**	Pedantic
2x7	Coarse	**5x7**	Disturbing	**8x7**	Impulsive	**11x7**	Perverted
2x8	Cold	**5x8**	Dogmatic	**8x8**	Inconsiderate	**11x8**	Petty
2x9	Complaintive	**5x9**	Domineering	**8x9**	Indecisive	**11x9**	Pompous
2x10	Conceited	**5x10**	Dull	**8x10**	Indulgent	**11x10**	Possessive
2x11	Confused	**5x11**	Easily Discouraged	**8x11**	Insecure	**11x11**	Power-Hungry
2x12	Cowardly	**5x12**	Envious	**8x12**	Insensitive	**11x12**	Predatory
3x1	Crass	**6x1**	Erratic	**9x1**	Insincere	**12x1**	Prejudiced
3x2	Crazy	**6x2**	Extreme	**9x2**	Insulting	**12x2**	Pretentious
3x3	Criminal	**6x3**	Faithless	**9x3**	Intolerant	**12x3**	Procrastinating
3x4	Critical	**6x4**	False	**9x4**	Irrational	**12x4**	Provocative
3x5	Crude	**6x5**	Fanatical	**9x5**	Irresponsible	**12x5**	Regretful
3x6	Cruel	**6x6**	Fatalistic	**9x6**	Irritable	**12x6**	Resentful
3x7	Cynical	**6x7**	Fearful	**9x7**	Lazy	**12x7**	Sadistic
3x8	Decadent	**6x8**	Fickle	**9x8**	Malicious	**12x8**	Secretive
3x9	Deceitful	**6x9**	Fiery	**9x9**	Mechanical	**12x9**	Selfish
3x10	Delicate	**6x10**	Flamboyant	**9x10**	Messy	**12x10**	Shallow
3x11	Demanding	**6x11**	Foolish	**9x11**	Miserable	**12x11**	Shortsighted
3x12	Dependent	**6x12**	Forgetful	**9x12**	Miserly	**12x12**	Stupid

NPC Classes

Here are some charts that will help you craft an NPC's stats on the spot. The stats listed here are intended for the NPC to be a fair fight for a party 1 level lower. You can, of course, always mix and match to have a complex team to fight the adventurers. However, not all NPCs are fighters, and many instead have other focuses. For these NPCs, the balanced stats are often the better choice.

How To Use These Charts

When making an NPC, choose the base build you want (Melee Fighter, Rogue, Science) and then choose a level. There are two charts for each base build that contain attributes and combat stats. Next, choose specialties. NPCs receive specialties equal to their level plus 2, so a level 4 NPC receives 6 specialties. Specialties do not give gear stats and do not use skill points to determine bonuses. Instead, any tiered specialties are determined by level, as are skill points for things like stances. The levels are based on when a character receives a new AP. This makes the levels of change 1, 4, 8, and 12. Skill points are determined as level times 2 plus 3. An example is a level 4 character with an effective 11 in any skill in which they have a specialty. These NPCs are more skilled and have stronger stats than their adventurer counterparts because they are meant to face the party individually.

Once you are done, you may assign an NPC some equipment. Ultimately, the choice of equipment is yours, but if you would like a guide, you can review the starting princes amount on page 27 of the Playing Guide.

Sciences NPC (*balanced*)

The balanced Science character is often not a combatant, but rather a supportive NPC. Whether they're supportive to the party or another NPC is a different matter.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	1	1	1	0	1	2	2	2	2	9	13	3
2/3	1	2	2	1	1	2	2	2	2	17	13	3
1	1	2	3	2	1	5	4	3	3	25	13	3
2	2	4	6	3	2	5	4	3	3	33	13	3
3	2	6	9	5	2	5	4	5	3	41	13	4
4	3	8	12	6	3	8	6	5	4	49	14	4
5	4	10	15	8	4	8	6	7	4	57	14	4
6	4	12	18	9	4	8	6	7	4	65	14	4
7	5	14	21	11	5	11	8	9	5	73	14	5
8	6	16	24	12	6	11	8	9	5	81	14	5
9	6	18	27	14	6	11	8	11	5	89	14	5
10	7	20	30	15	7	14	10	11	6	97	14	5
11	8	22	33	17	8	14	10	13	6	105	14	6
12	8	24	36	18	8	14	10	13	6	113	15	6

Cunning NPC (*balanced*)

The balanced Cunning character is often an intelligent character that has trained themselves to a degree in many things. These characters are often investigators or military officers who strategize from behind enemy lines. These can also be showmen who bedazzle their opponent before utilizing one of their other skills.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	1	1	1	0	1	2	2	2	2	9	14	3
2/3	1	2	2	1	1	2	2	2	2	21	15	3
1	1	3	2	2	1	2	2	4	3	33	15	3
2	2	6	4	3	2	6	5	4	3	45	15	5
3	2	9	6	5	2	6	5	6	4	57	15	5
4	3	12	8	6	3	6	5	6	4	69	16	5
5	4	15	10	8	4	10	8	8	5	81	16	7
6	4	18	12	9	4	10	8	8	5	93	16	7
7	5	21	14	11	5	10	8	10	6	105	16	7
8	6	24	16	12	6	14	11	10	6	117	17	9
9	6	27	18	14	6	14	11	12	7	129	17	9
10	7	30	20	15	7	14	11	12	7	141	17	9
11	8	33	22	17	8	18	14	14	8	153	17	11
12	8	36	24	18	8	18	14	14	8	165	18	11

Unbalanced NPCs

Unbalanced NPCs pick three stats, other than HP and wounds, and arrange them in priority. The first gains three +2 per level, the second gains two +1 per level, the third gains two +1 every other level, and the other two gain two after three levels. For HP, a Brute NPC gains 20 HP plus 20 more HP per level; if not, then 15 HP plus 15 more HP per level. Wounds are decided similarly. A Brute NPC gains 12 +1 more wound absorbing slots every other level; if not, then he or she starts with 12 and gains one more wound absorbing slot after three levels.

Marksman NPC (un*balanced*)

The Marksman is a character who has devoted everything to the art of shooting a target and never missing.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	0	1	0	1	0	3	0	2	0	15	12	2
2/3	0	2	0	2	1	5	0	3	0	30	12	2
1	0	3	0	4	1	7	0	4	0	45	12	3
2	1	6	1	8	2	9	2	5	2	60	13	3
3	1	9	1	12	3	11	2	6	2	75	13	4
4	2	12	2	16	4	13	2	7	2	90	13	4
5	2	15	2	20	5	15	4	8	4	105	14	5
6	3	18	3	24	6	17	4	9	4	120	14	5
7	3	21	3	28	7	19	4	10	4	135	14	6
8	4	24	4	32	8	21	6	11	6	150	15	6
9	4	27	4	36	9	23	6	12	6	165	15	7
10	5	30	5	40	10	25	6	13	6	180	15	7
11	5	33	5	44	11	27	8	14	8	195	16	8
12	6	36	6	48	12	29	8	15	8	210	16	8

Melee Fighter NPC (un*balanced*)

Rather straightforward, the Melee Fighter is simply someone who prefers the elegance of a sword or the crushing power of a mace to the intricacies of a firearm or bow.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	1	0	0	1	0	2	3	2	0	20	12	0
2/3	2	0	0	2	0	3	5	2	0	40	12	0
1	4	0	0	3	1	4	7	3	0	60	13	0
2	8	1	1	6	2	5	9	3	2	80	13	2
3	12	1	1	9	3	6	11	4	2	100	14	2
4	16	2	2	12	4	7	13	4	2	120	14	2
5	20	2	2	15	5	8	15	5	4	140	15	4
6	24	3	3	18	6	9	17	5	4	160	15	4
7	28	3	3	21	7	10	19	6	4	180	16	4
8	32	4	4	24	8	11	21	6	6	200	16	6
9	36	4	4	27	9	12	23	7	6	220	17	6
10	40	5	5	30	10	13	25	7	6	240	17	6
11	44	5	5	33	11	14	27	8	8	260	18	8
12	48	6	6	36	12	15	29	8	8	280	18	8

Rogue NPC (un*balanced*)

The Rogue is the classic thief, charlatan, and trickster. They are masters of stealth and deadly with a knife, and can be quite dashing.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	0	1	0	1	0	3	2	2	0	15	12	0
2/3	0	2	0	2	0	5	2	3	0	30	12	0
1	0	4	1	3	0	7	3	4	0	45	12	0
2	1	8	2	6	1	9	3	5	2	60	13	2
3	1	12	3	9	1	11	4	6	2	75	13	2
4	2	16	4	12	2	13	4	7	2	90	13	2
5	2	20	5	15	2	15	5	8	4	105	14	4
6	3	24	6	18	3	17	5	9	4	120	14	4
7	3	28	7	21	3	19	6	10	4	135	14	4
8	4	32	8	24	4	21	6	11	6	150	15	6
9	4	36	9	27	4	23	7	12	6	165	15	6
10	5	40	10	30	5	25	7	13	6	180	15	6
11	5	44	11	33	5	27	8	14	8	195	16	8
12	6	48	12	36	6	29	8	15	8	210	16	8

Tough NPC (un*balanced*)

The Tough is the big kid on the block. Toughs are burly and able to withstand beating after beating, both physically and mentally.

Level	Brute	Cunning	Science	Dexterity	Spirit	Accuracy	Strike	Evade	Defense	HP	Wounds	Priority
1/3	1	0	0	0	1	2	2	0	3	20	12	0
2/3	2	0	0	0	2	2	3	0	5	40	12	0
1	4	0	0	1	3	3	4	0	7	60	13	0
2	8	1	1	2	6	3	5	2	9	80	13	2
3	12	1	1	3	9	4	6	2	11	100	14	2
4	16	2	2	4	12	4	7	2	13	120	14	2
5	20	2	2	5	15	5	8	4	15	140	15	4
6	24	3	3	6	18	5	9	4	17	160	15	4
7	28	3	3	7	21	6	10	4	19	180	16	4
8	32	4	4	8	24	6	11	6	21	200	16	6
9	36	4	4	9	27	7	12	6	23	220	17	6
10	40	5	5	10	30	7	13	6	25	240	17	6
11	44	5	5	11	33	8	14	8	27	260	18	8
12	48	6	6	12	36	8	15	8	29	280	18	8

NPC Specialties

After choosing the character's base build, you can then give them specialties. The specialties here will be broken down into two categories: General and Specific. Each category will be further divided according to base build. For any specialties that require a resist the character counts as having a 3 in the skill +2 per level. For example, a level 6 NPC has a 13 in Resilience when using Interposition.

General

Thick Skin

Thick Skin gives the character a natural soak class of 1 and bestows an additional soak class every 4 levels; except for a Brute character, in which case an additional soak class of 1 is granted every 3 levels.

Armored Ease

The character treats armor as one class lower.

Adaptable

Allows the character to remain in two stances simultaneously with one of them being protected from being broken.

One-Handing It

The character can wield any weapon in a single hand.

Titanic Strength

Allows the character to wield Super-Heavy melee weapons without a stance.

Fighting Blind

The character no longer takes penalties for fighting in darkness.

Improv Fighter

The character does not suffer a penalty for using unconventional melee weapons.

Hurl

The character does not suffer a penalty for throwing impromptu weapons.

Straining Blow

The character may spend hit points to gain a bonus to melee damage class of 1 per 5 points of health sacrificed.

Solid Assault

Melee Attack +1AP

If the character succeeds in a melee attack when using this, increase the tier of damage by 1.

Level Flying

Nobody on board a ship the character is piloting takes accuracy penalties for attacking those not on the ship.

Battlefield Flow

The character may move 5 feet in any direction once per round.

Groundfighting

The character may switch between standing and prone for free and takes no penalty for fighting prone.

Instant Draw

The character may draw items for no AP and may not be reflexively attacked while doing so.

Terrain Mastery

The character takes no penalties for moving through rough terrain.

Walk Over

The character may move through another character's space without receiving a reflexive attack, nor being stopped.

Conveyor

The character may spend 1 AP reflexively to act as the second origin point for an ally's buff.

Blast Dodger

The character may move away from an explosive for free once per turn.

Snap Reload

The character requires one fewer AP for readying a firearm.

Stable Shot

The character no longer requires a stance to use a Super-Heavy firearm.

Fight Anywhere

The character no longer takes situational penalties while fighting, such as from awkward terrain or unusual positions. This also allows a character to wield a sword in his or her mouth.

Inner Calm

Stance

The character cannot become disoriented.

Feather in the Wind

The character may run over water and air, but may not end movement on it.

weightless

Stance

The character may run and stand on water and air.

Free from Failure

Stance

The character is immune to natural 1s.

Lucky Number 7

Stance

The character may reroll a 7 as if it were a 12, though they do not get the additional 5 points.

Science

Due to the complexity of the Science character and the range of available options, this area is mostly left up the the narrator, as the potential skills largely depend upon the Science chosen.

Learn Augments

The character gains 4 additional augments and 1 DIY. This can be taken multiple times.

Cunning

Combat Insight

The character may use Cunning for all called shot resists.

Combat Analytics

Requires level 4

The character may spend 1 AP to use Cunning for any attribute resist.

Change Formation

2 AP

All allies within 50 feet of the character may change stance.

Armistice Stance

Stance

The character is stunned for 1 AP if he or she attacks, but enemies are stunned for 2 AP if they attack the character.

Encouragement

1 AP Reflexively

The user may roll Cunning to give a bonus to an ally's combat roll.

Level 1-3	+2
Level 4-7	+4
Level 8-11	+6
Level 12	+8

Cover Expert

Stance

The character treats all cover as if it were 1 size larger. This makes heavy cover total cover and therefore the character cannot be targeted.

Marksman

Penetrating Shot

Ranged Attack +1 AP

The character ignores an amount of soak class based on level.

Level 1-3	-1 soak
Level 4-7	-2 soak
Level 8-11	-3 soak
Level 12	-4 soak

Aim

1 AP

The character gains a bonus on their accuracy roll based on level.

Level 1-3	+1 accuracy
Level 4-7	+2 accuracy
Level 8-11	+3 accuracy
Level 12	+4 accuracy

Sneaky Seconds

The character gains a bonus to accuracy for the second ranged attack in a turn equal to 3 plus 2 times the character's level. For example, a level 6 character will gain 15 to accuracy for a second shot.

Turret

Stance

The character may not move while in this stance and may reflexively attack anyone who moves closer to them. If a target is adjacent to the character the character gains a bonus to damage class based on level.

Level 1-3	+1 damage class
Level 4-7	+2 damage class
Level 8-11	+3 damage class
Level 12	+4 damage class

Point Blank

Ranged Attack +1 AP

The character gains a bonus to accuracy when shooting an adjacent character based on level.

Level 1-3	+3 accuracy
Level 4-7	+6 accuracy
Level 8-11	+9 accuracy
Level 12	+12 accuracy

Melee Fighter

Heavy Hitter

Stance

Requires Heavy Weapon

Increases the damage class of a heavy weapon based on the character's level.

Level 1-3	+2 damage class
Level 4-7	+4 damage class
Level 8-11	+6 damage class
Level 12	+8 damage class

Chipping Away

Heavy Melee Attack +1 AP

Dexterity Resist

When the character attacks the opponent's soak class, armor is permanently reduced by 1. If the armor's soak reaches 0, the armor breaks and the augments on it become inactive.

Crimson Weapon

Melee Attack +1 AP

Brute Resist

The character causes the target bleeding damage based on level.

Level 1-3	2 bleeding damage per turn
Level 4-7	4 bleeding damage per turn
Level 8-11	6 bleeding damage per turn
Level 12	8 bleeding damage per turn

Efficient Strike

Melee Attack +1 AP

The character may add the amount his or her accuracy exceeds an opponent's evade to a strike roll. For example, if the character rolls a total of 15 accuracy, and the opponent gets 8 evade, then the character gains 7 to their strike.opponent's evade to their strike roll. For example, if they roll a total of 15 accuracy and the opponent gets 8 evade then the character gains 7 to their strike.

Precise Attack

Melee Attack +1 AP

The user may roll their accuracy with multiple dice and take the best roll. The number of dice is dependent on the character's level.

Level 1-3	2 dice
Level 4-7	3 dice
Level 8-11	4 dice
Level 12	5 dice

Rogue

Heartseeker

Light Melee Attack +1 AP

The character negates a number of the opponent's soak class for the purposes of this attack based on level.

Level 1-3	-1 soak class
Level 4-7	-2 soak class
Level 8-11	-3 soak class
Level 12	-4 soak class

Invisible Blade

Stance

The character may make light melee attacks for 1 AP.

Critical Hits

When using a light melee weapon the character gains a plus 1 to damage class for every 5 points his or her accuracy exceeds the target's evade.

Hairsplitter

Requires Critical Hits

The point requirement for critical hits is reduced to 3.

Phase Step

Cunning Resist

The character moves too quickly to be seen.

Leave No Trace

Requires Phase Step

The character is able to use Phase Step reflexively.

Tough

Second Skin

1 AP Reflexively

The character converts unsoakable damage to soakable depending on level.

Level 1-3	3 points of damage
Level 4-7	6 points of damage
Level 8-11	9 points of damage
Level 12	12 points of damage

Never Off-Guard

The character always has a number of hit points up, even when unconscious, equal to 3+2 per level.

Protector

Shield Deflection

The character may add deflection bonus to an adjacent character's roll.

Brace for Impact

Shield Deflection

The character may apply deflection bonus to defense instead of evade.

Walking Fortress

Stance

The character adds +1 to defense per level.

Unassailable Mountain

3 AP

Requires Heavy Armor

The user increases soak class against a single attack based on level.

Level 1-3	+4 soak class
Level 4-7	+5 soak class
Level 8-11	+6 soak class
Level 12	+7 soak class

Living Barrier

Stance

Dexterity Resist

The character takes up two additional spaces on the field and may attack anyone adjacent.

Body of Steel

The character may add defense to called shot resists.

Blast Proof

Cunning Resist

Shield Deflection +1 AP

The character is able to completely negate an explosive in his area and some nearby depending on their level.

Level 1-3	Character's Space
Level 4-7	Character's +1 Space Behind
Level 8-11	Character's Space +2 Spaces Behind
Level 12	Character's Space +4 Spaces Behind

Interposition

Dexterity Resist

Move +1 AP Reflexively

The character is able to move in between an attacker and target to become the new target.

Feeling Lucky

1 AP Reflexively

Spirit Resist

The character causes an enemy's gun to malfunction when firing at the character.

Level 1-3	roll evade twice
Level 4-7	weapon fails to fire
Level 8-11	weapon fails to fire and must be readied again
Level 12	weapon backfires, dealing Tier 1 damage to the user

Sample Science NPCs

Andrew Herland

AP: 3 **PAR**: <1

A small-time research scientist for a firearm business in Evangless. He is quite amiable but willing to fight when the situation calls for it.

Level 1 Balanced Scientist
HP: 25 | **Wnds**: 13 | **Pri**: +3 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+2	+2	+1	+3

Guard

Lab Coat - minimal textile armor
Eva: +3 Def: +3
Soak: 1 | 2 | 3 | 4

Actions

2 AP **Pistol** - medium metal firearm
Acc: +6 Range: 100 ft
Damage: 5 | 10 | 15 | 20
Augments: Accurate Mq.I, Damaging Mq.I

1 AP **Unarmed**
Acc: +5 Stk: +4
Damage: 2 | 4 | 6 | 8

Specialties: Gunsmith, Rapid Replacements, Nothing Up My Sleeve
Augments Known: Accurate, Damaging

Phillis Morris

AP: 4 **PAR**: 1

A farishtaa mercenary that is often called to quell the masses. She enjoys releasing her gases into an area and observing those caught within it, and is rather relaxed around most people.

Level 4 Balanced Science
HP: 49 | **Wnds**: 14 | **Pri**: +4 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+8	+6	+3	+12

Guard

Lab Coat - minimal textile armor
Eva: +5 Def: +4
Soak: 1 | 2 | 3 | 4

Actions

2 AP **Rapier** - medium metal melee weapon
Acc: +8 Stk: +6
Damage: 6 | 12 | 18 | 24

1 AP **Unarmed**
Acc: +8 Stk: +6
Damage 2 | 4 | 6 | 8

Specialties: Nothing Up My Sleeve, Gas Brewer, Self-Made Immunity, Beta Gases, On-The-Fly Brewer, Rapid Mixer
Augments Known: Area of Effect (+15 feet: 2 slots), Arm Mutation (-2 to everything using that arm for 4 turns), Blinding (Blinded for 2 turns after leaving), Confusing (Natural 1 for all Cunning rolls for 2 turns after leaving), Thick (Tier down wind roll), Sticky (-2 to evade), Slowing (-10 foot), Speed, Lingering (Reroll wind two times)

Fenix Fellis

AP: 5 **PAR**: 4

A crazed woman of roughly 23 who hides in the mountains between Evangless and Zelhost. She enjoys laughing maniacally as she experiments on random travellers.

Level 8 Balanced Science

HP: 81 | **Wnds**: 17 | **Pri**: +5 | **Spd**: 10 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+6	+16	+12	+6	+24

Guard

Trenchcoat - augmented heavy textile armor
Eva: +5 Def: +1
Soak: 10 | 20 | 30 | 40

Actions

2 AP **Palm-Mounted Bio-zapper** - light bio-zapper
Acc: +14 Range: 100 ft.

1 AP **Unarmed**
Acc: +11 Stk: +8
Damage: 2 | 4 | 6 | 8

Specialties: Bio-Zapper Developer, Beta Bio-Zappers, Concentrated Stream, Extra Settings, Multi-Ray, Splicer, Tracing, Manipulate Essence, Beta Essence, Body Renewal

Augments Known: *Bio-Flux:* Marathon Body (+3 Wounds), Scaleskin (+3 Soak Class), Amphibious (Breathe in Water), Genetic Stability (+12 against Bio-Zappers). *Bio-Zapper*: Accurate (+3 Accuracy), Bone Spurring (2 Unsoakable Damage per AP spent; Spirit Resist), Debilitating (-6 Strike; Brute Resist), Collapsible (3 Categories Smaller), Extended Range (100 foot Range), Micro-Zapper (Wields as a Light Weapon), Intensity (-6 to Resist Bio-Zapper), Flesh Melting (-3 Soak Class; Brute Resist), Weakening (Melee Damage Class lowered by 3; Brute Resist)

Frenmont Porter

AP: 6 **PAR**: 8

An odd yet dangerous man who has gone to great lengths to replace his body with mechanical prosthetics. He is confident and sometimes even a little smug, but overall enjoyable to be around, so long as you don't piss him off.

Level 12 Balanced Science

HP: 113 | **Wnds**: 8 | **Pri**: +6 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+24	+18	+8	+36

Guard

Clothing - augmented minimal textile armor
Eva: +13 Def: +6
Soak: 5 | 10 | 15 | 20

Actions

1 AP **Unarmed**
Acc: +14 Stk: +10
Damage: 2 | 4 | 6 | 8

Specialties: Prosthetician, Beta Prosthetics, Nerve Crafting, Sensory Builder, Learn Augments, Combat Insight, Combat Analytics, Weak Point, Improv Fighter, Optician, Beta Eyewear, Combo Flow, Heavy Handed, Finisher

Augments Known: Reinforced, Furnace, Hot Iron, Neuromuscular Incapacitator, Extendable Hand, Extreme Speed, Springs, Flame Pores, Air Blaster, Air Tunnel, Alert, Dark Adaptor, Far-Sight

Sample Cunning NPCs

Robert Cogrun — AP: 3 PAR: <1

An amiable businessman who makes gas masks for factory workers. He owns a growing business in Razule.

Level 1 Balanced Cunning
HP: 33 | **Wnds**: 15 | **Pri**: +3 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+3	+2	+1	+2

Guard

Clothing - minimal textile armor
Eva: +4 Def: +3
Soak: 1 | 2 | 3 | 4

Actions

1 AP — **Unarmed**
Acc: +2 Stk: +2
Damage: 2 | 4 | 6 | 8

Specialties: Appraisal, Combat Insight, Trinket Crafter

Alexander Mayhew — AP: 5 PAR: 5

A gentleman gunman who insists on trying to help everyone around them, whether they want it or not.

Level 8 Balanced Cunning
HP: 117 | **Wnds**: 17 | **Pri**: +9 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+6	+24	+12	+6	+16

Guard

Padded Coat - minimal textile armor
Eva: +10 Def: +6
Soak: 3 | 6 | 9 | 12

Actions

2 AP — **Pistol** - medium metal firearm
Acc: +14 Range: 100 ft.
Damage: 6 | 12 | 18 | 24

1 AP — **Unarmed**
Acc: +14 Stk: +11
Damage: 2 | 4 | 6 | 8

Specialties: Combat Insight, Improv Fighter, Weak Point, Fighting Blind, Instant Draw, Snap Reload, Terrain Mastery, Combat Analytics, Free From Failure, Penetrating Shot

Elise Fairweather — AP: 4 PAR: 1

An upper-class woman who owns a large estate in western Evangless, she is nice enough in a public setting and has thoroughly trained herself in the art of pistol dueling.

Level 4 Balanced Cunning
HP: 69 | **Wnds**: 16 | **Pri**: +5 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+12	+6	+3	+8

Guard

Clothing - minimal textile armor
Eva: +6 Def: +4
Soak: 1 | 2 | 3 | 4

Actions

2 AP — **Pistol** - medium metal firearm
Acc: +6 Range: 100 ft
Damage: 5 | 10 | 15 | 20

1 AP — **Unarmed**
Acc: +6 Stk: +4
Damage 2 | 4 | 6 | 8

Specialties: Combat Insight, Weak Point, Instant Draw, Snap Reload, Cover Expert, Improv Fighter

Thadius Fenner — AP: 6 PAR: 9

A military general who takes command on a field. He is a stern man who does what is necessary.

Level 12 Balanced Cunning
HP: 165 | **Wnds**: 18 | **Pri**: +11 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+36	+18	+8	+24

Guard

Clothing - minimal textile armor
Eva: +18 Def: +8
Soak: 5 | 10 | 15 | 20

Actions

2 AP — **Pistol** - medium metal firearm
Acc: +22 Range: 100 ft.
Damage: 8 | 16 | 24 | 32

1 AP — **Unarmed**
Acc: +18 Stk: +14
Damage: 2 | 4 | 6 | 8

Specialties: Combat Insight, Combat Analytics, Free From Failure, Armistice, Adaptable, Change Formation, Issue Orders, Complex Orders, Improved Orders, Encouragement, Master Tactician, Stand-Off, Thick Skin, Terrain Mastery

Sample Marksman NPCs

Sceran Teppes

AP: 3 **PAR**: <1

A rifleman of the 32nd Infantry for Evangless. He is a smart man, but not as skilled as some of his peers.

Level 1 Marksman

HP: 45 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+3	+4	+1	+0

Guard

Military Coat - minimal textile armor
Eva: +4 Def: +0
Soak: 1 | 2 | 3 | 4

Actions

2 AP **Rifle** - heavy metal firearm
Acc: +7 Range: 200 ft
Damage: 6 | 12 | 18 | 24

1 AP **Unarmed**
Acc: +7 Stk: +0
Damage: 2 | 4 | 6 | 8

Specialties: Penetrating Shot, Weak Point, Point Blank

Phen Nerris

AP: 4 **PAR**: 2

A Special Forces sniper for Zelhost, Phen is a strong Haud who refuses to be brought down by what she perceives as an unfair system. Despite her grievances she is fiercely loyal to the Archduke.

Level 4 Marksman

HP: 90 | **Wnds**: 13 | **Pri**: +4 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+12	+16	+4	+2

Guard

Military Coat - minimal textile armor
Eva: +7 Def: +2
Soak: 1 | 2 | 3 | 4

Actions

2 AP **Rifle** - heavy metal firearm
Acc: +13 Range: 200 ft
Damage: 5 | 10 | 15 | 20

1 AP **Unarmed**
Acc: +13 Stk: +2
Damage 2 | 4 | 6 | 8

Specialties: Snap Reload, Long Shot, Penetrating Shot, Aim, Head Popper, Seeker

Indigo Reinhold

Calrin Phrykks

AP: 5 **PAR**: 6

A gunslinger for the Brimstones, Calrin is a young woman who has made quite a name for herself, both for her impressive skills with a pair of pistols and her adventurous spirit that leads her to be friendlier than others would expect.

Level 8 Marksman

HP: 150 | **Wnds**: 15 | **Pri**: +6 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+24	+32	+8	+4

Guard

Light Duster - light textile armor
Eva: +11 Def: +6
Soak: 4 | 8 | 16 | 24

Actions

2 AP **Twin Pistol** - medium metal firearm
Acc: +23 Range: 100 ft
Damage: 6 | 12 | 18 | 24

1 AP **Unarmed**
Acc: +21 Stk: +6
Damage: 2 | 4 | 6 | 8

Specialties: Aim, Snap Reload, Sneaky Seconds, Armored Ease, Groundfighting, Point Blank, Penetrating Shot, Free From Failure, Fight Anywhere, Instant Draw

Indigo Reinhold

AP: 6 **PAR**: 11

A mercenary sniper known throughout Evangless as one of the best. He applies his own morality to contracts and will not accept a contract that goes against his code. Cold and calculating, he rarely speaks, but when he does it's always right to the point.

Level 12 Marksman

HP: 210 | **Wnds**: 16 | **Pri**: +8 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+6	+36	+48	+12	+6

Guard

Armored Trench Coat - medium metal armor
Eva: +15 Def: +14
Soak: 9 | 18 | 27 | 36
Notes: +16 to resist gasses
Immunity: darkness

Actions

2 AP **Anti-Material Rifle** - super-heavy metal firearm
Acc: +29 Range: 300 ft
Damage: 16 | 32 | 48 | 64
Note: Ignore 2 soak

2 AP **Kukri** - medium metal melee weapon
Acc: +29 Stk: +14
Damage: 10 | 20 | 30 | 40

1 AP **Unarmed**
Acc: +29 Stk: +8
Damage: 2 | 4 | 6 | 8

Specialties: Snap Reload, Thick Skin, Stable Shot, Aim, Free From Failure, Instant Draw, Snap Reload, Parry, Riposte, Experienced Parries, Armored Ease, Groundfighting, Blast Dodger, Penetrating Shot

Sample Melee Fighter NPCs

Sebastian Fenrich

AP: 3 **PAR**: <1

A satyr sword fighter for hire, Sebastian is a laid-back man who fights for money so that he can support his family.

Level 1 Melee Fighter
HP: 60 | **Wnds**: 13 | **Pri**: +0 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+0	+3	+1	+0

Guard

Clothes - minimal textile armor
Eva: +3 Def: +0
Soak: 1 | 2 | 3 | 4

Actions

2 AP **Cutlasses** - medium metal melee weapon
Acc: +4 Stk: +7
Damage: 6 | 12 | 18 | 24

1 AP **Unarmed**
Acc: +4 Stk: +7
Damage: 2 | 4 | 6 | 8

Specialties: Feather in the Wind, Weightless, Fight Anywhere

Masamune Karakuri

AP: 4 **PAR**: 3

A simulacron that adopted the way of the warrior, Masamune was designed for combat and carries a large sword with him for that purpose. He awoke with no memory in a lab in Zelhost and has been attempting to give his life meaning. His personality is based off of the noble warriors of the novels he has read.

Level 4 Melee Fighter
HP: 120 | **Wnds**: 14 | **Pri**: +2 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	+2	+12	+4	+2

Guard

Metal Chassis
Eva: +4 Def: +2
Soak: 1 | 2 | 3 | 4

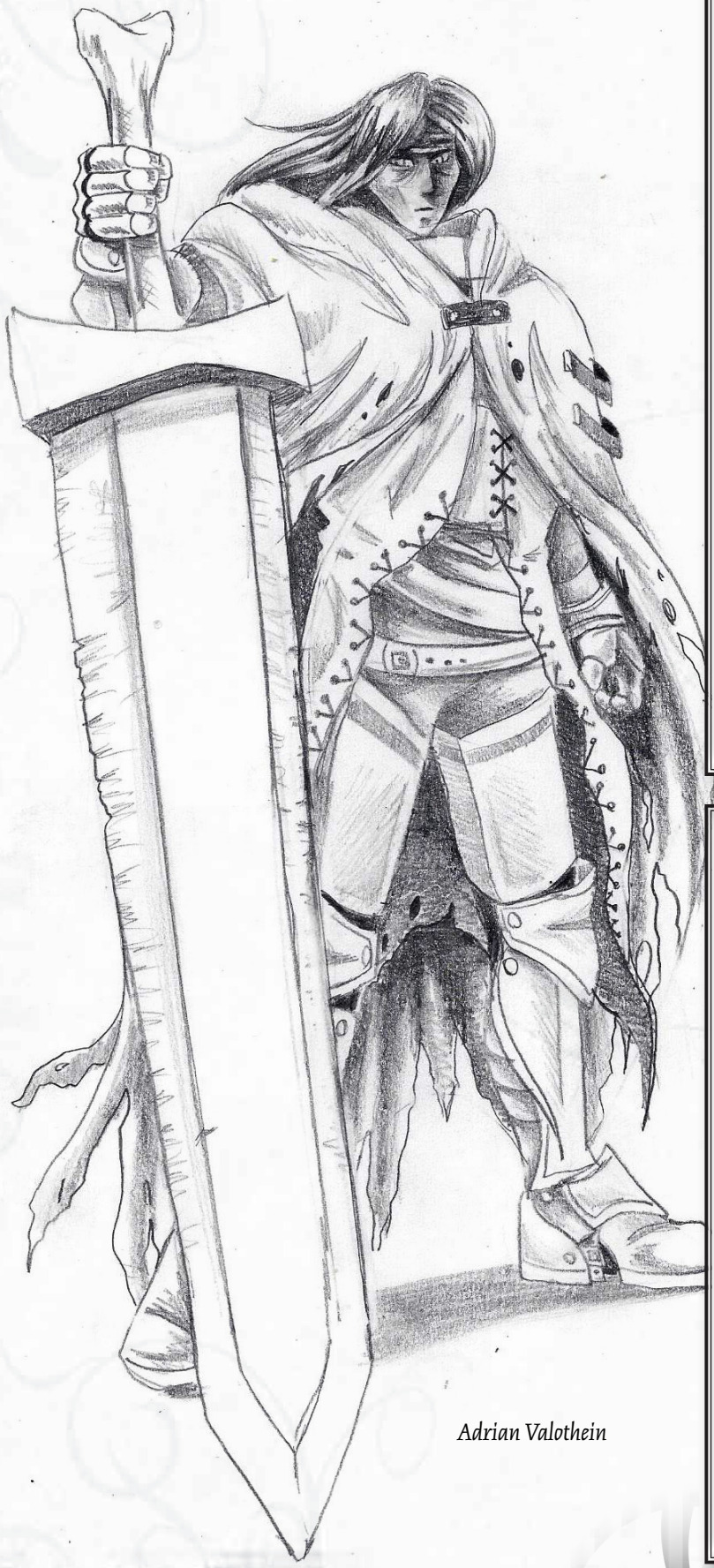
Actions

2 AP **Nodachi** - heavy metal melee weapon
Acc: +7 Stk: +13 Range: 10 ft
Damage: 8 | 16 | 24 | 32

1 AP **Unarmed**
Acc: +7 Stk: +13
Damage 2 | 4 | 6 | 8

Specialties: Footwork Training, Saluted Opponent, Battlefield Flow, Instant Draw, Chipping Away, Armor Sunder

Masamune Karakuri



Adrian Valothein

Rampage

AP: 5 **PAR**: 7

An elf who goes by the name Rampage, she is ruthless and powerful, and never lets her foes back down or escape. Her prices are steep, but her services are unmatched.

Level 8 Melee Fighter

HP: 200 | **Wnds**: 17 | **Pri**: +6 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+32	+4	+24	+8	+4

Guard

Metal Armor - super-heavy metal armor
Eva: +6 Def: +12
Soak: 10 | 20 | 30 | 40

Actions

2 AP **Sword** - super-heavy metal melee weapon
Acc: +13 Stk: +21
Damage: 18 | 36 | 54 | 72

1 AP **Unarmed**
Acc: +13 Stk: +21
Damage: 2 | 4 | 6 | 8

Specialties: Armored Ease, Armored Freedom, Thick Skin, Titanic Strength, Solid Assault, One-Handing It, Heavy Hitter, Crimson Weapon, Chipping Away, Instant Draw

Adrian Valothein

AP: 6 **PAR**: 11

An incredible fighter whose mind broke after the Hurricane Wars, Adrian aimlessly wanders looking for fights. When the opponent is far weaker he grows bored and leaves them, but the more dangerous they are the more his insanity shows as he revels in the fight and all blood drawn, even his own.

Level 12 Melee Fighter

HP: 280 | **Wnds**: 18 | **Pri**: +8 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+48	+6	+36	+12	+6

Guard

Armored Cloak - light textile armor
Eva: +7 Def: +12
Soak: 10 | 20 | 30 | 40

Actions

1 AP **Bone Sword** - super-heavy organic melee weapon
Acc: +15 Stk: +29
Damage: 22 | 44 | 66 | 88

Specialties: Thick Skin, Crimson Weapon, Laugh Like You're Crazy, Berserker, Bloodlust, Marriage to Suffering, Seize Your Suffering, No Escape, Fray Fighter, Adaptable, Heavy Hitter, Walking Destruction, Unquenchable Thirst, Titanic Strength

Sample Rogue NPCs

Sebastian Fenrich **AP**: 3 **PAR**: <1

A young assassin who constantly works to be better than her brother in the same field, she is adept but still inexperienced. She is often sarcastic with dry wit and a dismissive attitude.

Level 1 Rogue
HP: 45 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+4	+3	+0	+1

Guard

Clothes - minimal textile armor
Eva: +4 Def: +0
Soak: 1 | 2 | 3 | 4

Actions

1 AP **Dagger** - light metal melee weapon
Acc: +7 Stk: +3
Damage: 4 | 8 | 12 | 16

Specialties: Invisible Blade, Phase Step, Heartseeker

Daniel Shanahan **AP**: 5 **PAR**: 6

The older brother of Kara Scarlet, Daniel is a silent and ruthless assassin who often degrades his victims while murdering them.

Level 8 Rogue
HP: 150 | **Wnds**: 15 | **Pri**: +6 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+32	+24	+4	+8

Guard

Cloak - minimal textile armor
Eva: +11 Def: +6
Soak: 1 | 2 | 3 | 4

Actions

1 AP **Knife** - light metal melee weapon
Acc: +21 Stk: +14
Damage: 6 | 12 | 18 | 24

Specialties: Heartseeker, Invisible Blade, Critical Hits, Hairsplitter, Phase Step, Leave No Trace, Fighting Blind, Instant Draw, Wall Runner, Silent Kill

The Ocean's Shadow **AP**: 4 **PAR**: 2

A secretive ayodin who never reveals her true name, she operates along the eastern coast and is noted for her great skill. She will travel inland if the price is right, though she avoids Izeda at all costs due to the hot and dry landscape.

Level 4 Rogue
HP: 90 | **Wnds**: 13 | **Pri**: +2 | **Spd**: 25 ft (land), 40 ft (swim)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+16	+12	+2	+4

Guard

Clothes - minimal textile armor
Eva: +7 Def: +2
Soak: 2 | 4 | 6 | 8
Note: Possesses Wall-Crawler and Scaleskin augments

Actions

1 AP **Dagger** - light metal melee weapon
Acc: +13 Stk: +4
Damage: 5 | 10 | 15 | 20

Specialties: Phase Step, Invisible Blade, Leave No Trace, Fleeting Shade, Heartseeker, Manipulate Essence

Sample Tough NPCs

Itada Matsuo

AP: 6 **PAR:** 11

A kid who was taken in by an assassination organization, he was raised to have no emotions and has become one of the greatest assassins to have ever lived. He is completely undetectable and works cheaply to ensure constant business. In one night he murdered everyone in a small town - every last man, woman, and child - and though the townsfolk could not prove it, many know that he was behind it.

Level 12 Rogue
HP: 210 | **Wnds**: 16 | **Pri**: +8 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+6	+48	+36	+6	+12

Guard

Camouflaged Coat - minimal textile armor
Eva: +15 Def: +8
Soak: 1 | 2 | 3 | 4
Note: +6 Cunning to hide

Actions

1 AP
Senbon - light throwing weapon
Acc: +29 Stk: +8 Range: 30 ft
Damage: 8 | 16 | 24 | 32
Note: returns when thrown

Specialties: Invisible Blade, Critical Hits, Pinpoint Shot, Phase Step, Instant Draw, Fleeting Shade, Leave No Trace, Walk Over, Follow Up, Hairsplitter, Aim, Sneaky Seconds, Combat Insight, Combat Analytics

Combat

Itada will hide in shadows and attack silently forcing his opponent(s) to try and beat his Cunning roll to locate him. He will use his Fleeting Shade if someone is about to detect him to move to a new location. If he is successfully detected he will immediately move to a new location forcing his opponent(s) to roll against his Dexterity.

Menhan Fassbender

AP: 3 **PAR:** <1

A body builder who lives in Rangston and often visits the local bar. He is a friendly fellow who is known as the unofficial bouncer of the Flagrant Tavern.

Level 1 Tough
HP: 60 | **Wnds**: 13 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+0	+1	+3	+0

Guard

Clothes - minimal textile armor
Evade: +0 Defense: +7
Soak: 2 | 4 | 6 | 8

Actions

1 AP
Unarmed
Acc: +3 Stk: +4
Damage: 2 | 4 | 6 | 8

Specialties: Thick Skin, Improv Fighter, Interposition

Clabby Bastrick

AP: 4 **PAR**: 2

A bouncer for a local club, Clabby is a gruff fellow who doesn't take kindly to anyone mocking her odd name. She answers most questions with a grunt and her body is as hard as her voice.

Level 4 Tough
HP: 120 | **Wnds**: 14 | **Pri**: +2 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	+2	+4	+12	+2

Guard

Padded Clothes - minimal textile armor
Eva: +2 Def: +13
Soak: 4 | 8 | 12 | 16

Actions

1 AP **Unarmed**
Acc: +4 Stk: +7
Damage: 2 | 4 | 6 | 8

Specialties: Thick Skin, Never Off-Guard, Brace for Impact, Walking Fortress, Living Barrier, Body of Steel

Garrett Portman

AP: 5 **PAR**: 7

An elven bodyguard for a farishtaa politician in Dalvozzea, Garrett is often relaxed but takes his job seriously. He believes in equality for elves through social change, not radical violence.

Level 8 Tough
HP: 200 | **Wnds**: 16 | **Pri**: +6 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+32	+4	+8	+24	+4

Guard

Armored Suit - heavy metal armor
Eva: +6 Def: +21
Soak: 10 | 20 | 30 | 40
Deflection (1 AP reflexively): +4 to evade

Actions

2 AP **Stun Baton** - light metal melee weapon
Acc: +6 Stk: +11
Damage: 4 | 8 | 12 | 16
Note: 3 Unsoakable electric damage

1 AP **Unarmed**
Acc: +6 Stk: +11
Damage: 2 | 4 | 6 | 8

Specialties: Thick Skin, Never Off-Guard, Brace for Impact, Armored Ease, Armored Freedom, Instant Draw, Interposition, Blast Proof, Living Barrier, Unassailable Mountain

Eisernberg

AP: 6 **PAR**: 11

A tall, muscular farishtaa, Eisernberg removed his last name to avoid ties with his family and traveled the world competing in martial art tournaments. He is an exceptionally cheerful man, despite his mountainous stature, and often enjoys hanging out with random people for fun. He is excited at the idea of someone stronger than himself and so he rarely kills anyone, in hopes that they will grow stronger and seek revenge on him.

Level 12 Tough
HP: 280 | **Wnds**: 18 | **Pri**: +8 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+48	+6	+12	+36	+6

Guard

Clothes - minimal textile armor
Eva: +8 Def: +37
Soak: 17 | 34 | 51 | 68
Note: When HP reaches 0, Soak becomes 25

Actions

1 AP **Unarmed**
Acc: +8 Stk: +15
Damage: 5 | 10 | 15 | 20

Specialties: Free From Failure, Thick Skin, Fisticuffs, Bulk Up, Last Chance, Combo Flow, Master of Forms, Keep it Up, Heavy-Handed, Finisher, Take Hold, Walking Fortress, Bloodsoak, Iron Palm

Using Monsters

Chapter 6

Types of Encounters

Monsters

Monsters are creatures born of mad science, bio-flux, and alchemy. Typically organic or chemical in nature, these corruptions of nature make for formidable and often viscerally disturbing foes.

Abominations

"Abomination" is polite society's term for any intentionally bio-engineered creature. Few abominations resemble the source organisms that inspired their creation. Think of them as melting pots for living nightmares.

Prominent Examples: Abaddon wasps, cockatrices, phoenixes, and sky serpents

Bio-Corruption

Bio-corruptions result from industrial accidents or experiments that twist the very fabric of life From revivified corpses hungry for flesh to mutated squirrels with radioactive bites, these once natural creatures have been tainted by modern science gone awry.

Prominent Examples: puppets, gremlins, sibrius hounds, and voids

Concoction

The vile offspring of (usually) forbidden alchemy, concoctions are living liquids with only marginal sentience. They make for popular bioweapons, and in Zelhost at least, they also make for popular, cheaper alternatives to domestic servants.

Typical Immunities: anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, called shots, wounds, fatal effects [dies at 0 hit points]); cannot be stunned, disoriented, or otherwise have its AP affected

Prominent Examples: All-devouring blobs, attractor fluids, and living fires

Category	Monsters	Machines	Bizarre	Naturals
Type	Abominations Bio-Corruptions Concoctions	Defectives Discordants	Metaphysical Otherworldly	Animals Mythicals Plants Persons
Found in	Chapter 7	Chapter 8	Chapter 9	Chapter 10

Machines

Automatons are sophisticated machines created for a singular purpose--work. From killing machines to fully automated cotton gins, automatons are the gearworks that keep modern society ticking. Unfortunately, a gear sometimes comes loose...

Defective

A defective is a malfunctioning machine, such as a steamer that keeps walking forward and throwing everything it touches into its furnace or a lumber-pulping machine that confuses people for trees. Defectives were originally regular machines in some sense, but there is now something wrong with them.

Typical Immunities: anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Prominent Examples: Arachnoforges, failed protectors, drudgebots, and tree sweepers

Discordant

Discordant automatons possess an uncanny, and perhaps unnatural, degree of intelligence. They are rebellious beings wrought from mind and steel who never bleed, never relent, and never forgive.. Discordant automatons are perfectly capable of Spirit resists.

Typical Immunities: anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux

Prominent Examples: Flesh things, oraclons, and paladin-x

Bizarre

The alien, the otherworldly, and the occult--all these things are bizarre. They defy categorization, and often explanation (to the great displeasure of the followers of Free Will).

Metaphysical

The metaphysical is something beyond the realm of known science. It includes the paranormal and the spiritual. These are the things that, theoretically at least, shouldn't exist: apparitions, creatures that live outside time, replications of yourself, et cetera. Metaphysicals can also be things that just don't make sense in the normal sentient brain. If the color yellow attacked you, how would you describe it? It is metaphysical.

Prominent Examples: Apparitions and thoughtforms

Otherworldly

The otherworldly creatures are from beyond this world. Aliens, beings from other dimensions, and even devils: these are all otherworldly creatures. They are bizarre and often immune to called shots and other things that require a typical anatomy.

Prominent Examples: Anarchs, neurosas, and sun droplets

Naturals

The naturals are natives to the world of Tephra. From typical woodland animals, to the plants under the sea, to the people in towns: these are all naturals.

Mythical

There are rare instances where it is difficult to determine if a creature is natural or something more. History would suggest that mythical beings have existed since the dawn of time, but researchers are unable to decipher how they are naturally occurring and where they fit into the world's ecology. These are mythical naturals.

Other Types of Naturals: Animals, Plants, Persons

Called shots are all fine and good when used against humanoid

Called Shots against Extra Limbs

creatures, but many monsters and automatons are quite bizarre. Some creatures will have weak points (such as the engine of an automaton or the pulsing green neural center of an alien creature). An adventurer can make a called shot against that weak point, and it will be explained in the creature's statistics.

There are, however, a few common called shot among monsters.

Tentacle and Tails

Resist: Brute

An attack against the tentacle or tail causes it to drop or lose its grasp on anything or anyone it is holding. The tentacle or tail must recover and cannot be used to attack or grab until the end of the creature's turn (when its AP refreshes).

Wound: The wounded tentacle or tail cannot be used until the creature can take a breather.

Fatal: The tentacle or tail is severed. Most creatures will not die from such a wound.

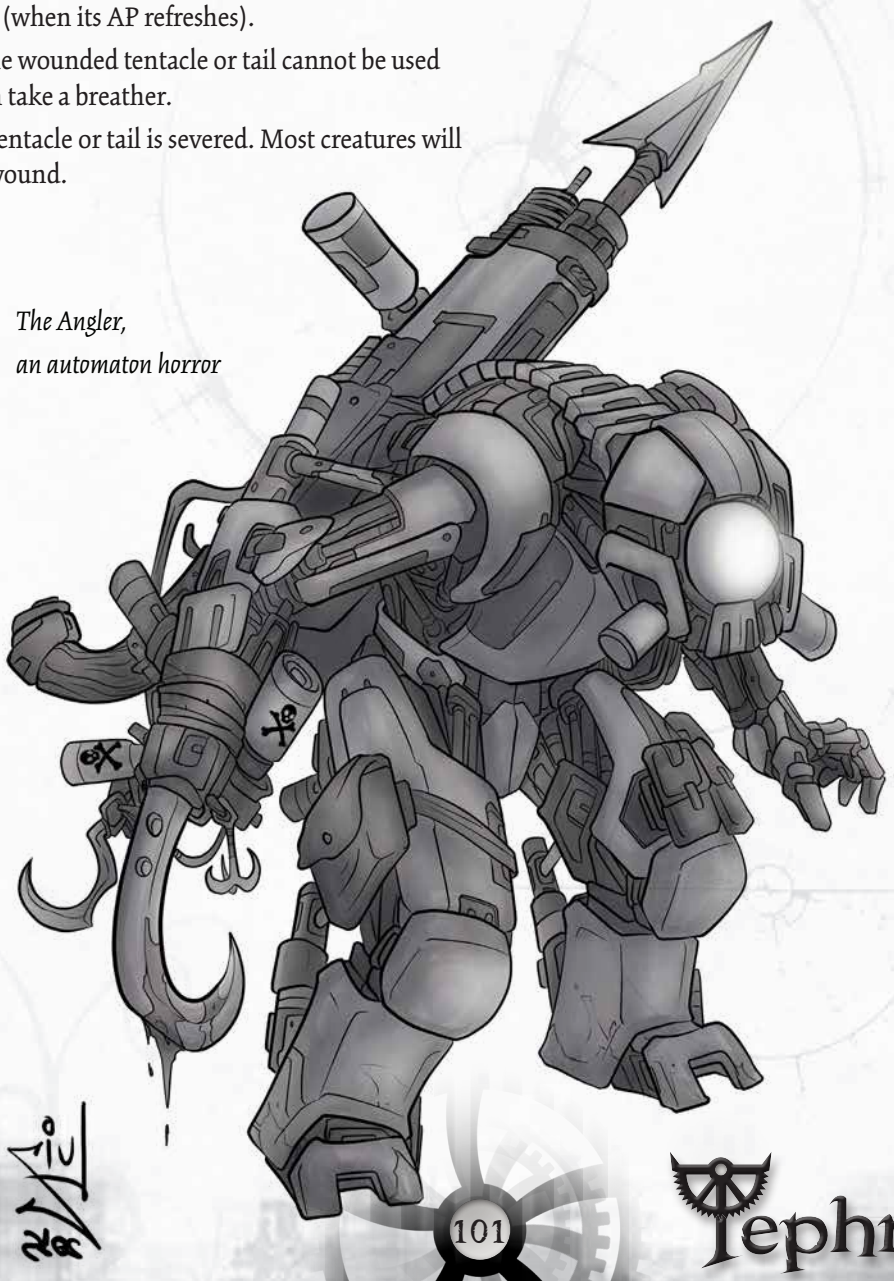
Wings

Resist: Brute

A called shot to the wing causes the creature to lose its balance. It must either spend 1 AP during its next turn or begin falling.

Wound: A wounded wing causes a loss of balance (just like a called shot). The creature also loses 10 feet of flight speed until it can take a breather.

Fatal: The wing is severed. If the creature does not have at least 2 more wings, it can no longer fly. If it is still capable of flight, its flying speed decreases by 20 feet.



The Angler,
an automaton horror

Size Categories

Small

Small creatures are tinier than gnomes. The following rules apply:

Space: Small creatures can share another creature's space, even a hostile creature.

Reach: Most small creatures can reach the adjacent space. Exceptions are noted in the creature's statistics.

Smaller Items: Many small creatures cannot wield normal items, especially items that are considered heavy or larger.

Massive

Because when a monster is attacking your town, size matters.

For some monstrosities, houses are just bumps and potholes along the path of destruction. The smallest massive creatures are twice the size of a human.

Just like the rest of the Tephra system, you can rank massive creatures according to tiers. Humans and all of the Tephran normal races are a massive-1, meaning that they are between 0 and 9 feet tall. At 10 feet tall, they jump up to a massive-2. At 20 feet tall, they become massive-3.

Massive-1	0-9 feet	takes up 1 space
Massive-2	10-19 feet	takes up 2x2 spaces
Massive-3	20-29 feet	takes up 3x3 spaces
Massive-4	30-39 feet	takes up 4x4 spaces
Massive-5	40-49 feet	takes up 5x5 spaces

...and so on.

Rules for Massive Creatures

Reach: A massive creature's reach is normally equal to its size. Humans and other massive-1 creatures can reach 5 feet. A massive-2 creature can reach up to 10 feet away, and can make melee attacks against foes two spaces away.

Not all massive creatures will have the same reach, so this can vary.

Damage Class: Attacks by massive creatures are much more powerful. Massive creatures gain +4 to damage class on all of attacks for every size tier exceeding 1. For example, for a massive-2 automaton, a heavy melee weapon is damage class 12, whereas for a human, a heavy weapon is damage class 8. Note that what constitutes a "heavy weapon" is relative to size.

Trading Weapons: Creatures within one size of each other can trade weapons, but they are treated as being two size categories different. For example, a massive-2 automaton can use a massive-1 heavy melee weapon, but the automaton would treat it as a light weapon (this explains why the damage class is the same). A human could likewise use a massive-2 medium weapon, but the human would treat it as a super-heavy weapon.

A massie-3 weapon cannot be wielded by a human or other massive-1-sized creature.

Special Actions for Massive Creatures

Tromp

Cost: Move (*normally 1 AP*)
Massive creatures are able to move through the space of smaller creatures, tromping them in the process. In order to tromp another creature, the tromper must be two sizes larger than that creature. Thus, humans can be tromped by a massive-3 creature.

When tromping, a massive creatures is able to make a free unarmed attack against any creature it's tromping. This free attack can only be made once per movement action.

A creature that is being tromped can spend 1 action point reflexively to jump out of the way, automatically negating the attack. (Specialties that let you move out of blasts for free, such as Blast Dodger, apply here as well.)

Slam

Cost: 1 AP
Once a massive creature has grabbed an opponent of a lower size, the creature can slam them into the ground or nearby terrain. Slamming is treated as unarmed attacks, but the massive creature does not need to actually use another limb to do them.

Swarms

Charles swung his greatsword to and fro, his blade hitting countless flying vermin, and yet still it seemed as though his hits did little to stop the creatures. His breathing was heavy and burdened as stingers pierced into his skin once more, the armor that once been the pride of his family now reduced to shreds. He pushed on, turning the corner, and found himself backed up to the wall. He shook his head, cursing his fate as he faced the oncoming swarm....

Swarms are one of the most fearsome threats that any group of adventurers could encounter. Despite being a set of multiple or perhaps countless creatures, a swarm acts as a single entity, capable of causing mass devastation to a wide area. Swarms can be as diverse as locusts devouring crops or a flight of angry essence-enhanced wasps preventing access to a bio-fluxer's lair.

Rules: A swarm takes up a number of spaces (depending on the size of the swarm). A swarm can take on any shape, from a straight line to a massive clump, so long as each space of the swarm is adjacent to another space of the swarm. The swarm can occupy the same spaces as its opponents, and usually must in order to attack. A swarm will earn its statistics based on how many spaces it occupies, noted in each swarm's "Space Stats" section.

Areas of Effect: The swarm can be affected multiple times by an attack if multiple occupied squares are affected. The swarm will only roll one resist, however. So if an explosive hits 4 spaces of the swarm, the swarm will take damage four times from that explosive, should it fail the appropriate resist.

Buying & Making Massive Equipment

Weapons, clothing, armor, and most other items that must be made for massive creatures cost twice that of the equipment made for a massive size lower. Thus, a heavy melee weapon made for a human costs 15 princes, but one made for a massive-2 creature costs 30. A massive-3 creature would need 60 princes to buy an appropriate heavy melee weapon.

The DIY needed to make massive weapons increases the same way. A massive-2 heavy weapon acts as if it were 2 weapons. So if your DIY would allow you to make 3 weapons for free, you can only make one more weapon after making a single massive-2 weapon.

A pair of therianthropes

Monsters of Mad Science

Chapter 7

Thaddeus Sommerset was roughly dragged down the cold metallic hallway to an undeserving fate. A scream bellowed from his right, the sound echoing all down the hall. Thaddeus turned his head just in time to see the scream's source get stabbed with a large syringe, most likely filled with some sort of insane concoction. The smell of decaying flesh permeated his nose, and the chill of the floor scraping beneath his bare feet made his body shiver. Thaddeus closed his eyes, letting out a deep sigh.

Just a few days ago he was on his last airship raid, about to make the score of a lifetime. Unfortunately, things didn't work out the way Thaddeus wanted. Captured by the military, he found himself with a simple choice: either he give himself up for 'scientific study' to aid the Hurricane Wars, or he would hang as a warning to other pirates. The answer seemed so obvious at the time.

Thaddeus saw out into a vast and busy complex. Scientists were transporting dozens of cages and water tanks back and forth, all containing creatures he couldn't recognize moving on skyrails or trolleys, too fast for him to even make out any features. Suddenly, a line of trolleys stopped in front of Thaddeus, just long enough for him to take a good look before darting off again. Of all the grotesque and exotic creatures on display, one in particular caught Thaddeus' attention. It looked much like a man with a sad, pained expression, squashed down to the height of a small gnome, its joints in disfigured positions. A feral screech escaped its lips when it realized Thaddeus was watching it. "A failure," the escorting scientist had said, before looking at Thaddeus, "but you might suffice. Designate him for the advanced tank. I want to see how he handles the newest manipulation."

Thaddeus opened his eyes. That was over a week ago. He couldn't quite tell, however. The specialized liquid diet was taking its toll on him. Thaddeus cried out for food, but only received a swift club to the face. Straps attached to the cold metal slab on which he lay inhibited his natural reaction to cradle his wounds. Bright lights filled his vision, robbing him of sight. He could hear voices to his side, but he no longer cared about what they conveyed.

As the needle punctured his right arm. Thaddeus' mind zeroed in on the injection point, sending his brain into a frenzied panic. It was the most agonizing and twisted misery he had ever experienced. As the suffering cascaded throughout his entire body, Thaddeus tried desperately to escape the torture by hiding in more pleasant memories. It was a futile effort.

Thaddeus awoke the next day in his cell. A clang rang out, the door opened, and a scientist cautiously entered. Thaddeus cocked his head slightly, watching the confused face as it entered the room. Thaddeus recognized this man as the scientist

who had just put him through the worst ordeal in his life. He took a deep breath, ready to explode in a tirade of anger. Just as he finished inhaling, an enticing sensation overtook him. The man smelled delicious. The scientist continued to look around the cell, then suddenly turned and shouted that someone was missing. Thaddeus didn't pay much attention, for he only cared about two things: his intense anger for this man and curiosity about how he would taste. He snuck up behind him and tackled him to the ground.

The man screamed as Thaddeus feasted upon him, his screams joining the orchestra of cries outside. After a few bites, Thaddeus looked up at the other people in the hall. Some appeared to have weapons, while others were armed with mere paperwork. Most seemed horrified. All, however, wore the face of that scientist, that monster who put Thaddeus through so much pain. Yet, strangely, none of them seemed to notice Thaddeus, just the now-bloody corpse of the man who dared enter the cell.

Thaddeus' massive urge to kill and feast upon these people was tempered only by his own horrified conscience. He wondered when he had become capable of cannibalism. He forced his body into a sprint, crashing through the wide-eyed scientists. His momentum didn't stop as he ran past holding cells, past confused men, and into the belly of the facility. Then, almost as quickly as he started, he stopped. He had spotted one long horizontal mirror against the wall. The mirror reflected all the objects in the hall, as a mirror should, but oddly enough he couldn't see himself. He waved in front of the mirror, his pained mind attempting to make sense of this all. He seemed to be invisible.

Thaddeus ended up making his temporary home in the upper levels of the facility, going out every so often to enjoy the feast of either a guard or a prisoner when his hunger and bloodlust overcame his self-restraint. The guards and the scientists knew he was hiding somewhere, but they were never able to find him. They chalked it up to another work hazard and kept going: the ayodins had to be stopped after all. As time went on, more changes would occur within Thaddeus. His sight slowly changed, granting him the ability to see well in the darkness of the facility. His teeth became more jagged, his nails growing nice little points to provide pseudo-claws. All tools to better deal with his 'food.'

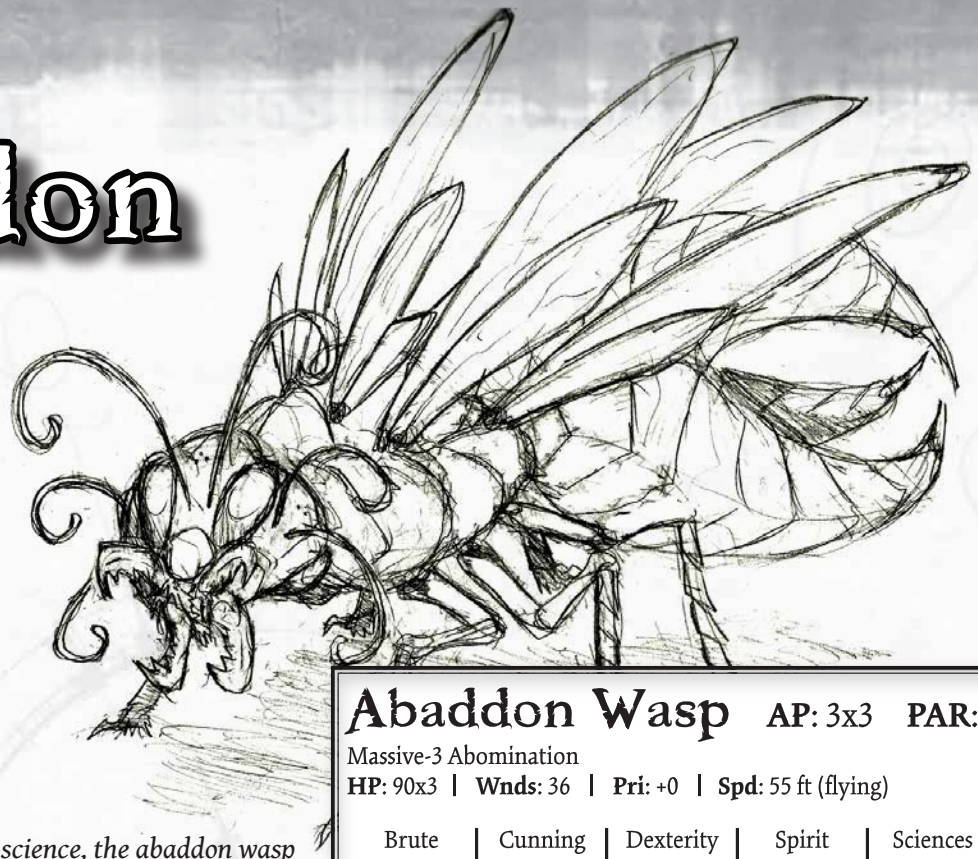
In a few months, the ayodins found the facility, launching a full-scale nighttime assault. It was a quick and bloody affair, lasting only a couple of hours. When the ayodins finally took the facility, they were horrified at the atrocities being committed within. They recognized some of the creatures as things they had fought all throughout the war. To them, this capture would be the perfect time to turn the tables upon the Evanglessians. The playing field had shifted, and the ayodins were now pumping out their own terrible creations. They even took to utilizing old creatures and techniques, creating familiar foes that were now utilized in new horrific ways upon the Evanglessians.

Ayodin scientists and guards met with Thaddeus' stalking as well, and rumors flew about a curse upon the building and its workers. This, however, did little to slow down the ayodins. They went into an overdrive, putting the components of the lab into high gear, forcing every last bit of effort out of the place to utterly destroy Evanglessia. This overdrive came with a reduced care for protocol, which proved to be the ayodins' downfall.

One night some explosive crabs managed to sneak out of their containment cell and, when they got startled by a curious guard, they detonated. This freed a number of exotic creatures, which began to slaughter the ayodins. Seeing an opportunity, Thaddeus emerged from hiding to join the rampaging creatures. The aquatic fiends suffered all kinds of death at the hands of their own twisted abominations. After most of the staff were killed, the chain of command wisely decided to abandon the facility.

Many changes unfolded within the building. Attacks from both the Evanglessian military and the ayodins were numerous, but the creatures of the facility firmly held onto their new home. Thaddeus and the others who still retained bits of themselves freed the rest of the creatures. Several left the research lab, enjoying the natural wild. Others decided to stay: there was no short supply of fresh meat coming in, so why leave? As for Thaddeus, he took up control of the main facility to use for his own plans. He was going to turn all of these tools, all of these bio-fluxed beings against those who had sought to use them. Captured soldiers would provide all the test subjects he needed. It would be a long and hard-fought road, but people needed to pay for what they had done. Revenge would be his.

Abaddon Wasp



A mangled abomination of psuedo-science, the abaddon wasp appears as a massive amalgamation of giant wasps fused together into a more terrifying whole than the sum of its parts. It has several sets of wings and numerous stingers protruding from its three story tall body, which also houses three independent, yet interlinked, brains.

The abaddon wasp is a result of attempts to breed giant killer wasps, the results of which turned out to be more hideous than imagined. Few understand their lifespans, given the danger in attempting to survey these creatures, who tend to reside near enormous trees. The abaddon wasp is capable of reproducing alone, and while it may lay thousands of eggs, few rarely hatch.

Combat

The abaddon wasp takes three different turns, and each turn gives it 3 action points to use. It has three sets of 90 hit points. Once the first set of 90 hit points is lost, it will stop taking one of its turns (normally the turn with the highest priority). Once the second set is lost, it will stop taking its second prioritized turn. After the last set of 90 hit points is lost, it will go into wounds.

The abaddon wasp is most feared for its dangerous stinger and assortment of venoms Abaddon wasps tend to try to attack all of their assailants equally, so they move from target to target throughout their turns, attacking them with different venoms. Abaddon wasps almost never use the same venom twice in a row.

Abaddon Wasp **AP**: 3x3 **PAR**: 6

Massive-3 Abomination

HP: 90x3 | **Wnds**: 36 | **Pri**: +0 | **Spd**: 55 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+18	-4	+16	+0	-12

Guard

Eva: +6 Def: +5

Soak: 2 | 4 | 6 | 8

Actions

2 AP **Sting**

Acc: +11 Stk: +15

Damage: 14 | 28 | 42 | 56

1 AP **Venom** (reflexive after a successful sting)

After a successful sting, the abaddon wasp can inject any one of its 8 venoms. Each has a different effect and is more potent with each failed Brute resist. The venom will stay in effect until the target can be healed or they take a breather.

- **Blurring**: Target's accuracy decreases by 9 (tier 1 Brute), 6, (tier 2 Brute), or 3 (tier 3 Brute).
- **Boiling**: Target's blood begins to boil, dealing it 3 (tier 1 Brute), 2, (tier 2 Brute), or 1 damage (tier 3 Brute) with every AP the target uses.
- **Confusing**: Target's Cunning and Sciences decrease by 12 (tier 1 Brute), 8 (tier 2 Brute), or 4 (tier 3 Brute).
- **Debilitating**: Target's strike decreases by 15 (tier 1 Brute), 10 (tier 2 Brute), or 5 (tier 3 Brute).
- **Damaging**: Target takes 30 (tier 1 Brute), 20 (tier 2 Brute), or 10 damage (tier 3 Brute).
- **Internal Freezing**: Target's speed decreases by 15 (tier 1 Brute), 10 (tier 2 Brute), or 5 feet (tier 3 Brute).
- **Slow Reactions**: Target's evade decreases by 9 (tier 1 Brute), 6 (tier 2 Brute), or 3 (tier 3 Brute).
- **Stunning**: Target is stunned for 3 (tier 1 Brute), 2 (tier 2 Brute), or 1 action point (tier 3 Brute).

Aeon Demon

Bearing resemblance to the ayodin race, this creature appears as an ayodin of rampant mutation; its face more similar to a fish in appearance. The Aeon Demon also have enormous and powerful wings, reinforced by a chemical lining that makes them impossible to break.

Aeon Demon

AP: 6 **PAR**: 5

Massive-2 Bio-Corrupted Ayodin

HP: 187 | **Wnds**: 24 | **Pri**: +3 | **Spd**: 50 ft (land, swim)

Brute	Cunning	Dexterity	Spirit	Sciences
+28	-6	+9	+12	-8

Guard

Eva: +4 Def: +14

Soak: 12 | 24 | 36 | 48

Note: Their skin is covered in teeth like sharkskin. Anyone grabbing an aeon demon takes 9 unsoakable damage every turn that they remain grabbing the monster.

Actions

2 AP **Bladed Wings**

Acc: +9 Stk: +19

Damage: 17 | 34 | 51 | 68

2 AP **Massive Bite**

Acc: +9 Stk: +19

Damage: 15 | 30 | 45 | 60

Notes: Causes bleeding damage equal to three times the strike tier (3 bleed at Tier 1, 6 bleed at Tier 2, et cetera). Can be used to grab opponents instead of doing base damage (bleed still occurs), in which case the bleeding damage is not patchable until the target is released.

1 AP **Paralyzing Touch**

Acc: +9 Stk: +19

Damage: 6 | 12 | 18 | 24

Note: If this attack does any damage to the target, they are affected by the aeon demon's paralysis poison. They are stunned for 2 AP and take a -6 on their next evade roll

1 AP **Troop Guardian** (*reflexive*)

If one of the aeon demon's allies are attacked within 10 feet of the aeon demon, It can spend 1 AP to become the target of that attack. It can do this twice per turn.

The Aeon Demons were once ayodin that sacrificed their sentience to become crusaders for Aeon, the moon goddess of their religion Harabe Mavi. Now they are so far removed from their ancestral gene pool that they cannot be considered anything less than "sea monsters." Seen but a few times near the end of the Hurricane Wars, the remaining aeon demons now have no aim since the war has ended. Many are now used as siege engines by bandits, raiders, and pirates. Regardless of their place, they are always considered nightmares manifesting on the battlefield.

Combat

The aeon demon is a tough opponent. While it is difficult to take down, it will also use a combination of its paralyzing touch and bladed wings to slow targets and cut them to pieces. If the aeon demon is surrounded, it will alternate between its paralyzing touch and bladed wings, slowing its opponents and dealing heavy damage to them.

Aeon demons work great in groups. Having an aeon demon surrounded by a small group of ayodin hunters can make for a devastating combat, as the aeon demon can use its Troop Guardian move to take all of the damage (and probably soak up more of it) than the other targets.

All-Devouring Blob

All-Devouring Blob **AP**: 1 **PAR**: 3

Massive-2 Concoction
HP: 187 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+14	-12	+0	-4	-12

Guard

Eva: +2
Immunities: Immune to all called shots, wounds, and fatal effects (dies at 0 hit points). Cannot be stunned, disoriented, or otherwise have its AP affected. Immune to poisons, medicines, gases, bio-flux, and anything else based on possessing a normal anatomy.

Actions

0 AP

Grab
Acc: +7
When the blob is adjacent to something, it automatically attempts to devour them into it. It can only affect a person once per turn, but it can affect any number of people to which the blob becomes adjacent.

Corrosion: Once a person is grabbed by the all-consuming blob, they are effectively on Tier 1 Fire. For every consecutive turn they spend grabbed, the fire increases by 1 tier (to a maximum of Tier 4 Fire).

At Death

Upon reaching 0 hit points, the all-devouring blob bubbles up and explodes, sending its acidic self spraying across everything within 25 feet. Everything is on Tier 1 Fire unless it was already being devoured by the blob, in which case its tier of fire increases by 1. This can be dodged with a Tier 3 Dexterity result.

The blob looks like a slithering ball of gelatin, a hissing white with a slightly green tinge. It is constantly moving, burning the ground it passes, absorbing every bit of dirt, lost trinket, or dropped item in its path. It has an almost citrusy scent, which is quickly overwhelmed by death and burning.

An alchemic concoction that was designed to serve as a waste disposal unit, the all-devouring blob consumes anything that it touches. It absorbs and disintegrates almost all matter that enters it. Originally thought to be a creature that could clean a lab, it is now primarily used to entirely wipe away the existence of a lab or anything that ever existed within it.

Combat

The all-devouring blob hisses toward the largest, slowest-moving target and slowly embraces them. It is an easy creature to evade, but not easy to kill. It is scariest in a small room, especially when it is important that the room (and its contents) exist after the battle is won.

Attractor Fluid

These small blobs resemble a clump of elven skin. The result of a farishtaan experiment, attractor fluid attaches itself to its prey and emits a pheromone, inciting those nearby to attack the target to which it has attached itself.

Attractor fluid is a special type of fluid that was created by a farishtaan scientist to infiltrate rebel groups and sow discord amongst them by secreting a pheromone that increases aggression in those nearby and drives them to attack the source. In group situations, it hides on the person in charge so that the teammates assault their leader, destabilizing the entire unit.

The attractor fluid often does little attacking itself, merely attempting to climb onto or engulf its opponent. Once it has a foe within its grasp, it secretes a pheromone that makes everyone nearby want to attack the attractor fluid's victim.

Combat

Attractor fluid will often target the party leader, causing the character's teammates to fight them.

PAR: 3

The attractor fluid is interesting on its own, but it can be terrifying (and fun) when combined with other encounters.

Attractor Fluid

AP: 4 **PAR**: 3

Small Concoction

HP: 98 | **Pri**: +8 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+6	+15	+10	-12

Guard

Eva: +8

Immunities: called shots, wounds, fatal effects (dies at 0 hit points), being stunned, disoriented, or otherwise having its AP affected, poisons, medicines, gases, bio-flux, and anything else based on possessing a normal anatomy.

Actions

Grab — 2 AP

Acc: +11

Attractor fluid can make a grab against an adjacent opponent for 1 AP and is able to target up to two adjacent called shot locations for free.

Wheel Form (*stance*) — 1 AP

Attractor fluid is able to roll its body into the shape of a wheel, increasing its speed by 20 feet. The fluid is unable to make grabs while in this stance.

Rage Pheromone — 2 AP

The attractor fluid releases a pheromone into the air that affects everyone within 25 feet. Everyone must make a Tier 3 Spirit resist or be forced to make 1 attack on their next turn against the person to whom the attractor fluid is attached.

Beastfolk

Beastfolk are the vivisection of different animals with humanlike qualities, but they are often a larger, more muscular version of the animal they once were. Their claws have developed to be like knives, and many have learned to walk upright.

The Hauds have always been at the forefront of genetic experimentation. During the Hurricane Wars Zelhost began toying with the idea of making the local wildlife intelligent enough to be used as footsoldiers against the invading ayodin army. While some were moderately successful, many others went feral. At the end of the war there was no way to reign in all of the beastfolk made, and so they spread out into the forests, where they occasionally harass travelers.

The science of vivisection is largely illegal, but many scientists still experiment on animals, trying to give them true sentience. These creations have led to the beastfolk: savage creatures that are still more animal than human, but have some higher-level capacity for thought. Beastfolk come in numerous types, such as hyenas, tigers, elephants, bears, and monkeys. Beastfolk often travel in packs of 4.

Combat

Beastfolk often work in groups and will attempt to ambush their target, picking off the perceived weakest members of the team first.

Optional Beastfolk Traits

You can add one of these actions to any beastfolk to make them more dangerous in combat.

Acid Spit
1 AP
Acc: +6 Stk: +8
Damage: 3 | 6 | 9 | 12
Note: Reduces soak class of target by 1. This can be fixed during the target's next breather.

Prehensile Tail
The beastfolk can wield weapons and make grabs using its tail.

Sharpened Claws
Add a +4 to the damage class of the claws.

Venomous Bite
1 AP
Acc: +7 Stk: +10
Damage: 5 | 10 | 15 | 20
Note: Opponent must make a Tier 3 Brute resist or take a -3 to accuracy and evade rolls until the end of the encounter.

Small Beastfolk

AP: 2 **PAR**: <1

Small Bio-Corrupted Animal
HP: 20 | **Wnds**: 10 | **Pri**: +2 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+3	+4	+2	-2

Guard

Eva: +3 Def: +2
Soak: 1 | 2 | 3 | 4

Actions

Claws
2 AP
Acc: +2 Stk: +4
Damage: 4 | 8 | 12 | 16
Note: The beastfolk gains a +2 to strike for each other beastfolk engaged in combat.

Medium Beastfolk

AP: 3 **PAR**: 2

Bio-Corrupted Animal
HP: 62 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+6	+10	+5	-2

Guard

Eva: +5 Def: +8
Soak: 2 | 4 | 6 | 8

Actions

Claws
2 AP
Acc: + 5 Stk: +8
Damage: 6 | 12 | 18 | 24
Note: The beastfolk gains a +2 to strike for each other beastfolk engaged in combat.

Large Beastfolk

AP: 4 **PAR**: 5

Massive-2 Bio-Corrupted Animal
HP: 112 | **Wnds**: 24 | **Pri**: +8 | **Spd**: 45 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+10	+15	+8	-2

Guard

Eva: +5 Def: +8
Soak: 2 | 4 | 6 | 8

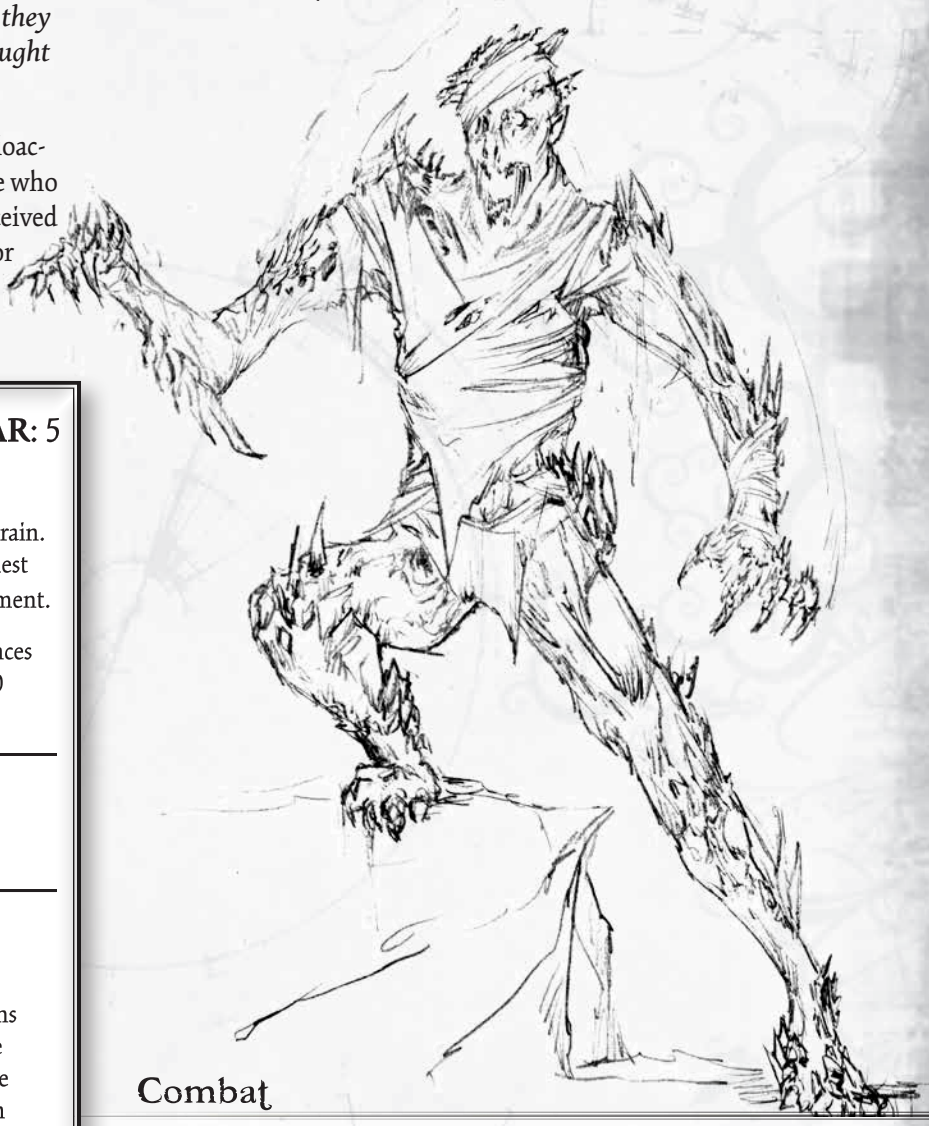
Actions

Claws
2 AP
Acc: + 9 Stk: +20
Damage: 9 | 18 | 27 | 36
Note: The beastfolk gains a +2 to strike for each other beastfolk engaged in combat.

Behemoth

Mutated beyond general recognition, behemoths are large and ugly creatures covered in cascading scales, with purple veins bulging beneath their sickly yellow skin. The strength of the behemoths is as great as they are repulsive, and they will not hesitate to use it when their appearance is brought up.

The refugees from Paldorus experienced a number of radioactive mutations, and many call them mutants. But of those who were trying to get cured of their radiation, behemoths received the most shoddy treatment in their panic and disregard for safety or legitimacy. The essence used to fix them reacted to the aether radiation permeating their body, and forced their body to rapidly evolve and develop new natural strength and armor. While they are not feral, they are more aggressive and are very sensitive to the mocking or pity of others. Most hide in small communities in the mountains, but some occasionally visit small towns or villages. One bonus to their augmentations is their developed dexterity. They have greater balance and can contort in a way others find hard to match.



Behemoth

AP: 4 **PAR**: 5

Massive-2 Bio-Corrupted Human

HP: 81 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 45 ft (land)

Note: Behemoths take no penalty to movement for rough terrain. Behemoths will automatically move over obstacles up to chest height and move under obstacles without penalty to movement.

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+8	+14	+4	+0

Guard

Eva: +7 Def: +2

Damage: 1 | 2 | 3 | 4

Actions

Teeth & Claws

Acc: +6 Stk: +6

Damage: 4 | 8 | 12 | 16

1 AP **Major Grapple** (after a successful grab): Behemoths will, upon grabbing a target, automatically grapple them. When the target of the grapple rolls their die (except for random rolls), the target will get a -7 on the roll. In addition, anyone who targets the grappled character will gain a +5 on accuracy. (This can stack if the opponent is grappled by multiple behemoths.)

Vicious Attack

2 AP Acc: +6 Stk: +6

Damage: 6 | 12 | 18 | 24

Note: If the attack hits, the target also takes 6 bleeding damage.

Backlash *(reflexive)*

1 AP If the behemoth takens10 or more damage in a single attack (after soak), it can make a reflexive attack against its assailant, using +12 for its accuracy bonus.

Combat

When driven to anger a mutant acts feral and will often attack with nothing more than their teeth and claws. If they were provoked by a particular person, they will target them and attack anyone who gets in their way.

Brackim

Brackims are thick-bodied gorillas with hair so darkly red it nearly appears black and brandishing monstrous claws almost as large as their bodies. The average brackim stands between 5 and 6 feet tall on its hind legs and weighs 600 lbs. Brackims have short but thick lower legs compared to the rest of their bodies and, when not threatened, walk using their claws as additional legs.

Both savage and trainable, the brackims are born from science and often killed by it. Brackims are commonly found in the science laboratories, posted as guards. The scientists behind their creation took expert care to ensure that they were not only easily trainable but able to stand watch for long periods of time. Due to their large and unwieldy physique, however, brackims rarely survive when left to fend for themselves, making encounters in the wild incredibly rare.

Combat

When engaged in combat, a brackim will attempt to grab and crush their victim rather than simply bashing them to death. Brackims are poor strategists, rushing into combat to attack the first target they see. They will not stop until they are knocked out or their victim is dead.

Brackim

AP: 4 **PAR:** 2

Bio-Corrupted Gorilla

HP: 45 | **Wnds**: 10 | **Pri**: +2 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	+4	+6	+3	-12

Guard

Eva: +1 Def: +4

Damage: 1 | 2 | 3 | 4

Immunities: Alchemy (acids, gases, venoms, poisons) and bio-flux

Weakness: All called shots made to the brackim's legs gain a +6 to strike.

Actions

2 AP **Claws**
Acc: +4 Stk: +8
Damage: 5 | 10 | 15 | 20

1 AP **Claw Crush** (once grabbed)
Stk: +8
Damage: 5 | 10 | 15 | 20
Note: This damage automatically hits but is soakable.

Carcinoflage

AKA Camo-Crabs

These small, crab-like creatures are able to shift the shape and color of their shell to match their environment. These intrepid creatures release their claws and half-dozen legs when threatened, ready to fend off all attackers.

Carcinoflages are masters of disguise and are notorious for hiding in plain sight by using their amorphous color-changing shells. They love to nest in areas with easily accessible power sources, feeding off the electricity they can find. They have a tendency to explode when overly threatened, making them walking landmines. They seem to have no fear (or understanding) of death.

Combat

In combat, carcinoflages begin by rushing an opponent and grabbing their legs to stop them in place. Once grabbed, the crab will then use Claw Press to trip their opponents and hold them down. If the opponent stays down, the carcinoflage then attempts to grab and then Claw Press a more vital location, while using Cling and attempting to make their victims kill themselves. If the victim is particularly strong, the crab will explode. It is not uncommon for all carcinoflages attached to the opponent to explode as well, doing what they can to finish off the target.

Carcinoflage

AP: 3 **PAR:** 1

Small Bio-Corrupted Crab

HP: 68 | **Wnds:** 8 | **Pri:** +5 | **Spd:** 10 ft (land, swim, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+5	+3	+2	-6

Guard

Eva: +2 Def: +2

Soak: 3 | 6 | 9 | 12

Note: If the carcinoflage grabs a person, any attacks that the crab successfully evades deal Tier 1 damage to the opponent that the crab is clinging to.

Actions

Claw

Acc: +4 Stk: +2

Damage: 3 | 6 | 9 | 12

1 AP **Claw Press** (+1 AP): If the carcinoflage ends its turn with an opponent in a grab, it can attempt to press the grabbed location to deal the associated wound effect there. The target can resist with their Brute versus the carcinoflage's Brute (+4).

Explode!

1 AP Carcinoflages can self-destruct by releasing stored electrical energy. This explosion deals 10 damage to all targets within 10 feet. Those caught within the explosion can spend 1 AP reflexively to roll a Dexterity resist: on a Tier result 2 or higher, the target can move outside of the blast radius if they have adequate speed.

If another carcinoflage is caught in the blast, it can choose to ignore the damage or it can reflexively self-destruct as well. Each explosion must be individually resisted.

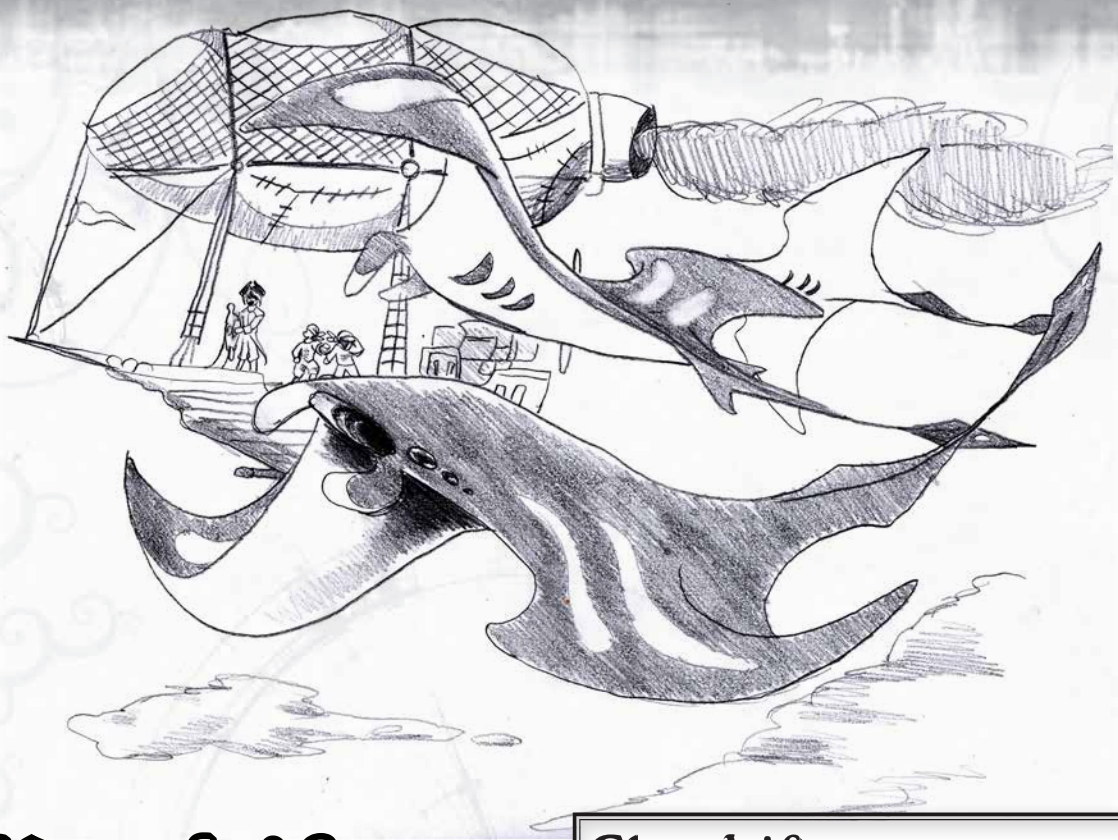
Skitter

1 AP The carcinoflage makes a single 40-foot move. The carcinoflage can only move in 1 direction, and any terrain that would slow down its movement immediately ends its Skitter.

Excerpt from Private Aliston Bordrie's personal field journal:

Yesterday, my sergeant ordered me to investigate a power drain from our mobile generators during a break in the fighting. I followed the wire and discovered some sort of strange device attached. It looked like a toolbox with a wrench-like vice gripped around the wire contacts. I began to dislodge it and the bloody thing came alive right before my eyes! The toolbox sprouted legs and the wrench began to act like a giant claw, swiping and clamping at me! I started to beat the crab-like entity into submission with my field shovel only to have that crab-thing violently explode after the third strike.

Now I'm here in the infirmary with several other victims who suffered similar experiences. The doctors are calling these things 'carcinoflages,' though most of the men just call 'em camo-crabs. They seem to be able to change color of the shape of their shell to fit into their surroundings. Worse, they detonate themselves when threatened, releasing all their collected energy. The chap next to me lost his arm when he opened up an hidey hole in a tree trunk; and a pilot down the hall is about to be dismissed from a concussion he received when his automaton picked up a shrubbery he had just seen scuttle away from a battery shack. I'll be heading home soon myself; it turns out this war has little use for someone with no legs."



Cloudrifter

With more than a passing resemblance to manta rays, cloudrifters soar through the air on wings spanning about 10 feet. The main body of the cloudrifter mostly consists of a large cavernous mouth which it uses to filter spores, steam gel, and the occasional bird into its stomach. A long, skinny tail protrudes from its back into a point. These tails can reach as long as twice the creature's wingspan, and hide a small stinger used for self defense.

Flying through the skies of Tephra isn't always fraught with danger and fear: sometimes it can be wondrous and majestic. The cloudrifters are one such example of nature's wonders.

Cloudrifters "swim" through the air like a ray in the sea. Sometimes, cloudrifters will converge around airships and follow just beneath the hull for miles on end. It's not uncommon for sailors to try to "fish" one out of the air for a fresh meal. This practice isn't appreciated by more civilized people who enjoy the sight of the cloudrifters, and it isn't unheard of for schools of cloudrifters to become agitated and attack the crew of such practitioners with their venomous tails.

Cloudrifters were created many centuries ago. Gnomish biologists have determined that they are not naturally evolving creatures, but rather man-made, for reasons long since lost.

Cloudrifter

AP: 4 **PAR**: 2

Bio-Corrupted Ray

HP: 40 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 45 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+15	+20	+5	-12

Guard

Eva: +8 Def: +2

Soak: 3 | 6 | 9 | 12

Actions

1 AP

Tail Barb

Acc: +8 Stk: +7

Damage: 4 | 8 | 12 | 16

Note: Anyone who takes damage from a tail barb attack must make a Tier 3 Brute roll or they become stunned for 2 AP.

Combat

Cloudrifters are generally peaceful creatures that never instigate a fight. Their intense curiosity drives them to inspect almost every airship that comes by their school. Despite their gentle nature, they will defend themselves if provoked, especially if several of their school are killed.

If properly provoked, cloudrifters will use their long, barbed tail to strike and cling.

Cockatrice

Covered in mottled gray feathers with bright, iridescent plumage growing from their crown down their back, the cockatrice is a tall, flightless bird. Standing taller than most men, they have sharp claws and an oversized crystalline beak that drips with dark blue venom when threatened.

Cockatrices were engineered many centuries back to roam the fields around gnomish homelands, keeping the Hauds safely away. Considered by many to be apex predators in whatever region they decide to call home, they are often captured and used as treasure guards, pit-fighters for sport, and sometimes in assassinations.

Their beaks are filled with a potent venom that essentially crystallizes the victim. This has the added effect of crystallizing their beaks.

Combat

Cockatrices charge in for the weakest-looking opponent, stun them, and then keep running. The cockatrice will continue pecking people, inflicting their venom, until they can get them down. If a target consistently resists, the cockatrice will focus on everyone else. They're vicious enough to fight to the death, and continuously assault their prey.

Cockatrice

AP: 4 **PAR**: 4

Bio-Corrupted Bird

HP: 113 | **Wnds**: 12 | **Pri**: +8 | **Spd**: 85 ft (land)

Notes: Cockatrices ignore penalties for moving through rough terrain. Any time an opponent that the cocktrice is engaged with attempts to move away, the cockatrice can spend 1 AP reflexively to follow.

Brute	Cunning	Dexterity	Spirit	Sciences
+9	+0	+21	+5	-12

Guard

Eva: +9 Def: +1

Soak: 2 | 4 | 6 | 8

Actions

Beak

Acc: +8 Stk: +4

Damage: 6 | 12 | 18 | 24

Venom: The victim must roll a Brute resist and are stunned for a number of AP based on their result.

1 AP

- Tier 1 Brute resist: 6 AP stun
- Tier 2 Brute resist: 4 AP stun
- Tier 3 Brute resist: 2 AP stun
- Tier 4 Brute resist: 0 AP stun

Note: The cockatrice can make an attack in the middle of a move.

Corpse Whale

This leviathan is named for its unique odor and its ever-shedding skin that literally rots away from its body. This gives the whales a putrid grey color, and in some cases a brown to green trail that can extend for miles, making them easily tracked.

The corpse whale is a massive fish-like mammal that can achieve a multi-ton weight. Corpse whales commonly shed large chunks that can weigh upwards of 100 pounds, falling to the ocean floor like disease-carrying meteors.This raining flesh acts as a free meal to commensalistic fish that are often seen following corpse whales. While most of these symbiotic relationships are harmless or even beneficial, occasionally jellyclouds will feast on the whales, killing them and taking residence within their corpses. On rare occasions when the jellyclouds return to the skies, they bring the remains of the corpse whale with them--a morbid scene to those who witness this rare occurrence.

Corpses whales are detrimental to life around thermal vents, as the whales often come to these locations to die, bringing with them carrion eaters, parasites, and plague.

Combat

Corpse whales rely on their aura of filth to prevent most fights. When predators are insistent or one is angry enough, the whale will let out a ear-piercing sonic attack as it slams its opponent with its powerful tail. Attackers smaller than the corpse whale are often ignored or consumed.

Corpse Whale

AP: 5 **PAR:** 6

Massive-3 Bio-Corrupted Whale

HP: 130 | **Wnds**: 25 | **Pri**: +2 | **Spd**: 50 ft (swimming)

Brute	Cunning	Dexterity	Spirit	Sciences
+30	+8	+14	+9	-12

Guard

Eva: +4 Def: +6

Soak: 6 | 12 | 18 | 24

Actions

2 AP **Tail**

Acc: +8 Stk: +21

Damage: 8 | 16 | 24 | 32

2 AP **Aether Burst**

Damage: 30

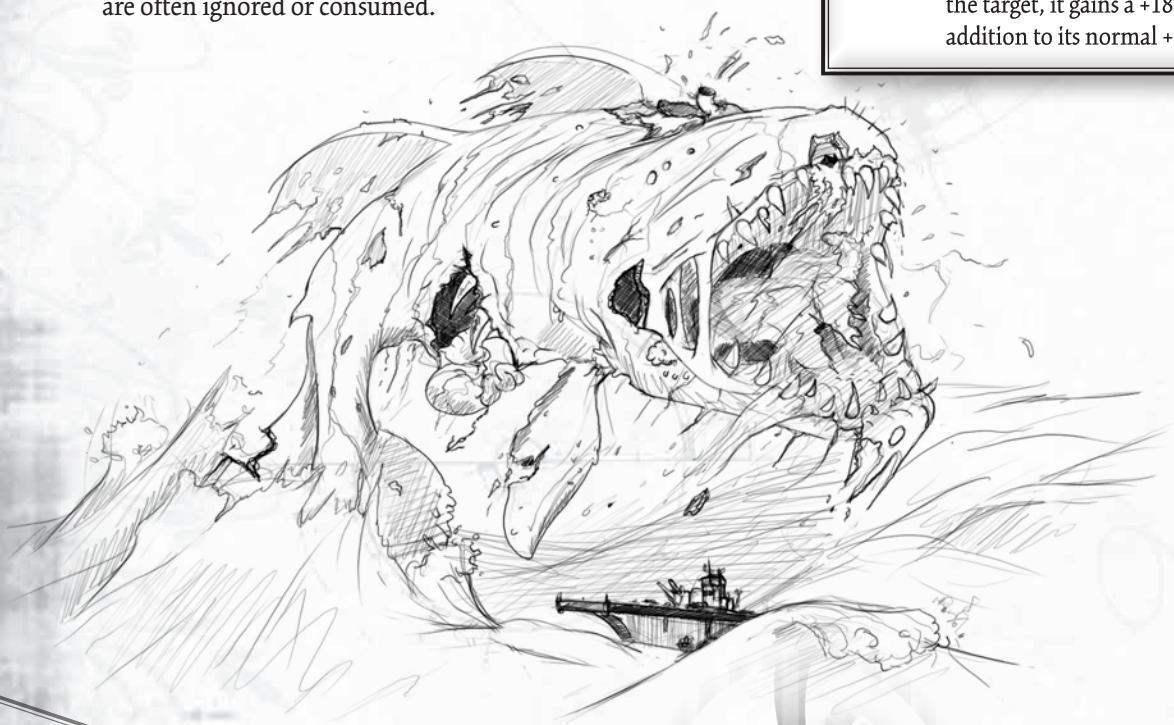
Everyone within 50 feet takes 30 soakable damage. This ability can only be used once per combat, as it takes several hours to recharge.

3 AP **Ram**

Acc: +10 Stk: +16

Damage: 10 | 20 | 30 | 40

The corpse whale rams the opponent with a +3 to its strike for every 5 feet it traveled when making the attack. As an example, if it moved 30 feet before hitting the target, it gains a +18 to its strike for that attack (in addition to its normal +16).



Crazaks

Their humanoid bodies look as though they were molded from white ash, constantly shedding to create a rank fog around them. Blood seeps from the corners of their mouths.

While Jayro-Tiin brought about a horrible fate for Paldorus, his special brand of plague was only possible because of the initial aether radiation that plagued the country. Many evacuated to the safety of the stormships, others sought refuge in the underground city known as the graves, and still more fled the country outright. Some were not so lucky. Some stayed on the surface and were horribly disfigured by the aether radiation. In their desperation to survive they turned to the Insurgence for help. While their bodies were reconfigured to hold themselves together better their minds were not so fortunate.

Their bodies look like ash, their skin constantly sloughing off and turning to dust. Food nourishes them, but it does not fulfill them. As their bodies were dissolving from the radiation and their time was running out, the Insurgence rebuilt them, causing their bodies to adapt to the radiation; however, like much of Paldorus, it drove them mad. Crazaks constantly shed a mist of ash around them, and more so when angered or on the hunt.

Crazak

AP: 3 **PAR**: 1

They look like a human covered in ash and broken flesh. They constantly cough as they attack those nearby without any thought to their actions.

Bio-Corrupted Human

HP: 50 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 25 ft (land)

Ash Aura: All characters must roll a drowning resist each turn they are adjacent to a crazak to avoid suffocating and falling unconscious. Everyone treats adjacent spaces to crazaks as poor lighting.

Brute	Cunning	Dexterity	Spirit	Sciences
+9	+5	+7	+2	+3

Guard

Clothing - light textile armor
Eva: +2 Def: +3
Soak: 2 | 4 | 6 | 8

Actions

2 AP **Sword** - medium metal melee weapon
Acc: +3 Stk: +5
Damage: 6 | 12 | 18 | 24

1 AP **Unarmed**
Acc: +3 Stk: +5
Damage: 2 | 4 | 6 | 8

Crazak Ogre

AP: 4 **PAR**: 3

Much larger than the normal crazaks, ogres have bulked up and look more like heavily armored elves that constantly exude ash from underneath and between their armor.

Massive-2 Bio-Corrupted Human

HP: 112 | **Wnds**: 24 | **Pri**: +5 | **Spd**: 40 ft (land)

Ash Aura: All characters must roll a drowning resist each turn they are adjacent to a crazak to avoid suffocating and falling unconscious. Everyone treats adjacent spaces to crazaks as poor lighting.

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+7	+10	+4	+1

Guard

Metal Plated Armor - medium metal armor
Eva: +1 Def: +8
Soak: 5 | 10 | 15 | 20

Actions

2 AP **Mace** - massive-2 heavy metal melee weapon
Acc: +5 Stk: +10
Damage: 12 | 24 | 36 | 48

1 AP **Unarmed**
Acc: +5 Stk: +10
Damage: 6 | 12 | 18 | 24

Crazak Fury

AP: 5 **PAR**: 7

The crazak furies are a truly off-putting sight. While they have a more human size than their ogre counterparts, the furies have large moth-like wings that expand from their back which, like the rest of their body, constantly release ash into the air and make them look like a flying ash cloud.

Bio-Corrupted Human

HP: 201 | **Wnds**: 18 | **Pri**: +9 | **Spd**: 30 ft (land), 40 ft (flying)

Ash Aura: All characters must roll a drowning resist each turn they are adjacent to a crazak to avoid suffocating and falling unconscious. Everyone treats adjacent spaces to crazaks as poor lighting.

Brute	Cunning	Dexterity	Spirit	Sciences
+13	+14	+15	+9	+10

Guard

Eva: +9 Def: +12
Soak: 5 | 10 | 15 | 20

Actions

2 AP **Scimitar** - medium metal melee weapon
Acc: +13 Stk: +12
Damage: 9 | 18 | 27 | 36

1 AP **Fiery Touch**
Acc: +13 Stk: +12
Heat Damage: 7 | 14 | 21 | 28
Note: Anybody hit by this touch must roll a Tier 3 Dexterity or catch on Tier 1 Fire.

2 AP **Longrifle** - heavy metal firearm
Acc: +15 Range: 250 ft
Damage: 8 | 16 | 24 | 32

Combat

Crazaks are fray fighters. They tend to try and get in the middle of a group and suffocate them with their ash before attacking with claws or weapons.

You can mix and match to create teams in order to provide a greater or more unique challenge to the adventurers.

Deathroller

These caimans have been artificially grown to larger sizes than their natural brethren. Their scythe-like claws also allow them to scale walls and even hang from ceilings, providing even more methods of ambushing prey.

Many things lurk beneath the muddy waters of rivers and swamps, but few are as aggressive and deadly as the deathroller. It patrols the shores, occasionally peeking out from the surface to search for unsuspecting prey. When it finds a suitable target, it strikes with lightning speed, clamps on with its massive jaws, and begins to spin violently. The spinning vortex of teeth rend flesh and sever limbs with the efficiency of a saw, and those who are caught in the deathroll rarely survive. Even if this creature catches you on guard, its thick scales and surprisingly quick movements make it a difficult opponent to face.

These beasts have recently found a new home in some cities' sewer systems due to the abundance of food and the lack of competition from other predators who are less mobile on land. With a nearly inexhaustible food source, given enough time caiman deathrollers can grow to monstrous sizes.

Combat

When deathrollers fight, they prefer to attack the legs and pin down victims using grabs with their jaws. Once a limb is grabbed, they will either continue to bite - dealing massive amounts of damage quickly - or perform a deathroll, tearing off flesh so they can get a more manageable piece to swallow.

Deathroller

AP: 4 **PAR**: 3

Massive-2 Bio-Corrupted Caiman

HP: 68 | **Wnds**: 13 | **Pri**: +3 | **Spd**: 30 ft (land, climb), 20 ft (swim)

Note: Deathrollers do not suffer penalties for fighting in uneven surfaces, awkward terrain, or unusual positions.

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+0	+9	+0	+1

Guard

Eva: +0 Def: +4

Soak: 4 | 8 | 12 | 16

Actions

1 AP — **Bite**
Acc: +3 Stk: +11
Damage: 8 | 16 | 24 | 32

1 AP — **Bite** (grab)
Acc: +3 Stk: +11
Damage: 8 | 16 | 24 | 32
Note: The deathroller can use its bite to make a grab. It deals damage as a regular attack. When it is grabbing a target, it can spend 1 AP to bite again. This bite does not require an accuracy roll; the deathroller just rolls its strike to determine damage.

The deathroller can only be grabbing one target at a time.

1 AP — **Tail Whip**
Acc: +3 Stk: +11
Damage: 2 | 4 | 6 | 8
Note: When tail whip hit a target, they suffer -8 to resist called shots and grabs to the leg

3 AP — **Death Roll**
This only works on a grabbed target. The target is forced into the prone position and dealt Bite damage (roll strike to determine tier). The target takes a wound effect for the grabbed location. If the deathroller's target is currently in wounds, this causes a fatal effect on the grabbed location instead.

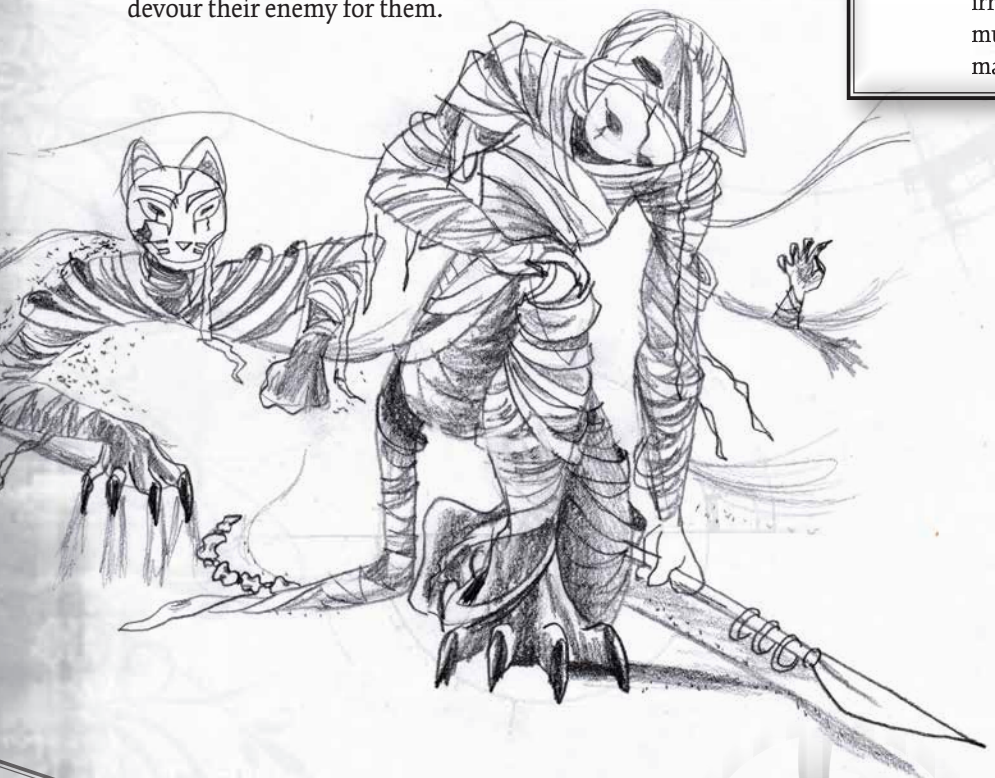
Desert Vengeance

Their bodies are covered in bandages and have been misshapen; their feet have taken on the forms of large cat-like paws, stripped of hair and strongly muscular; and their face is covered by a bone mask that lacks any features other than its two eyeholes, through which one can see the terrifying eyes of the desert's vengeance.

Izeda is an ancient nation with a great history, though much has been lost to the sands of time. Archeologists often adventure in the desert, seeking ruins and ancient artifacts left behind by the ancient Izedans. Some find a special tomb and are never seen again—at least not in a recognizable state. If they do return seen, they are drained of their essence and become a desert's vengeance. Rarely seen in the open and travelling at night, they are recognizable for their bandaged form and the large cleaver-like polearm that they carry.

Combat

Desert Vengeances often seek to ambush their prey. Their mind is more animalistic than sentient at this point and they act accordingly. They will often aim for the strongest in a party first in order to remove them from the fight as early as possible. They will often make their attacks a mix of slashes from their weapon and kicks with their clawed feet. When fighting a ranged character they will sometimes utilize their ability to call forth scarabs to devour their enemy for them.



Desert Vengeance **AP**: 5 **PAR**: 8

Bio-Corrupted Human

HP: 180 | **Wnds**: 12 | **Pri**: +10 | **Spd**: 45 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+13	+18	+26	-4	+2

Guard

Eva: +14 Def: +2

Soak: 1 | 2 | 3 | 4

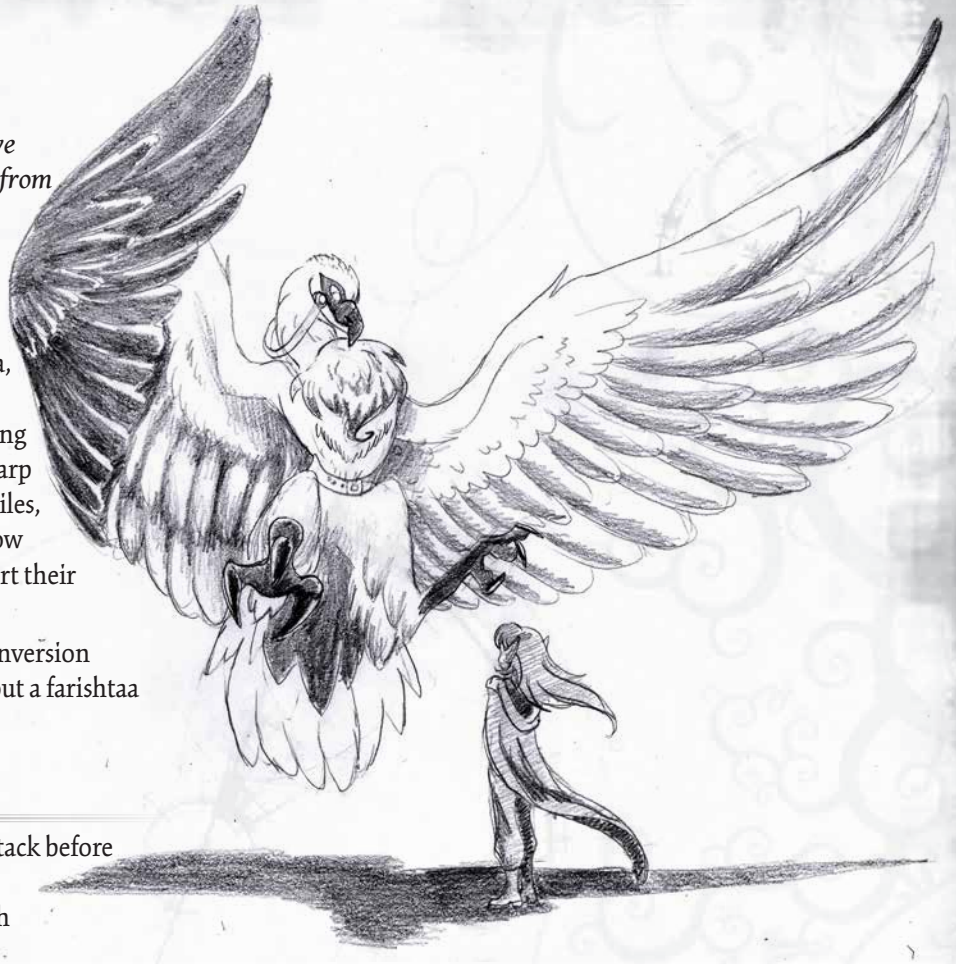
Actions

2 AP — **Sceranza** - heavy metal melee weapon
Acc: +9 Stk: +13 Reach: 15 ft
Damage: 10 | 20 | 30 | 40

1 AP — **Clawed Foot**
Acc: +7 Stk: +9
Damage: 4 | 8 | 12 | 16

3 AP — **Scarab Summoning**
Acc: +8 Range: 100 ft
The desert vengeance chooses one target within 100 feet and rolls accuracy against them. If the attack is successful, a scarab enters the target's body. At the end of the desert vengeance's turn, the scarab makes a random, irresistible called shot against the enemy. The opponent must spend 1 AP to remove it or it will continue to make random called shots every turn.

Eygor



Companions of the true melds, eygors are massive vultures that soar the skies and harvest essence from the corpses of the dead. While their body resembles a normal vulture, their wings are massive and full, making them quite a sight when in full flight.

They eygor vultures are common in southern Izeda, and even allow many Izedans to use them as flying mounts. Massive vultures, they are capable of circling in the air thousands of feet above ground. Their sharp eyes let them spot nourishment over the span of miles, so they are quick to scoop up carrion, while their low metabolism means they don't need much to support their large size.

Originally created to help facilitate the conversion process for true melds, eygors are rarely seen without a farishtaa partner.

Combat

Eygors tend to swoop down on their enemy and attack before returning to the sky where they are harder to hit. When they have a rider their danger can triple with the coordinated assaults their riders demand.

Eygor

AP: 3 **PAR**: 3

Massive-2 Bio-Corrupted Vulture

HP: 112 | **Wnds**: 24 | **Pri**: +3 | **Spd**: 85 ft (fly)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+8	+13	+10	+2

Guard

Eva: +5 Def: +2

Soak: 1 | 2 | 3 | 4

Immunities: called shots, wounds, and fatals made by size-1 light weapons

Actions

1 AP

Claw

Acc: +4 Stk: +7

Damage: 5 | 10 | 15 | 20

Dive (+1 AP): The eygor swoops down and hits a character before returning to the air. It can move both before and after making its attack.

Eygor Rider

AP: 3 **PAR**: 1

Izedan Farishtaa

HP: 56 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+5	+8	+3	+2

Guard

Modified Duster - light textile armor

Eva: +4 Def: +5

Soak: 4 | 8 | 12 | 16

Note: Eygor is both immune to fear effects and cannot be targeted for an attack while a rider is present

Actions

3 AP

Crossbow - heavy metal crossbow

Acc: +5 Range: 200 ft

Damage: 8 | 16 | 24 | 32

Failsafe Cat

Very slender, with pearl-colored fur, the failsafe cat is both pretty and dextrous. While only about 2 feet long, they are more than capable of holding their own in a fight, especially against those that rely on technology.

Failsafe cats are the result of decades of selective breeding and genetic modification. They have the mannerisms of normal lazy house cats, until they are threatened. Once threatened, they will attempt to disable their threat. They have an innate understanding of mechanics and an almost supernatural ability to find key components in an automaton, vehicle, or weapon and disable those components. Many wealthy inventors own a failsafe cat, just in case one of their inventions go haywire.

Combat

When threatened a failsafe cat will seek to immediately deactivate the weapons and armor of the threat. If the cat spots an automaton or a vehicle they will become the cat's primary target. If it is fighting a losing battle it will quickly run away and begin using hit and runs on the party until they leave its territory.

Failsafe Cat

AP: 2 **PAR:** 1

Small Bio-Corrupted Cat

HP: 15 | **Wnds**: 6 | **Pri**: +4 | **Spd**: 30 ft (land), 20 ft (climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+7	+12	+2	+10

Guard

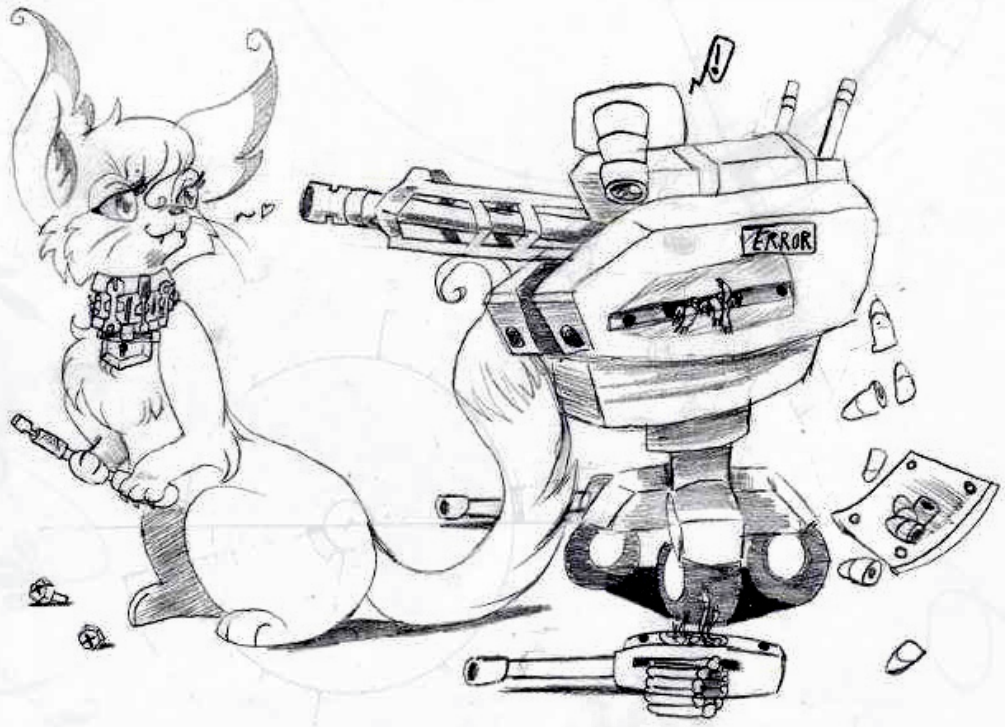
Eva: +5

Immunities: Failsafe cats are immune to fall damage after the first 30 ft.

Actions

1 AP — **Claws**
Acc: +4 Stk: +2
Damage: 3 | 6 | 9 | 12

2 AP — **Item Breaker**
The cat makes a called shot against an item and rolls their Science. All augments on the item equal to the tier the cat rolled are turned off until the user has a breather to repair them. The failsafe cat can also target automatons and vehicles. If the cat is successful in shutting off all augments on an automaton or a vehicle, it is disabled until someone can repair them.



Flash Bugs

Flash bugs look almost identical to everyday fireflies, the only differences being slightly larger thoraxes and a more luminous glow only noticeable when the two species are intermingled. They have a concealed stinger that causes slight discomfort with a single hit, but nausea when a person is stung multiple times.

Flash bugs were created by scientists during the Hurricane Wars to be used by ambush Teams. Teams would wear tinted glasses and carry cloaked jars of flash bugs, shaking the jars and uncovering them en mass to blind their startled enemies. When irritated, flash bugs emit a bright white light that temporarily blinds their enemies, and rub their legs together, creating a high-pitched whistling noise that attracts other flash bugs to their aid. For this purpose, jars of flash bugs are also commonly used by bandits wishing to lay siege to travelers.

As jars were smashed on the battlefields during the war, flash bugs were released into the wilds and made their homes in wooded and marshy areas. While these small creatures may not seem intimidating at first glance, swarms of flash bugs have been known to take down whole caravans. Flash bugs in the wild appear to travel in small groups, but once a single flash bug is startled, it sends the signal to any flash bugs within 30 feet. As those flash bugs answer the call and being humming themselves, the humming grows louder as wave upon wave of flash bugs appear. Over the years, more predatory animals in these areas have also become drawn to the hum of the flash bugs as blinded, weakened, sickened prey are much easier to take down. Flash bugs don't attack these animals as they provide a synergistic relationship for the flash bugs, killing off those that hunt the flash bugs down or wander into a flash bug nesting ground.

Combat

Flash bugs might be small, but they are surprisingly tough combatants. Their proboscis attack can deal a lot of damage very quickly, especially when the flash bug focuses on a single target. When fighting a group, the flash bug will use its Blinding Flash ability every other turn in an attempt to slow down its assailants; when fighting just one person, it will stick to using its proboscis attack mercilessly, repeatedly, and until the target is dead.

Flash Bug

AP: 3 **PAR**: 2

Small Bio-Corrupted Bug

HP: 42 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 35 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+7	+2	+9	+0	+0

Guard

Eva: +1 Def: +2

Soak: 1 | 2 | 3 | 4

Immunity: Blinding Flash from other flash bugs

Actions

Proboscis — 1 AP

Acc: +3 Stk: +9

Damage: 8 | 16 | 24 | 32

Notes: For 1 additional AP, the flash bug can make their proboscis attack cause 8 points of bleeding. The target can spend 1 AP to stop 5 points of bleeding, and the bleeding damage will occur at the end of their turn (when their AP refreshes).

After successfully dealing damage to any opponent, the flash bug gains +2 damage class to its attacks. This will continue increasing with every subsequent attack.

Blinding Flash — 2 AP

Flash bugs release a blinding flash that stun foes. When activated, everyone within 25 feet must make either a Dexterity or Spirit resist of Tier 3 or be stunned for 3 AP (a Tier 2 result reduces the stun to 1 AP). Anyone wearing protective or tinted eyewear will automatically ignore this effect. The flash bug can activate this every other turn.

Glimmergeist

Glimmergeists are nearly completely invisible, a side effect of their ability to absorb and process aether to utilize as food. Only the most observant will notice that their view is slightly askew as they look through the creature. But by that point, it's usually far too late.

Bio-engineered to be the perfect assassins, these invisible monstrosities were once men, but now are mere shadows of their once-civilized selves. Their only motivation is to survive and destroy all of the painful memories that life has given them.

Glimmergeists are perhaps one of the more mysterious creatures created during the Hurricane Wars. Descriptions have often failed to bring to life the true horror of these creatures, mostly because they have very little to describe. For a person near a glimmergeist, a series of strange events begin to occur: The area around the glimmergeist darkens by just a few shades, and the air grows colder. When looking directly at the shadow, only the most astute will notice the slight distortion in the air, roughly in the shape of a human who's been tortured and forced to become this creature.

Due to their near invisibility, glimmergeists were often deployed as stealthy assassins, sent in during the darkness of night to destroy camps and platoons. Normally a glimmergeist is highly aggressive, the result of the torture and pain it had to endure. The mental torture broke its mind, and it equates all people with the pain it has felt. However, once it has finished its mission, the original creators would use a special whistle to turn the glimmergeist docile, allowing for a simple and easy recovery. Since the Wars, the whistle and its tune have mostly been lost, allowing the feral glimmergeists to roam the land. They mostly stay far from civilization, memories of pain filling their minds, inhabiting quiet and peaceful forests. But should a group disturb them, or should they end up in a town, the memories flood back, and the glimmergeist will aim to take its revenge upon any who stand in its way.

Glimmergeist

AP: 5 **PAR**: 4

Bio-Corrupted Human

HP: 48 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 50 ft (land)

Note: Glimmergeists see perfectly in the dark.

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+15	+23	+10	+5

Guard

Eva: +8 (+11 in darkness) Def: +2

Soak: 4 | 8 | 12 | 16

Note: Unless a light is shined directly on a glimmergeist (such as from an aether ray or illumitorch being pointed at them), they are treated as though they are in darkness. Opponents act as if they are blind when fighting a glimmergeist and receive a -4 to their accuracy and evade.

Actions

Claws

Acc: +4 (+7 in darkness) Stk: +4

Damage: 8 | 16 | 24 | 32

2 AP

Note: This attack deals 2 bleeding damage for each tier of damage dealt.

When a target takes a wound from the glimmergeist's claw swipe, the glimmergeist can spend 2 AP reflexively to convert it into a fatal effect.

Venomous Bite

Acc: +4 (+7 in darkness) Stk: +4

Damage: 6 | 12 | 18 | 24

3 AP

Note: The attack must deal damage in order for the venom to take effect. The victim falls prone and is unable to move their limbs for 3 turns; victims can roll a Spirit resist upon being poisoned to lower this duration of the venom by 1 turn per tier they receive over tier 1. For the period while the victim is under the effect of the venom, the victim is unable to roll for their evade or defense. All attacks targeting the victim automatically land, and the victim soaks according to their tier 1 soak.

Phase Step (as a move)

1 AP

When a glimmergeist moves, it is impossible to detect. A person can try spotting the glimmergeist, but the glimmergeist gets to roll its Dexterity (+23) against the spotter's Cunning. The spotter must get one tier higher than the glimmergeist, else the spotter cannot see the glimmergeist moving. The glimmergeist can also use this action reflexively to move from their hiding place to avoid detection.

Pounce (as a move + grab, normally 2 AP)

2 AP

The glimmergeist begins its Pounce by moving toward the victim and performing a grab on their chest. The glimmergeist then uses its weight and momentum to force the opponent prone and pin the opponent to the ground. When a Pounce is made successfully, the opponent is considered grabbed and prone until the grab is broken.

Note: Glimmergeists use their knees and legs to hold down their opponent, leaving their hands available to perform claw swipes.

Combat

Glimmergeists begin their attack by using Pounce on an enemy. If the Pounce is successful, they administer their Venomous Bite. Once the opponent is paralyzed, glimmergeists use Claws in an attempt to get their enemy into wounds and kill them. They are known for making called shots to the torso both when pouncing and finishing off their prey. If the venom from their bite begins to wear off, glimmergeists will bite their prey again to keep them down. When glimmergeists feels outmatched, they will retreat into the dark using their Phase Step and continue to stalk them until another opportune moment arises for attack.

PAR 4

Glimmergeists are difficult to find, much less hit. This combined with their abilities to quickly incapacitate their targets and then deal lethal attacks makes them a frightening challenge for a group of 4th level adventurers. You can remove their Venomous Bite to make them a challenge appropriate for 3rd level adventurers.

Gremlin

Gaunt with glowing red eyes, gremlins are a terrifying sight to see. Their skin is almost black and clings to their skeleton so tightly it perfectly outlines the bones beneath.

When most creatures are sucked dry of essence, they die. Gnomes do not; they begin sapping essence from the natural world around them. They become known as gremlins, or "blight gnomes." They are ghoulish versions of gnomes that sap the energy from everything they touch, leaving trails of wilting death behind them.

Combat

When in combat gremlins will mostly ignore automatons and go for the organics who have essence to drain. They often work in groups of 3-5.

Gremlin

AP: 3 **PAR:** <1

Bio-Corrupted Gnome

HP: 30 | **Wnds**: 12 | **Pri**: +2 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
-2	+4	+2	-4	+0

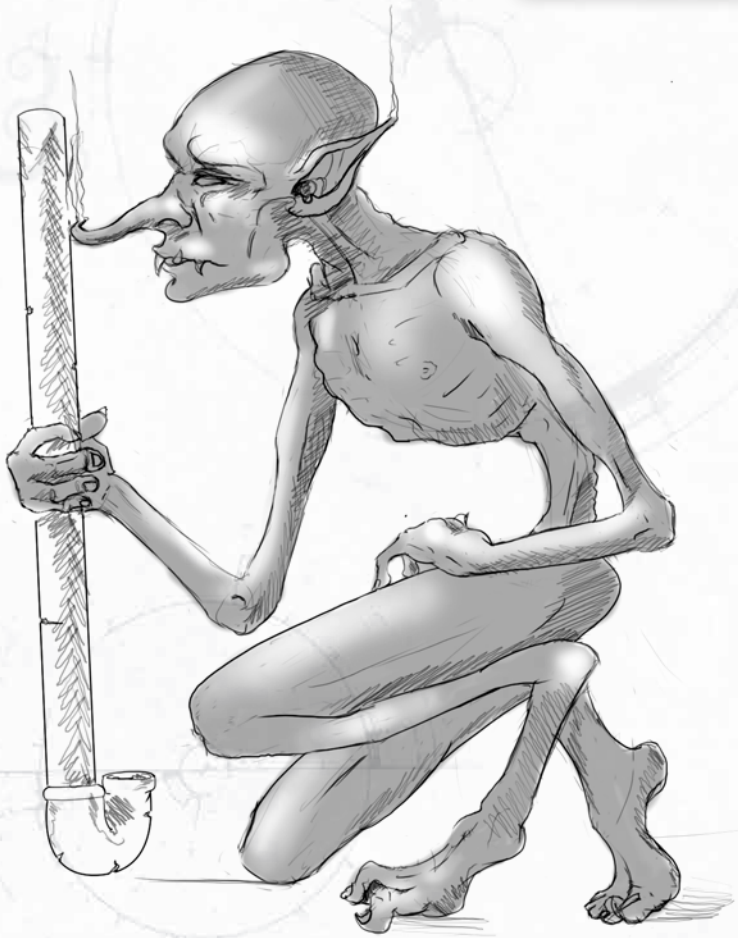
Guard

Worn Clothing - minimal textile armor
Eva: +2 Def: +4
Soak: 2 | 4 | 6 | 8

Actions

2 AP **Pipe** - medium metal melee weapon
Acc: +3 Stk: +8
Damage: 6 | 12 | 18 | 24

1 AP **Life Drain** (*stance*)
While in this stance, any character adjacent to the gremlin acts as if they have one less essence slot and they take a -6 on all Spirit rolls. This can stack with the effects of other gremlins.

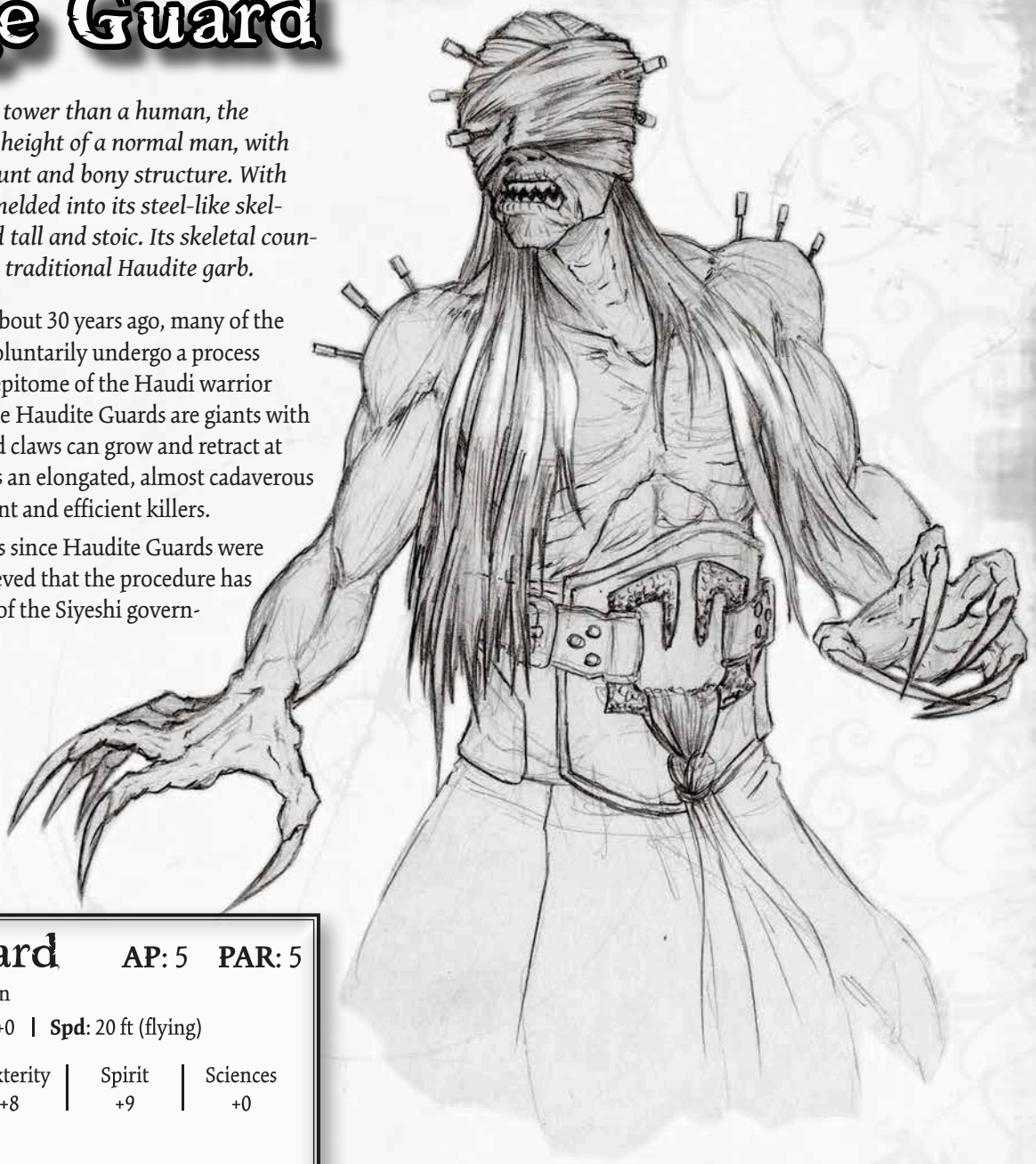


Haudite Guard

Seeming closer to a menacing tower than a human, the Haudite Guards are twice the height of a normal man, with tight muscles adhered to a gaunt and bony structure. With razor-sharp teeth and claws melded into its steel-like skeleton, the Haudite Guard stand tall and stoic. Its skeletal countenance is clear beneath their traditional Haudite garb.

Until the program was closed about 30 years ago, many of the top warriors in Siyesh would voluntarily undergo a process to change themselves into the epitome of the Haudi warrior culture: the Haudite Guard. The Haudite Guards are giants with bones like steel. Their teeth and claws can grow and retract at will, giving the Haudite Guards an elongated, almost cadaverous appearance. They are often silent and efficient killers.

It has been many years since Haudite Guards were publically created, but it is believed that the procedure has since fallen into hands outside of the Siyeshi government.



Haudite Guard

AP: 5 **PAR**: 5

Massive-2 Bio-Corrupted Human

HP: 140 | **Wnds**: 24 | **Pri**: +0 | **Spd**: 20 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+23	+11	+8	+9	+0

Guard

Eva: +0 Def: +17

Soak: 9 | 18 | 27 | 36

Note: Haudite Guard bones are indestructible and their limbs cannot be severed.

Actions

2 AP

Nails

Acc: +9 Stk: +12 Reach: 25 ft

Damage: 9 | 18 | 27 | 36

Note: If anybody comes within 25 feet of the Haudite Guard, the Haudite Guard can make a 0 AP reflexive attack against them.

Combat

Haudite Guards are not fast, but their impossibly tough nature and their great reach more than make up for their speed. Many Haudite Guards are assigned a post or a charge, and they will not leave that location despite most threats or goading. The Haudite Guard will often stay in one spot and kill anything that comes close to it.

Hivemind Ants

Nigh indistinguishable from simple black ants, this breed of ant is capable of mental projection through united colony effort. Through use of their advancement, these ants are able to work as a single mind to perform these telepathic feats. An astute observer may be able to note their soft blue eyes before threatening the colony.

Ants have always been known to work together for the good of the colony. The hivemind ants, though, operate on the same thought at all times. While not individually intelligent, the swarm is so well-coordinated in its thinking that it acts as a single neural network, able to project thoughts and fears into anything that threatens it. No known hivemind swarm has shown an ability to speak through its telepathy or do more beyond inflicting its telepathic visions, but many scientists believe it to be possible.

Combat

When these ants detect an enemy, they move as one to try and surround the enemy. Once surrounded they begin to envenomate them with their mandibles before stripping the flesh from their bone. When facing multiple enemies, they will inflict telepathic visions on them. They drown the ones they want to consume, incite fear in those that they want to deal with later, and burn those that are most threatening.

Hivemind Ants

AP: 2 **PAR**: 3

Bio-Corrupted Ant Swarm

HP: 25 | **Pri**: +2 | **Spd**: 10 ft (land4)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+8	+3	+1	+2

Guard

Eva: +0 Def: +4

Soak: 3 | 6 | 9 | 12

Note: The hive will not immediately die if submerged. They have the ability to form together into a raft that will carry them. However, if anything can deal a Tier 2 strike to the raft it will break apart and the swarm will drown.

Actions

Bite

Acc: +4 Stk: +8

Damage: 4 | 8 | 12 | 16

1 AP **Poison**: A bite from a hivemind swarm inflicts a burning sensation. The bitten character must make a Tier 2 Brute resist to avoid a -1 to all rolls until their next down time. This poison can stack with itself, giving cumulative penalties, up to a -3.

1 AP **Telepathic Visions (Fire)**
The hivemind swarm makes the target believe they are on fire. They must roll their Cunning against the hivemind ants' Cunning. If the hivemind ants win, the target believes they are on Tier 3 Fire. They take damage as such and can attempt to put it out. If they take enough damage to die from the fire, they die of shock. If the target believes that they put it out, the telepathic vision ends. The target can re-roll their Cunning against the ants' Cunning at the end of the target's turn, ending the vision if successful. Only one Telepathic Vision can be active on a target at a time.

1 AP **Telepathic Visions (Drowning)**
The hivemind swarm makes the target believe they are drowning. They must roll their Cunning against the hivemind ants' Cunning. If the hivemind ants win, the target believes they are fully submerged and are drowning. They start making Brute rolls against passing out. If they pass out, they will not die. If the target believes that they can breath under water, the telepathic vision ends. The target can re-roll their Cunning against the ants' Cunning at the end of the target's turn, ending the vision if successful. Only one Telepathic Vision can be active on a target at a time.

1 AP **Telepathic Visions (Fear)**
The hivemind swarm makes the target believe that the hivemind swarm is composed of man-sized ants, inflicting fear. They must roll their Cunning against the hivemind ants' Cunning. If the hivemind ants win, the target suffers Tier 3 Fear. When the target is terrified, they suffer a -2 to all rolls (-4 against the ants) and must spend at least 1 AP per turn moving away from the object of your fear. In addition, the target cannot move toward the hivemind ants until the target is no longer terrified. The target can re-roll their Cunning against the ants' Cunning at the end of the target's turn, ending the vision if successful. Only one Telepathic Vision can be active on a target at a time.

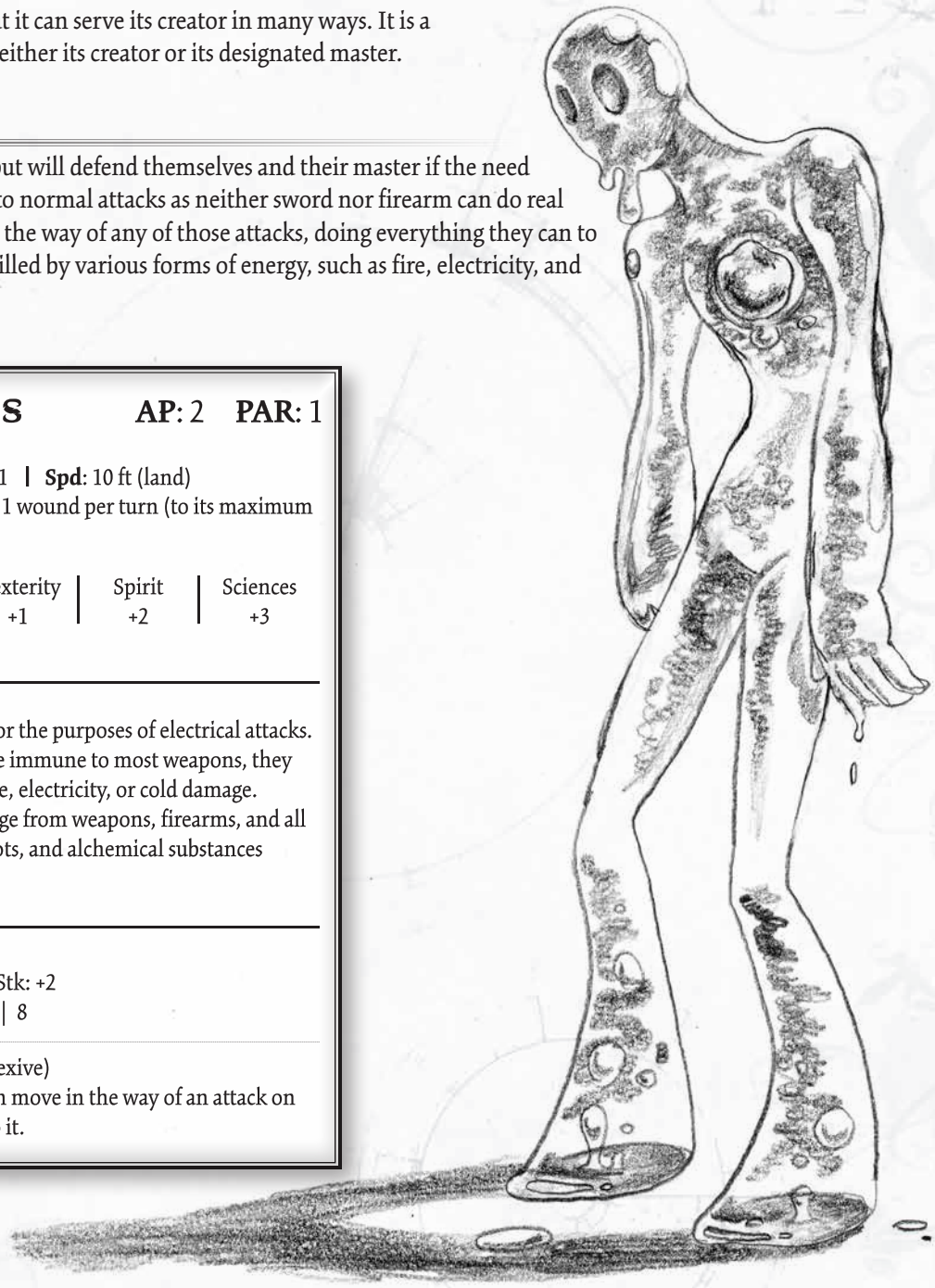
Homunculus

Some people consider them adorable. Others, unsettling. These liquid servants have the rough shape of a human but lack distinguishing features other than their five fingers and their large eye sockets.

A homunculus is an alchemically-constructed demi-human. It doesn't seem to have the same level of self-awareness as people, but it can serve its creator in many ways. It is a permanent living liquid that obeys either its creator or its designated master.

Combat

Homunculi are often non-violent but will defend themselves and their master if the need arises. They are nearly impervious to normal attacks as neither sword nor firearm can do real damage to them. They will jump in the way of any of those attacks, doing everything they can to save their allies. They can only be killed by various forms of energy, such as fire, electricity, and cold.



Homunculus **AP**: 2 **PAR**: 1

Concoction

HP: 0 | **Wnds**: 4 | **Pri**: +1 | **Spd**: 10 ft (land)

Note: The homunculus regains 1 wound per turn (to its maximum of 4).

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+4	+1	+2	+3

Guard

Eva: +2

Note: Counts as being wet for the purposes of electrical attacks.

Weaknesses: While they are immune to most weapons, they can take damage from fire, electricity, or cold damage.

Immunities: Physical damage from weapons, firearms, and all physical forces, called shots, and alchemical substances

Actions

1 AP **Liquid Arm**
Acc: +3 Stk: +2
Damage: 2 | 4 | 6 | 8

1 AP **Loyal Defense** (reflexive)
The homunculus can move in the way of an attack on someone adjacent to it.

Lewiston's Oil

Lewiston's oil is a dark, thick substance almost indistinguishable from regular oil that's been lightly used, with a texture and smell much the same. Unlike other oil, Lewiston's has a subtle silver sheen. In addition to the slight color difference, Lewiston's oil has been described as having a sickly sweet taste. All accounts of the creature's flavor come from those fortunate enough to drink from a cup that once housed the parasite and live, as ingestion of Lewiston's oil is usually fatal.

Lewiston's oil is a parasitic alchemical creature originally created to be a self-cleaning motor oil. Due to its viscous ever-changing form, Lewiston's oil can come in all shapes and sizes. Lewiston's oil generally is never smaller than a pint and never larger than an oil drum, but is not known to reach a maximum size.

Lewiston's oil is classified as a parasite due to its fondness for hijacking airship engines, automata, and mechanical prosthetics. Posing as ordinary motor fluid, Lewiston's oil waits for the machine's owner to apply it. Once circulated through the machine, the oil uses its incredible strength to control the machine's actions, guiding it to high heat sources and spots of extreme pollution to feed. Unlike other oils that combust, Lewiston's is heat resistant. It instead seeks out this warmth to create internal chemical reactions to convert fuel exhaust into energy. Despite its environmental benefits, Lewiston's oil is often berserk with hunger and resorts to using its hosts for violence against those that stop it from feeding.

Combat

Lewiston's Oil will typically not be aggressive to those who encounter it while in its fluid form. It will not attack unless it determines the character in question to be impeding its attempts to feed. This ranges from blocking its food source, being attacked, or attempting to prevent it from hijacking a vehicle or automaton. It will often already be in an automaton or vehicle, which can be augmented or designed based on the Narrator's discretion. When in control of any device, Lewiston's Oil becomes highly aggressive and will attack on sight anything that could pose harm to its new host.

Once combat begins, the Lewiston's Oil will attempt to hijack any vehicle or automaton that it detects. It will use any weapons on the vehicle or automaton to attack, including using it to ram enemies. If its hijacked target is destroyed or disabled and there is nothing left, Lewiston's Oil will defend itself, lashing out quickly and furiously to try to stay alive. If possible, it will focus primarily on using Whiplash.

Lewiston's Oil

AP: 3 **PAR:** 3

Small Concoction

HP: 38 | **Pri**: +0 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+18	+9	+7	-4	-12

Guard

Eva: +6 Def: +2

Soak: 3 | 6 | 9 | 12

Note: Lewiston's Oil cannot suffer Called Shot or Wound effects and if brought to fatals it will immediately die.

Actions

1 AP **Amorphous Body Slam**

Acc: +3 Stk: +10

Damage: 4 | 8 | 12 | 16

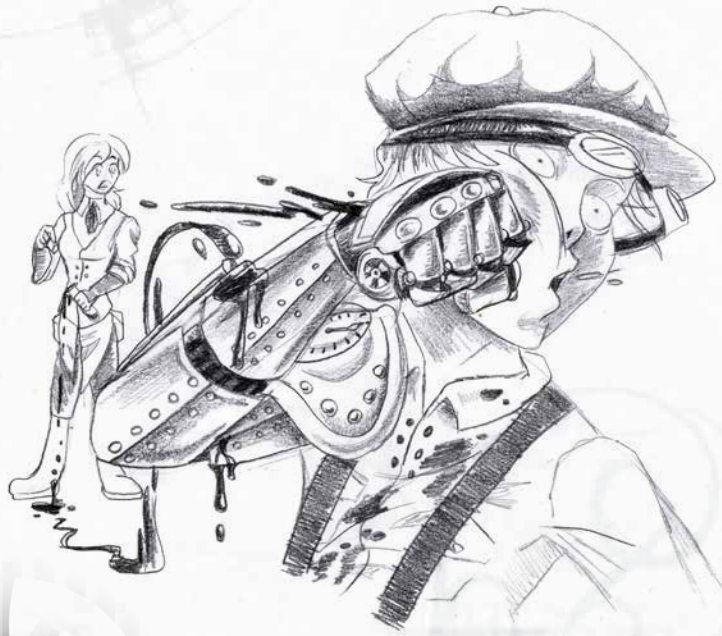
1 AP **Hijack**

Lewiston's Oil can attempt to take control of an adjacent vehicle or automata. The vehicle or automata must make a Brute resist in the case of an automaton, or the pilot of the vehicle must make a Science resist against the Lewiston's Oil's Cunning (+9) or be taken over. Lewiston's Oil cannot normally be directly attacked again until the machine it is controlling is destroyed.

Note: Lewiston's Oil will utilize its combat stats and attributes in addition to the vehicle or automaton's combat bonuses.

1 AP **Whiplash** (*reflexively*)

If attacked in melee, Lewiston's Oil can attempt a reflexive strike against the attacker, gaining a +4 to accuracy and strike.



Lightning Snake

While its appearance will often remind people of the sea with its blueish hues and vibrant color, its gigantic size and fangs serve as a warning to stay away.

Lightning snakes are large and fearsome creatures, engineered by the ayodin during the Hurricane Wars as an offensive land unit, though the color of their scales is a clear sign of their heritage beneath the waves. Lightning snakes will utilize their ability to constrict to take down prey and defend from aggressors, along with their large fangs and ability to spit lightning.

Since the end of the Hurricane Wars, lightning snakes have often been sighted deep within the various forests of Rilausia, making their homes amongst the trees, with eggs that could easily be mistaken for boulders. The eggs of the lightning snakes are considered one of the rarest of delicacies and many of Evangless's richest have attempted to acquire them as a symbol of their monetary power. However, those seeking to steal from a lighting snake should be warned: They are viciously protective of their eggs and young, and will fight to kill any who disturb them. Lightning snakes are also commonly used by various mad scientists as effective guards, warding away potential problems with their fierce attacks.

Combat

If lightning snakes detect that someone or something unfamiliar is nearby they will hiss, warning the trespassing creature to back off. Should the offending creature fail to heed this warning, the lightning snake will attack. Staying at range, it will use its Lightning Jolt to attempt to fry its foes. It will use Step Back should a particularly nasty attack come, in order to keep itself safe.

In close range, the lightning snake will pick an opponent and grab them, wrapping them up with its body. It will then bite at the grabbed foe and use its tail to keep others at bay. Should it be hit with a metal melee weapon or unarmed attack at this point, it will perform an Electrical Discharge. It will no longer use Step Back to dodge attacks at this point. Once it has killed the grabbed enemy, it will then attack, either with its long distance or close range attacks depending on the proximity of the nearest foe.

Lightning Snake **AP**: 4 **PAR**: 3

Massive-2 Bio-Corrupted Snake

HP: 77 | **Wnds**: 24 | **Pri**: +6 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	+1	+11	+2	+0

Guard

Eva: +2 Def: +2

Soak: 6 | 12 | 18 | 24

Immunities: electric damage, called shots to the arms, hands, and legs

Actions

2 AP — Bite

Acc: +4 Stk: +3 Reach: 10 ft

Damage: 12 | 24 | 36 | 48

Note: Lightning snakes gain an additional +9 to making and holding grabs

1 AP — Tail Slap

Acc: +3 Stk: +3

Damage: 6 | 12 | 18 | 24

1 AP — Electric Discharge (*reflexively*)

When struck with a metal melee weapon or unarmed attack, the lightning snake can spend 1 reflexive AP to deal the attacker 5 electric damage, which is unsoakable if the opponent is wet or wearing metal armor.

3 AP — Lightning Jolt

Acc: +3 Range: 25 ft

Damage: 4 | 8 | 12 | 16

The lightning snake is able to launch a jolt of electricity. This attack is unsoakable if the opponent is wet or when wearing metal armor.

1 AP — Step Back (*reflexively*)

After failing an evade, the lighting snake can spend 1 AP to roll its Dexterity (+11) in place of its evade. If the evade is then a success it can move backward 5 feet.

Living Fire

When not ablaze, these amorphous slime variants are a glowing cascade of red, orange, and yellow hues. Once ignited, its form is hard to distinguish behind its roaring layer of flames.

The slime molds of the Evanglessian forests were already a biological enigma before scientists began messing with their essences. Of all the numerous experiments, the "living fire" variant was the most successful. The newly engineered living fire are just as slimy and amorphous as before, except now it can ignite the thin protective film surrounding its body to extreme temperatures. Living fire was originally intended to be used in various explosives as an after effect designed to melt anything it came into contact with, but now that it is out in the wild, it has been responsible for many severe burns and forest fires.

A living fire's main diet consists of any biomatter it encounters. Once it finds biomatter, it settles in to create a web-like structure around its sustenance and grows as it absorbs its meal. Once it is large enough, the living fire will separate into many smaller forms and spread out in all directions to repeat the process. Its bright orange color serves to ward off any would-be predators, as anything that so much as steps on a single stalk of living fire is immediately engulfed in flames. Although living fire consumes biomatter, it grows and travels at a painfully slow rate, so most of its food is inanimate, like a fresh corpse or a ripe fruit. However, it is possible that an adventurer may fall asleep one night in the woods and awake the next morning partially if not completely engulfed in the slimy web of the living fire.

Combat

Living fire will automatically attack anything that it detects, either because it stumbles upon a character or vice versa. Its first priority is to grab onto the nearest character and attempt to eat them. Once it has succeeded in grabbing its prey, it will first activate its Heating Grasp before using the rest of its AP to deal unarmed damage. Once it has killed its target, it will move on to the next target. If its target manages to break free, it will continue to try to chase and grab said target unless another one happens to get closer.

If it becomes surrounded and attacked, living fire will use its Flaming Burst.

Living Fire

AP: 4 **PAR**: 3

Small Concoction

HP: 69 | **Wnds**: 8 | **Pri**: +3 | **Spd**: 15 ft (land)

Note: The living fire gains a +10 to make and maintain grabs.

Brute	Cunning	Dexterity	Spirit	Sciences
+9	+0	+19	+0	-8

Guard

Eva: +3 Def:+2

Soak: 2 | 4 | 6 | 8

Immunities: Called shots, heat damage, fire

Actions

Amorphous Bodyslam — 1 AP

Acc: +8 Stk: +15

Damage: 5 | 10 | 15 | 20

Osmosis: When the living fire has grabbed someone, the victim takes 4 unsoakable damage at the end of its turn (when the living fire's AP refreshes).

Flaming Burst — 2 AP

All adjacent enemies will catch on Tier 2 Fire.

Heating Grasp — 1 AP

If activated, those grabbed by living fire suffer Tier 3 Burns (-5 defense) unless they can make a Tier 4 Brute resist. These burns last until the victim's next breather.

Manticore

The anticores stand about 15 feet tall. They are monstrous creatures, with the face of a human, body of a lion, tail of a scorpion, wings of a bat, and horns of a bull.

The precursor to the satyrs, the manticore is a larger and more ruthless servant that was found to be uncontrollable, primarily due to their tendency to enter a bloodlusting state. Despite this they are not quite as aggressive as the legends tell; however, they can be very temperamental.

Although it is believed by many that they were hunted to extinction by the Siyeshi warrior Mercura and her warriors, some still live in hiding, primarily in the mountains of Zelhost. They are not all that common in the world of Tephra and have only been encountered when adventurers ventured into abandoned castles, temples, or dungeons.

Combat

When in combat manticores attack wildly and viciously. They have no target other than anyone close to them.

Manticore

AP: 4 **PAR**: 4

Massive-2 Abomination

HP: 121 | **Wnds**: 24 | **Pri**: +4 | **Spd**: 35 ft (land) , 15 ft (fly)

Note: The manticore's bloodthirst feeds it in combat. It heals 1 hit point for every 5 damage (before soak) that it deals to an opponent.

Brute	Cunning	Dexterity	Spirit	Sciences
+25	+9	+16	+4	+1

Guard

Eva: +3 Def: +9

Soak: 3 | 6 | 9 | 12

Actions

2 AP **Maul**

Acc: +6 Stk: +13

Damage: 9 | 18 | 27 | 36

2 AP **Scorpion Sting**

Acc: +8 Stk: +10

Damage: 4 | 8 | 12 | 16

Note: When a character takes damage from this attack they must roll a Tier 3 Brute resist or take 12 damage and are disoriented for 4 turns (losing 1 action point for each turn).

Metal Mites

Metal mites are difficult to distinguish from most other insect swarms, but look remarkably like flying termites.

Metal mites are small insects that eat most metals. Their colonies use a chemical reaction to dispose metals into an edible state. Like termites, metal mites will infest a ship, automaton, or suit of armor, and quickly destroy the object. A well-fed swarm of metal mites may work through a object over the course of many days or weeks. However, a starving swarm of metal mites can make short work of large automaton in minutes.

Metal mites serve no real threat to organic creatures. To metal objects, though, nothing short of a blast in their direction can stop a metal mite swarm.

Combat

When in combat, metal mites find the person with the most metal armor or the nearest automaton and begin eating away at them. If they are being overwhelmed they will retreat to find easier targets.

Metal Mites

AP: 2 **PAR**: 3

Small Bio-Corrupted Insects

HP: 20 | **Wnds**: 10 | **Pri**: +4 | **Spd**: 10 ft (land)

Note: The living fire gains a +10 to make and maintain grabs.

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+4	+18	+2	-8

Guard

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

1 AP

Bite

Acc: +5 Stk: +6

Damage (see notes): 8 | 16 | 24 | 32

Notes: When metal mites attack someone with metal armor, they deal no damage but instead treat their strike tier as a permanent reduction to the armor's soak (as in, Tier 2 reduces the target's soak by 2). When or if the target no longer has metal armor and is a machine, such as a metal fuse box or simulacron, they can deal damage. They are unable to harm organics, including organic armor.

The swarm is based on a single space. If a swarm takes up multiple spaces, the swarm's strike, defense, hit points, and wounds are multiplied by the number of spaces the swarm occupies.

The whole swarm uses these 2 action points. If the action points are used for an attack, the whole swarm attacks. The swarm can attack, for a single action point, every person inside the swarm's area.

Nightbats

Nightbats are only slightly larger than the average bat and are a solid vantablack, which makes them hard to look directly at.

It is believed that nightbats were invented by some eccentric warlord in order to increase his intimidation. Instead he created a deadly nuisance that has plagued the world. The nightbats are enhanced bats that absorb aether in the air around them, creating a shroud of darkness wherever the swarm of bats fly. The bats alone are not too scary, but a cloud of bats can be a terror for airships and villages alike.

Combat

While not a true threat by themselves, these bats will fly in heavily lit areas to dry and feed off the aether in the air.

Nightbats

AP: 2 **PAR**: 2

Small Bio-Corrupted Bats

HP: 10 | **Wnds**: 3 | **Pri**: +3 | **Spd**: 25 ft (flying)

Note: Anyone within 10 feet treats the area as if in poor lighting. If it is a true swarm, then their effect is extended to a 30 feet radius and is upgraded to total darkness rather than poor lighting.

Brute	Cunning	Dexterity	Spirit	Sciences
-3	+2	+3	+1	-12

Guard

Eva: +4

Note: Up to 3 bats may occupy a single space. If an opponent attacks one of the bats, the others are unaffected.

Actions

1 AP

Bite

Acc: +2 Stk: +1

Damage: 1 | 2 | 3 | 4

Octogrock

Its orange skin glistens and pulsates and, as the octogrock readies for battle, patches of blue rings begin to appear on its skin. Though it looked like a normal octopus at first glance, the octogrock's intelligence flickers in its black eyes as its tentacles wrap spears, swords, and firearms with all the familiarity of a veteran warrior.

Octogrocks are the terrors of the sea, created by Zel Hauds in a laboratory toward the beginning of the Hurricane Wars and designed to take the war straight to the ayodin. The octogrocks were extremely efficient against the ayodin, claiming large coastlines as their own, but they soon starting preying on the surface-dwellers as well.

At first they seemed like any other sea-dwelling octopus, albeit a bit large, but observers quickly learned to differentiate this aggressive and territorial creature from its less cunning counterparts. The octogrocks have been observed making premeditated attacks, ambushes, and traps. When they're able to obtain firearms, they can figure out how to use them, making them an even more dangerous adversary. They use a complex series of color-changing pigments in their bodies as their main method of communication. Despite the seemingly sentient nature of the octogrocks, their aggressive behavior has made it impossible to establish communication and ascertain their cognitive abilities.

Their favored habitats are abandoned ayodin cities or underwater caves which make it easy to ambush prey and set up their traps. They tend to leave trinkets and technology ill-suited for tentacles as bait, then descend upon the unaware treasure hunters. Their beaks can easily bite through metal, and their suckers are enhanced so that they can scale most surfaces and exert enough suction to rip skin off an enemy combatant.

Combat

Octogrocks love to get the drop on adventurers and tend to attack the weakest member first, causing panic. Octogrocks who manage to get their hands on a working ranged firearm typically attack other ranged targets first.

Octogrock

AP: 4 **PAR**: 1

Bio-Corrupted Octopus

HP: 35 | **Wnds**: 8 | **Pri**: +0 | **Spd**: 20 ft (land), 40 ft (swim)

Note: The octogrock can move and remain on any wall or ceiling as though it were flat ground. They are not affected by rough terrain. They can move through any opening that is up to a foot wide.

Brute	Cunning	Dexterity	Spirit	Sciences
+11	+5	+3	+2	+0

Guard

Eva: +7 Def: +0

Soak: 1 | 2 | 3 | 4

Note: +3 to all called shot resists

Actions

1 AP — **Beak**

Acc: +4 Stk: +7

Damage: 3 | 6 | 9 | 12

Note: When the octogrock successfully hits an opponent with its beak, their soak is lowered by one. This can never go below 0.

1 AP — **Tentacle**

Acc: +4 Stk: +7

Damage: 4 | 8 | 12 | 16

Poison: If the tentacle does damage, the target must roll a Tier 2 Brute resist or have their speed cut in half (rounded down) due to dizziness for the next 3 turns. If the target rolls a natural 1 on their resist, they take 12 damage from the poison.

2 AP — **Sword** - medium metal melee weapon

Acc: +4 Stk: +7

Damage: 6 | 12 | 18 | 24

2 AP — **Rifle** - heavy metal firearm

Acc: +4 Range: 200 ft Readying Cost: 1 AP

Damage: 6 | 12 | 18 | 24

When available

2 AP — **Ink Shot**

The target must make a Tier 2 Dexterity resist or be blinded until they can spend 2 AP cleaning off their eyes. Being blind causes the target to take a -4 on accuracy and evade rolls.

Over-Angel

The over-angel is a massive, bloated farishtaa that has most of the powers of a winged farishtaa, but is stark mad.

Something went wrong. The elf was supposed to get just enough essence to convert it into a farishtaa, but the procedure kept injecting unnecessary essence into the elf. Its body couldn't hold it, and its mind definitely couldn't. It should have died, but it didn't. The elf turned into a farishtaa, and then into a horrible abomination beyond.

Combat

The over-angel is insane and will always attack the closest enemy it can reach. When it has a choice it goes for the strongest one due to its subconscious hubris.

Over-Angel

AP: 6 **PAR:** 8

Massive-3 Bio-Corrupted Elf

HP: 220 | **Wnds**: 25 | **Pri**: +4 | **Spd**: 55 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+25	+3	+18	+28	+1

Guard

Eva: +8 Def: +15

Soak: 8 | 16 | 24 | 32

Immunities: bio-flux, unsoakable damage (all damage is soakable to the over-angel), and the called shots, wounds, and fatals made by light and medium weapons

Actions

1 AP — **Fist**
Acc: +9 Stk: +21
Damage: 10 | 20 | 30 | 40

2 AP — **Solar Burst**
Acc: +9 Stk: +21 Range: 500 ft
Heat Damage: 13 | 26 | 39 | 52

1 AP — **Infernal Halo** (*stance*)
The over-angel possesses a halo that has become a twisted ring of fire. It illuminates an area of 150 feet around the over-angel and deals 10 heat damage to anyone within 50 feet of the over-angel per turn (damage dealt at the end of the over-angel's turn).

3 AP — **Vile Fumes**
Though the over-angel's massive wings can't lift its girth, a blast of the wings sends a wretched scent across the battlefield. Everyone within 50 feet must make a Tier 3 Brute resist or become nauseated (taking a -2 to all rolls until 3 AP is spent emptying their stomachs).

2 AP — **Battle Roar**
The over-angel roars at a target within 50 feet. That target must roll a Spirit resist of Tier 2 or suffer Tier 3 Fear (on page 22 of the Playing Guide). The target can spend 1 AP any time during their turn to attempt to re-roll the resist.

Phoenix

This massive bird has a skeletal face and fire in its eyes. It was once the beautiful roc, with a wingspan of 80 feet, but it is now wreathed in living fire, the dead bird given life by the bio-corrupted fungus.

The roc is a naturally enormous bird with beautiful white feathers, but the roc is only one small component of the phoenix. The exact way that a roc becomes a phoenix hasn't been seen, but there are many popular theories. Living fire, a bio-corrupted fungus of recent creation, is certainly the cause. Whether it sneaks into the roc while the roc is asleep or the living fire finds already dead rocs isn't known. What is known is that the phoenix is a dead roc controlled by the living fire within it.

Phoenixes are rare and extremely destructive. The living fire that guides the phoenix is gathered in such a massive amount and given such exact control over the phoenix that it scorches everything with which it comes in contact.

Combat

Phoenixes are naturally aggressive abominations, attacking and burning nearly everything it finds. The living fire that guides it has difficulty determining what is consumable, and therefore aims to consume everything. The phoenix is able to divebomb opponents on its first attack, but prefers to grab and burn its targets, consuming them in fire. Its favored method is burning everything in the area with its Flaming Burst, then eating all of the burned scraps.

Phoenix

AP: 4 **PAR**: 11

Massive-9 Bio-Corrupted Roc

HP: 144 | **Wnds**: 18 | **Pri**: +4 | **Spd**: 75 ft (flying), 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	-4	+22	+0	-12

Guard

Eva: +1 Def: +11

Soak: 9 | 18 | 27 | 36

Immunities: fire, heat, rough terrain, winds, and the called shots, wounds, and fatals made by heavy (and smaller) weapons

Actions

Beak or Slam — 2 AP

Acc: +9 Stk: +18

Damage: 20 | 40 | 60 | 80

If the phoenix is holding a target, it can smash the target against the ground or hit it with its beak more easily, lowering the cost of this attack down to 1 AP.

If the phoenix grabs a person, they immediately take Tier 3 Burns (suffering a -5 to defense) and are lit on Tier 1 fire. If they were already on fire, the tier of the fire increases by 1 for every turn that they spend grabbed by the phoenix.

Claw — 1 AP

Acc: +9 Stk: +18

Damage: 12 | 24 | 36 | 48

Claws can be used to make grabs. When a phoenix successfully grabs somebody, it grabs 1 additional location per size tier that it is over its target. For example, if it is grabbing a normal-sized human, it will grab 5 locations. If it grabs a target that is massive-4, it will only grab 2 locations. These called shot locations must be adjacent to each other.

If the phoenix grabs a person, they immediately take Tier 3 Burns (suffering a -5 to defense) and are lit on Tier 1 fire. If they were already on fire, the tier of the fire increases by 1 for every turn that they spend grabbed by the phoenix.

Divebomb — 4 AP

The phoenix must be at least 50 feet away from the victim to divebomb. The phoenix rapidly descends upon the target, making an attack with its beak. If the attack is successful, the phoenix also causes a wound in a location of the phoenix's choice. If this attack would deal wounds damage, the wound is instead a fatal to the called location.

Flaming Burst — 2 AP

All enemies within 50 feet must roll a Tier 3 Dexterity resist or catch on Tier 2 Fire.

Puppets

Years ago, the seeds of the insidious puppettree were carried off in the wind, planting itself in victims around the world. These seeds sprouted in people, weaving vines around their limbs and through their victim's nervous system. These victims, unable to fight off the seed's puppet strings, wandered off to serve as protectors and fertilizer for the future tree.

These people were the first puppets, possessed by the seeds of the morbid puppettree.

As the victim grows weaker and loses control, the puppettree seed grows stronger, gaining more power over the walking corpse. Many puppets return to their mother puppettree to serve as guardians, standing idly by and watching for predators. But once a few months have passed and the seed is in full control, the puppet leaves to plant itself. These puppets serve as the core of a new puppettree.

Laborer Puppet

This walking corpse is coated in thin vines that move the body like puppet strings.

This puppet was once a simple farmer when he or she was struck by the puppettree seed. It took control of the person, and now they are fully controlled by the vines running along their body.

Combat

These puppets are only decent at close fights, and they are simple combatants. When they are adjacent to a person, they will attack with their hoe or the puppet strings will attempt to grab somebody and take control of them as well.

PAR >1

A single puppet is not much of a challenge for a first-level party. These puppets work best in groups and are easily dispatched from a distance if caught alone. It takes about five of these puppets in close quarters to be worthy of a PAR 1 challenge.

Laborer Puppet **AP:** 3 **PAR:** <1

Bio-Corrupted Human

HP: 32 | **Wnds**: 8 | **Pri**: +0 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+11	+0	+2	+0	+0

Guard

Vine-Covered Body - light armor
Eva: +2 Def: +1
Soak: 2 | 4 | 6 | 8

Actions

2 AP — **Hoe** - medium wooden melee weapon
Acc: +2 Stk: +3
Damage: 6 | 12 | 18 | 24

1 AP — **Puppet Strings** (*grab*)
Acc: +3
Once the puppet strings grab a location, they can spread out, grabbing another adjacent location for 1 AP. This grab only has to be broken once to break free of the puppet strings. Alternatively, 10 damage dealt to the puppet strings will break the grab.

1 AP — **Manipulate**
Once the puppet strings have grabbed a target, it can manipulate them. It forces the victim to make one of the following actions provided that they are in control of the limbs required to make that action.
- Walk 15 feet (the target must remain adjacent to the puppet)
- Attack (either with or without weapon - a two-handed attack can only be done if both hands are grabbed) - this attack uses the puppet's +2 accuracy and +3 strike.

Hunter Puppet

This walking corpse is coated in thin vines, the vines swelling and moving the body like puppet strings. It was once a hunter who got caught up in the seed's embrace.

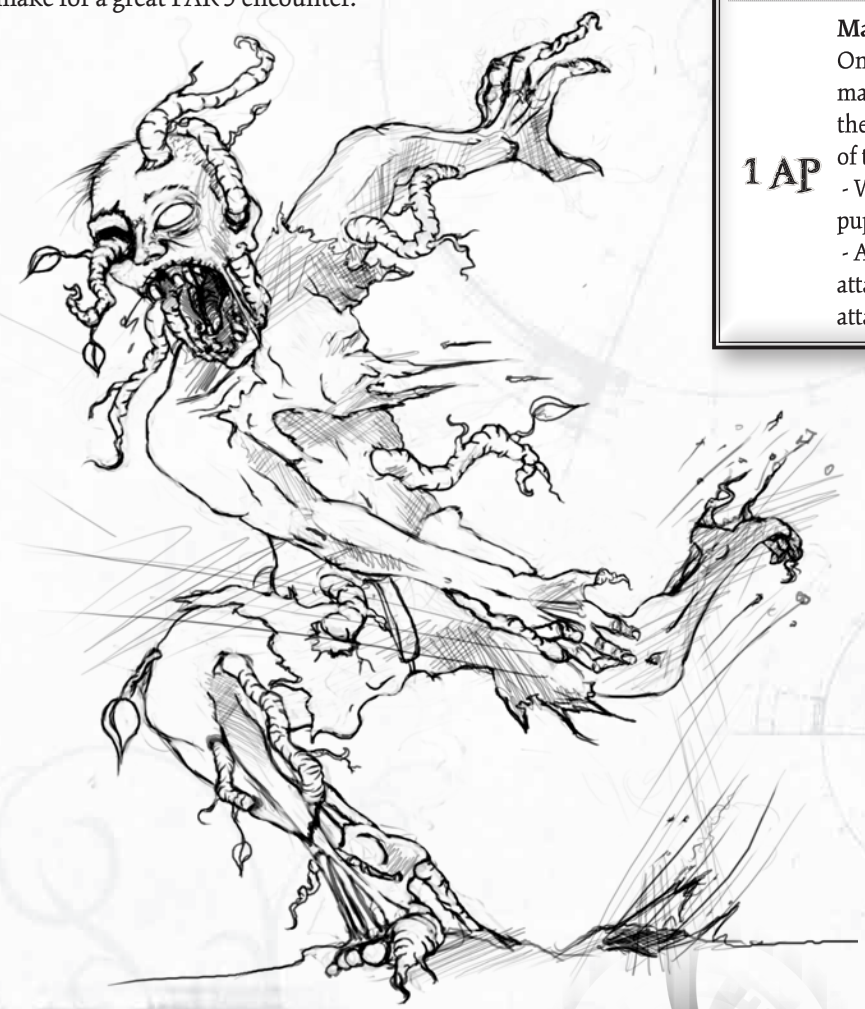
Once a lone hunter that was captured by the puppet strings, this puppet is a little beyond the standard puppet. Its bow, combined with the host's natural proficiency with the weapon, make it an effective guardian for the puppettree.

Combat

These creepers are stronger that the standard creepers, and the speed and grace with which the creeper uses its bow is startling. They will use their bow to make attacks, or grab on to adjacent foes to quickly take control of them.

PAR 1

A hunter puppet is a much more powerful opponent than the standard puppet, and is PAR for a first-level party. While tough to kill, these are unlikely to finish an adventurer. A group of 3-5 of these puppets protecting a puppettree, however, can easily make for a great PAR 3 encounter.



Hunter Puppet — AP: 4 — PAR: 1

Bio-Corrupted Human

HP: 91 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+11	+3	+8	+0	+0

Guard

Vine-Covered Leathers - medium leather armor
Eva: +4 Def: +2
Soak: 3 | 6 | 9 | 12

Actions

2 AP — **Hunting Bow** - heavy wooden bow
Acc: +4 Stk: +6 Range: 75 ft
Damage: 7 | 14 | 21 | 28

1 AP — **Puppet Strings** (*grab*)
Acc: +4
Once the puppet strings grab a location, they can spread out, grabbing another adjacent location for 1 AP. This grab only has to be broken once to break free of the puppet strings. Alternatively, 10 damage dealt to the puppet strings will break the grab.

1 AP — **Manipulate**
Once the puppet strings have grabbed a target, it can manipulate them. It forces the victim to make one of the following actions provided that they are in control of the limbs required to make that action.
- Walk 15 feet (the target must remain adjacent to the puppet)
- Attack (either with or without weapon - a two-handed attack can only be done if both hands are grabbed) - this attack uses the puppet's +2 accuracy and +3 strike.

Adventurer Puppet

This walking corpse is coated in thin vines, the vines swelling and moving the body like puppet strings. It was once a hunter who got caught up in the seed's embrace.

Obviously more intelligent, this adventurer has specialized gear and a spark in his eye, showing some level of intelligence that the puppet strings seem to be tapping in to. This is not your standard creeper.

Combat

These are tough puppets, using advanced technology that is only held together by the vines.

Puppettree

With its long drooping branches and miniscule leaves, a puppettree is almost indistinguishable from an ordinary willow tree, unless it has a slew of puppets guarding it. It can grow in almost any soil, so some savvy people will notice the willow out of place before it is too late.

The puppet strings seeds, for which the tree is most feared, are feather-weight capsules laced with the sap of the tree from which it originated. The seeds travel in the wind until one of them sticks onto a living being and sprouts, growing into a large green mass. Once the seed sprouts, there is little time to remove it, and the consequences for failing to promptly alleviate the problem are dire.

The first thing the sprout does is quickly grow a mass of tendrils that snake around any limbs near the initial sprout. The tendrils then use their surprising strength to manipulate the limbs to do the seed's bidding, which usually entails protecting the sprout and its new host from harm. It's not uncommon to have multiple sprouts strike a victim and combine their efforts to control the same being. Usually within minutes the tendrils have overtaken the body of the host and have full control of its motor functions by way of brute force, all the while the host is fully conscious. Using the host as a food source, the newborn puppet will travel miles and miles to its "mother tree," where it will defend the tree from anything that would threaten it, even long after the host expires. Once the sprout detects that the host body is fully consumed, save for the skeletal remains, it will venture away from the mother tree, attempt to root itself in a suitable location, and begin maturing into a fully grown puppettree so that the cycle may begin anew.

Adventurer Puppet **AP**: 4 **PAR**: 3

Bio-Corrupted Human

HP: 124 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 15 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+18	+8	+11	+3	+0

Guard

Vine-Covered Armor - medium metal armor
Eva: +6 Def: +4
Soak: 4 | 8 | 12 | 16

Actions

2 AP — **Storm Cannon** - heavy customized firearm
Acc: +4 Range: 300 ft
Damage: 9 | 18 | 27 | 36
When struck, the target and all adjacent people must make a Tier 2 Spirit resist or be stunned for 1 AP.

1 AP — **Puppet Strings** (*grab*)
Acc: +7
Once the puppet strings grab a location, they can spread out, grabbing another adjacent location for 1 AP. This grab only has to be broken once to break free of the puppet strings. Alternatively, 10 damage dealt to the puppet strings will break the grab.

1 AP — **Manipulate**
Once the puppet strings have grabbed a target, it can manipulate them. It forces the victim to make one of the following actions provided that they are in control of the limbs required to make that action.
- Walk 15 feet (the target must remain adjacent to the puppet)
- Attack (either with or without weapon - a two-handed attack can only be done if both hands are grabbed) - this attack uses the puppet's +2 accuracy and +3 strike.

Puppettree Seeds

If a person is infected with a seed, they can make a Cunning roll to notice it the turn before it sprouts. If they do so, it costs 2 action points to dig it out.

If they fail to notice it then the seed sprouts, growing across that limb. From that point on, it begins spreading. The basic seed has 3 AP per turn and a +11 Brute, and it will spend all 3 AP attempting to grab more locations. Once sufficiently grabbed, the puppet strings will begin manipulating the victim.

Actions

Puppet Strings - grab

Acc: +3

1 AP Once the puppet strings grab a location, they can spread out, grabbing another adjacent location for 1 AP. This grab only has to be broken once to break free of the puppet strings. Alternatively, 10 damage dealt to the puppet strings will break the grab.

Manipulate

1 AP Once the puppet strings have grabbed a target, it can manipulate them. It forces the victim to make one of the following actions provided that they are in control of the limbs required to make that action.

- Walk 15 feet (the target must remain adjacent to the puppet)

- Attack (either with or without weapon - a two-handed attack can only be done if both hands are grabbed) - this attack uses the puppet's +2 accuracy and +3 strike.

The puppettree seed will continue to spread and fight. If it loses control over all locations, the vines will fall to the ground, whither, and die.

If the puppet strings takes complete control of the person's body (all called shot locations), it will make an attack on the person's central nervous system once per turn. The victim can make a Spirit or Cunning resist of Tier 2. If it fails, the victim is lost and turns into a puppet, under complete control of the seed.

Raflosia

Raflosias are massive, fleshy bodies that have a large mouth on the top and multiple tentacles that reach out through the tunnels to hunt for food. Unlike the core, the tentacles are exceptionally muscular and segmented by rings of bone that have a large spike on them.

When Jayro-Tiin came over the land of Paldorus, the raflosia began to grow in size. To escape its would-be predators it escaped underground and grew until it reached a massive size. It began using the advanced acid it was capable of secreting to eat away at the earth around it until it had made large tunnels for its newly armored tentacles to travel through. Now it sits underground and captures those unlucky enough to live above one of its tunnels.

The raflosia is a towering, acid-spewing beast of a creature. It travels with smaller mites with which it has a symbiotic relationship. When the abomination is digging and burrowing around, these mites live under its skin, drinking its blood like a parasite, but when the worm is threatened, they come crawling from inside of it to fend off the attackers.

Combat

The raflosia will attempt to capture its prey with its tentacles, which secrete a paralytic poison, before bringing it through the long tunnels to meet its mouth. If others are able to get to the mouth without being paralyzed it will summon raflosia mites in order to defend itself.

Raflosia

AP: 4 **PAR**: 8

Massive-4 Abomination

HP: 260 | **Wnds**: 40 | **Pri**: +0 | **Spd**: 0 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+49	+10	-10	+2	-8

Note: The raflosia's tentacles independently have a +10 dexterity.

Guard

Eva: -5 Def: +27

Soak: 16 | 32 | 48 | 64

Note: Skin is covered by a paralytic poison absorbed through the skin. If someone grabs it or is grabbed, they must roll a Tier 5 Brute or be stunned for 4 AP. This must be rerolled every turn the person is in contact with the raflosia's skin.

Immunities: Called shots to eyes, head, ears, neck, and legs.

Actions

2 AP — **Tentacle**

Acc: +2 Stk: +6 Reach: 300 ft

Damage: 14 | 28 | 42 | 56

Note: Bypasses medium cover

1 AP — **Acid Secretion** (*reflexive*)

Can spend 1 AP to secrete an acid from its body that reduces a weapons damage class or an armor's soak class by 3. Anyone grabbing or being grabbed must immediately make a resist against it.

1 AP — **Direct Parasites**

Can spend 1 AP to call forth or give orders to raflosia mites that live inside of it. It can summon up to 6 raflosia mites for 1 AP each and direct all of them simultaneously for only 1 AP. If the mites are killed, the raflosia will regain those mites during its next down time.

Raflosia Mite

AP: 3 **PAR**: 4

Standing at roughly 6 feet, these monsters are protected by their hardened carapace and use their massive jaws to devour enemies of the raflosia. Their jaws open about 3 ½ feet, allowing them to devour any and all prey.

Abomination

HP: 40 | **Wnds**: 8 | **Pri**: +8 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+5	+10	+3	-8

Guard

Eva: +4 Def: +4

Soak: 4 | 8 | 12 | 16

Actions

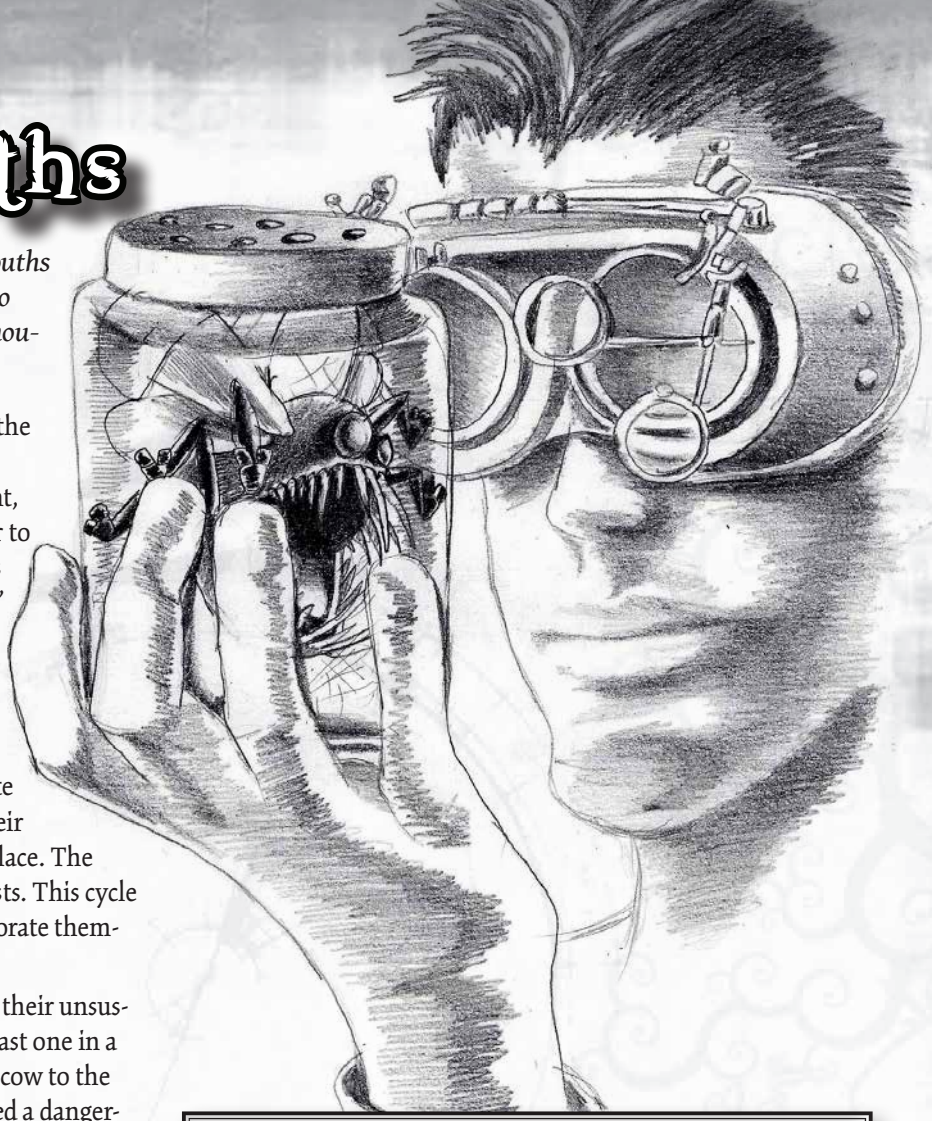
2 AP — **Bite**

Acc: +15 Stk: +10

Damage: 8 | 16 | 24 | 32

Note: Bypasses 2 points of the opponent's soak.

Ripper Moths



With dull black eyes, six-inch wingspan, and mouths like an anglerfish, these moths are horrendous to behold on their own. When they swarm in the thousands, they are a flying mass of terror.

Ripper moths are a fearsome and deadly creature, the cause of many unsolved serial killings. The moths quickly adopt a pattern suited to their environment, with most adopting a mottled grey pattern, similar to the sides or inside of stone buildings. Some reports have them mimicking the painted colors of nobles' houses, allowing them to swarm entire dinner parties.

The lifecycle of ripper moths is nothing if not macabre. They take the internal organs and soft flesh of the unfortunate victims and regurgitate them as an adhesive mixture, spat onto walls of their chosen nesting ground, a usually damp and dark place. The ripper moths will then lay their eggs into these nests. This cycle repeats itself twice before the ripper moths incorporate themselves into their nests to help feed their young.

While hunting, ripper moths will swarm their unsuspecting prey when they're at their weakest or the last one in a line. They have been known to strip a fully grown cow to the bone in a few minutes. Ripper moths are considered a dangerous infestation, and most cities have a task force on hand to deal with any reports of them.

Combat

Ripper moths begin combat by pouring out of their fleshy cocoons and immediately swarming anything nearby. While ripper moths will attack machines and automata, their primary focus is on things they can consume. These bloodthirsty creatures truly become terrifying in combat. After dealing damage, ripper moths enter a feeding frenzy in which they intensely tear at both their victim's flesh and at each other. While in this frenzy, the moths are relentless and will commonly stay in locations where they are dealing the most damage, although if a particularly vulnerable opponent attempts to run, the spawn will generally follow the weaker prey.

Ripper Moths

AP: 3 **PAR**: 1

Small Bio-Corrupted Insect Swarm

HP: 30 | **Pri**: +3 | **Spd**: 15 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+9	+0	+10	+0	-7

Guard

Eva: +5 Def: +3

Soak: 1 | 2 | 3 | 4

Actions

Bite

1 AP Acc: +6 Stk: +8

Damage: 3 | 6 | 9 | 12

The swarm is based on a single space. If a swarm takes up multiple spaces, the swarm's strike, defense, hit points, and wounds are multiplied by the number of spaces the swarm occupies.

The whole swarm uses these 3 action points. If the action points are used for an attack, the whole swarm attacks. The swarm can attack, for a single action point, every person inside the swarm's area.

Serpents

Sea Serpent

These colossal deep blue to green snake like fish appear as modeled after eels of the deep sea. They tend to feed on smaller fish near the shore and rarely venture further out. Well known for their bad temperament and willingness to attack without a moment's notice.

Sea serpents make their homes in relatively shallow waters, acting as a last line of defense to keep the ayodin from reaching shoreline. These sea serpents prey on large quantities of smaller fish rather than venturing outward in search of larger game. Some claim to have witnessed larger, more vibrantly-colored sea serpents miles off the coasts, although rumors of these deep sea serpents have not been confirmed.

Combat

Serpents prefer the element of surprise when attacking a potential threat. They will often begin by darting through the water and slamming into their targets like a torpedo. After a hole has been punched into the side of the ship, creature, or threat, the serpent waits, observes, and repeats this process. When this is not an option, the serpent will raise most of its body from the ocean and bite at their targeted viciously, occasionally spewing out fire, igniting its victim.

Sea Serpent

AP: 4 **PAR:** 3

Massive-2 Bio-Corrupted Eel

HP: 77 | **Wnds**: 24 | **Pri**: +0 | **Spd**: 55 ft (swim)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+5	+9	+3	-8

Guard

Eva: +0 Def: +2

Soak: 5 | 10 | 15 | 20

Actions

1 AP

Body Lunge

Acc: +7 Stk: +14 Reach: 15 ft

Damage: 6 | 12 | 18 | 24

Unstoppable Rush (+1 AP): The sea serpent charges through the waters to devastate anything that it moves through. The sea serpent gains +2 Strike for every 5 feet it spends moving towards its target. This movement must be in only one direction and only from one move action. In addition, the target must resist the sea serpent's Brute with their Brute or be tossed 15 feet in a direction of the serpent's choice. This attack deals an additional tier of damage and ignores soak if used against a wall or structure, and should the target be tossed away or broken by this attack, the sea serpent may continue its movement.

2 AP

Bite

Acc: +7 Stk: +14 Reach: 15 ft

Damage: 12 | 24 | 36 | 48

Note: Any successful hit with the Bite will damage the armor of the target, reducing its soak by one.

Armor Sunder (+1 AP): During one of its Bite attacks, the sea serpent may use its jaw to rip off pieces of armor, reducing the soak class of the armor by 3. The target can roll their Brute against the strike roll, or they lose the soak class. This can be repaired during a breather.

2 AP

Fire Spew

Acc: +7 Range: 30 ft

Fire Damage: 9 | 18 | 27 | 36

Note: The sea serpent, once it raises above the water, can spew fire from its mouth. If it hits, it will set the target on Tier 2 Fire, though this negated with a Tier 2 Dexterity resist.

Sky Serpent

At 30 to 40 feet long, sky serpents make a frightening tear across the sky as they swim through the air. More aggressive than their seafaring brethren, the screeching whistle of their claws through the wind signals their attack. Their color patterns range from dark greys to dark blues, occasionally with white dots along their spines.

Sky serpents swim through the air, allowing their two large claws to emit a loud whistling screech as they drag through the air. Even modern airships have difficulty outrunning the speed of their effortless glide.

Sky serpents use the two large claws on their upper torso to grab onto the sides of vehicles, tearing them apart and sending the remains plummeting to the ground in a blaze. Like sea serpents, they prefer to slam through their targets like a missile in a series of flybys, but sky serpents also rely heavily on their fiery breath. They can emit a powerful inferno from their mouths, scorching their targets to ash.

Combat

Sky serpents always attack head-on and are generally fearless. They reduce all intimidation rolls by 2 tiers and will always aim for the largest collection of enemies.

Sea Serpent

AP: 4 **PAR**: 6

Massive-3 Bio-Corrupted Eel

HP: 147 | **Wnds**: 36 | **Pri**: +5 | **Spd**: 75 ft (flying), 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+23	+4	+18	+6	-

Guard

Eva: -4 Def: +16

Soak: 6 | 12 | 18 | 24

Note: When hit with an attack, the sky serpent can spend 1 action point to add the damage done after soak to its next strike roll.

Actions

2 AP — **Bite**

Acc: +7 Stk: +15 Reach: 10 ft

Damage: 15 | 30 | 45 | 60

1 AP — **Claw**

Acc: +2 Stk: +13 Reach: 10 ft

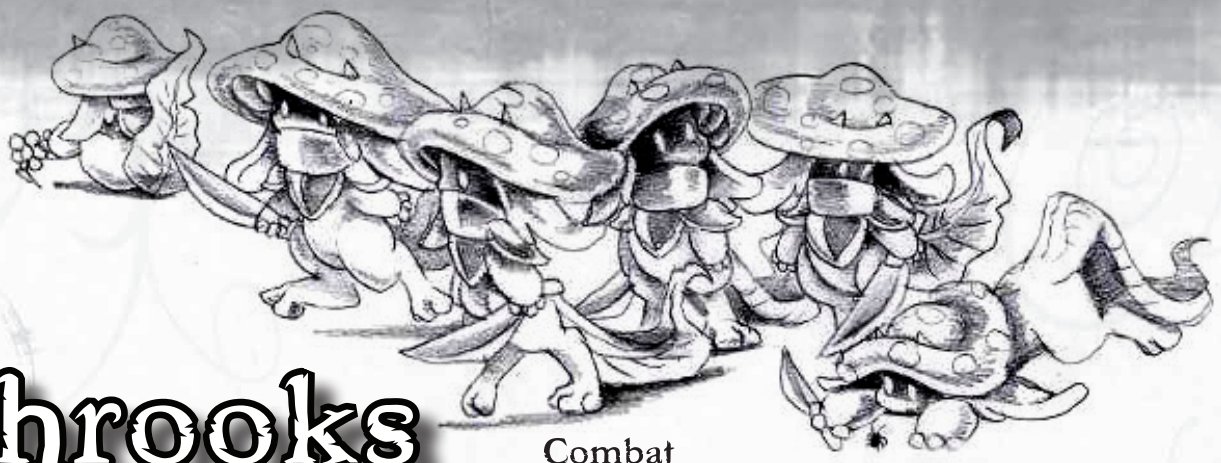
Damage: 14 | 28 | 42 | 56

3 AP — **Fearsome Breath**

Acc: +7 Stk: +15 Range: 25 ft

Damage class: 10 | 15 | 20 | 25

Note: This damage is dealt in the form of fire and damages each creature within the range of its line. Strike is lowered by one tier for each creature hit after the first target.



Shrooks

Considered borderline cute by many, the shrook is a small white soldier that is grown from spores dropped in the ground.

These fungal creatures were developed by gnomes as shock troops. They are highly-designed spores that can be dropped in the ground, and within a few days they have sprouted into fully-functioning fungal troops ready for battle. Sometimes shrooks go bad.

Shrook

AP: 2 **PAR**: 1

Bio-Corrupted Fungus
HP: 52 | **Wnds**: 32 | **Pri**: +1 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+1	+2	+4	+0

Guard

Eva: +1 Def: +2
Soak: 1 | 2 | 3 | 4
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux
Weakness: Cannot soak or resist fire or heat damage

Actions

1 AP **Fungal Swipe**
Acc: +2 Stk: +4
Damage: 2 | 4 | 6 | 8

2 AP **Resprout**
If the shrook takes a called shot, wound, or fatal, it can spend 2 AP to resprout that location, negating the effect and giving itself a fresh body part. If the damage dealt to it was done by fire, it cannot use its resprout ability.

2 AP **Fungal Cloud**
The shrook releases a cloud of spores that coats everything within 25 feet of it. Anyone in the area at the time of release must roll a Tier 3 Brute gas resist or be stunned for 1 AP.

If a non-shrook person dies within 1 round of being coated in these spores, a shrook will grow from their corpse on the following turn.

Combat

They are simple-minded, and in battle will simply attack the closest enemy to them. They can often be found in groups of 5. When threatened they can release fungal spores that, when inhaled, cause a paralysis of the target. Shrooks are tough to kill, as they continuously regrow any damages dealt to them.

Heavy Shrook

AP: 4 **PAR**: 4

Massive-2 Bio-Corrupted Fungus
HP: 139 | **Wnds**: 44 | **Pri**: +3 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+8	+11	+20	+0

Guard

Eva: +3 Def: +10
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux
Weakness: Cannot soak or resist fire or heat damage

Actions

1 AP **Fungal Swipe**
Acc: +4 Stk: +10
Damage: 4 | 8 | 12 | 16

2 AP **Thornshot**
Acc: +4 Range: 200 ft
Damage: 7 | 14 | 21 | 28

2 AP **Resprout**
If the heavy shrook takes a called shot, wound, or fatal, it can spend 2 AP to resprout that location, negating the effect and giving itself a fresh body part. If the damage dealt to it was done by fire, it cannot use its resprout ability.

2 AP **Fungal Cloud**
The heavy shrook releases a cloud of spores that coats everything within 50 feet of it. Anyone in the area at the time of release must roll a Tier 3 Brute gas resist or be stunned for 1 AP.

If a non-shrook person dies within 1 round of being coated in these spores, a shrook will grow from their corpse on the following turn.

Sibrius Hound

Deadlier than the quicksilver their bodies resemble, the Sibirius hounds are cruel and effective hunters. Though they tend to hunt in packs, even a lone Sibirius hound can devastate in an encounter, imbruing some of the quicksilver of its body into the blood of its prey.

The Sibrius hounds are hunters and guardians of the Haudi Empire's throne, Mount Sibrius. The mercurial veins of Mount Sibrius were collected and experimented on, creating the deadly Sibrius hounds.

These hunting dogs have a body that seems to be made entirely of quicksilver, making them difficult to kill. When they fight, even the non-fatal wounds they deal can cause insanity and confusion. Sibrius hounds used to only belong to the royalty of the Haudi Empire, but with the fall of Siyesh, rare Sibrius hounds are found more and more often outside of the Haudi Empire.

Sibrius Hound

AP: 4 **PAR**: 6

Bio-Corrupted Canine

HP: 90 | **Wnds**: 13 | **Pri**: +10 | **Spd**: 50 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+10	+20	+5	-12

Guard

Eva: +10 Def: +5

Soak: 3 | 6 | 9 | 12

Note: Anyone grabbing a Sibrius hound must roll a Tier 3 Brute to resist a poison that deals 24 damage.

Actions

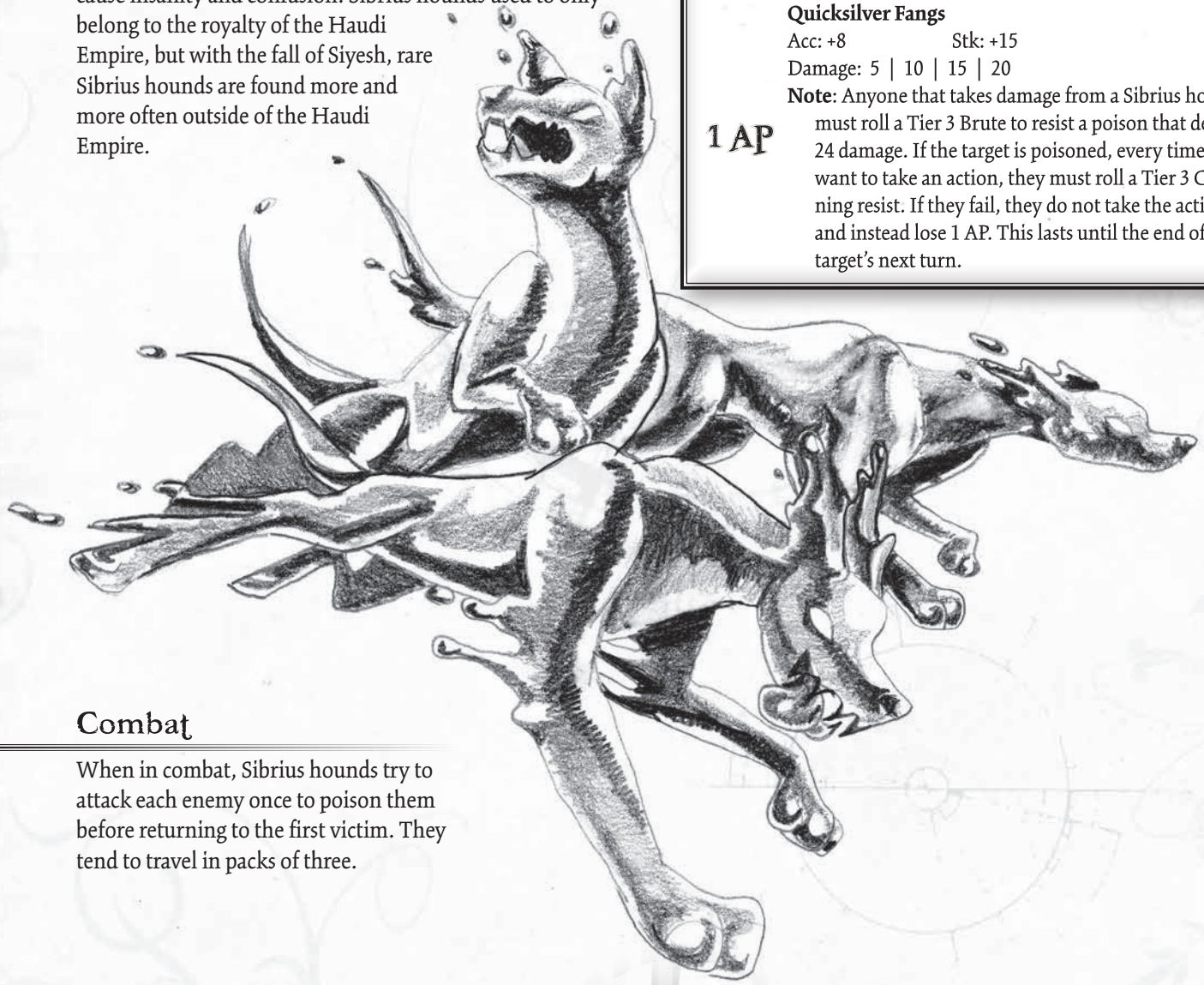
1 AP

Quicksilver Fangs

Acc: +8 Stk: +15

Damage: 5 | 10 | 15 | 20

Note: Anyone that takes damage from a Sibrius hound must roll a Tier 3 Brute to resist a poison that deals 24 damage. If the target is poisoned, every time they want to take an action, they must roll a Tier 3 Cunning resist. If they fail, they do not take the action and instead lose 1 AP. This lasts until the end of the target's next turn.



Combat

When in combat, Sibrius hounds try to attack each enemy once to poison them before returning to the first victim. They tend to travel in packs of three.

Slime Spider

Slime spiders are the results of attempts to bring the horrors of the ocean to the surface, molded to adapt to the terrestrial environment. The size of elves, with eight eyes, eight legs, mandibles the size of small swords, and a mass of tentacles like that of an anemone, slime spiders are a true terror to behold.

Mostly found in places where sapient races rarely interfere, Slime Spiders tend to haunt abandoned locales and trade routes. Luckily, these creatures are fiercely territorial and are solitary hunters, keeping them from gathering in large groups.

Combat

Spiders are terrifying, so a slime spider will attempt to ambush their prey with the grab from hiding, drag them somewhere where the victim's friends can't find them, and attempt to hit with bites until they can't call for help or move. Once they're incapacitated the spider will feed, sucking the victim dry.

Slime Spider

AP: 4 **PAR:** 2

Massive-2 Bio-Corrupted Spider
HP: 36 | **Wnds**: 15 | **Pri**: +5 | **Spd**: 30 ft (land, climb)
Note: Slime spiders are not affected by rough terrain.

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+4	+2	+0	-8

Guard

Eva: +2 Def: +5
Soak: 8 | 16 | 24 | 32

Actions

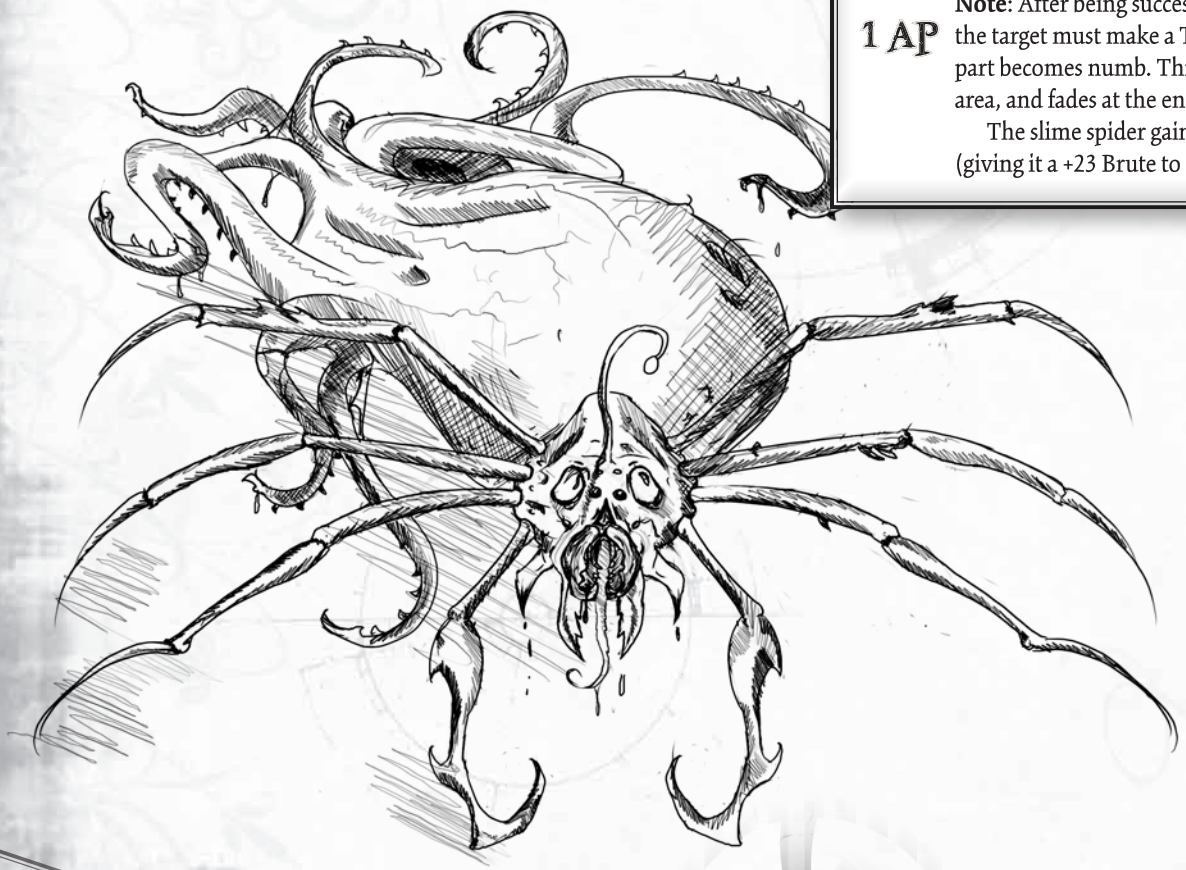
1 AP

Bite
Acc: +2 Stk: +2
Damage: 9 | 18 | 27 | 36
Note: On a successful hit, the target must make a Tier 2 Brute roll or be disoriented for three turns (losing 1 action point each turn).

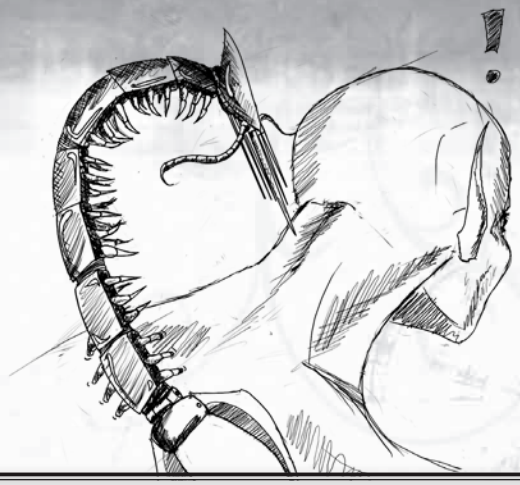
1 AP

Tentacle (can make up to 4 tentacle grabs)
Acc: +2 Stk: +11 Reach: 10 ft
Damage: 3 | 6 | 9 | 12
Note: After being successfully grabbed with a tentacle, the target must make a Tier 2 Brute roll or that body part becomes numb. This functions as a wound to that area, and fades at the end of the target's next turn.

The slime spider gains a +11 to maintain the grab (giving it a +23 Brute to maintain a grab).



Spinetapper



Spinetappers are large and metallic, with a distinc centipedian design. Originally constructed to attach to the spines of any vertebrate creature and cause intense pain and eventual paralysis, Spinetappers sap the energy from their prey, leaving them vulnerable for further attack.

Spinetappers are insectoid creatures that were originally designed to attach to the spines of any vertebrate creature, causing intense pain and eventual paralysis. While this final development never came fully to fruition, scientists were able to create a creature that would sap the energy from a victim, leaving them vulnerable to attacks. Spinetappers have a metallic, segmented, elongated body like that of a lobster. Each of the 7 segments is about 2 inches long, with 3 legs on each side that come to sharp points that allow them to easily penetrate flesh, so they can embed the sharp tips into the victim's side. They have a horseshoe-shaped tail that acts as a blade to fend off anyone who would try to detach them, and a mouth filled with thousands of pointed teeth that they use to suck the energy from their hosts.

Spinetappers are known to blend into the debris of slums, dumps, and factories, and only emerge from their hiding places when a person's back is exposed to them. They are highly territorial and are often found in groups of 3 or fewer. They migrate often, in constant search for areas rich in hosts, and only detach when they are completely full of energy, which can take several days. Spinetappers hate electricity, often choosing to disengage and run for cover rather than face another jolt from a source. While electrical applications for removing spinetappers are effective, there is a fair amount of controversy as to whether it does more damage to the host than the spinetapper itself, if it was allowed to finish its feeding cycle. In an effort to avoid hospitals filled with patients and halts in production from workers too afraid to enter factories, cities employ tactical teams that wear special plating on their backs to drive spinetappers from town when reports of attacks surface.

Combat

The spinetapper begins combat by sneaking up on an opponent when their back is turned and climbing up their backs. The spinetapper then begins to use Spinal Tap to draw action points from its opponent. It fends off attacks from other foes by using its horseshoe tail.

Spinetapper **AP**: 3 **PAR**: 1

Small Bio-Corruption

HP: 29 | **Wnds**: 8 | **Pri**: +0 | **Spd**: 25 ft (land, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+7	+	+0	-8

Guard

Eva: +3 Def: +2

Soak: 4 | 8 | 12 | 16

Note: The spinetapper's natural armor acts as both organic and metal for purposes of soak.

Actions

1 AP **Horseshoe Tail**
Acc: +4 Stk: +2
Damage: 5 | 10 | 15 | 20

1 AP **Cling** (*stance*)
Spinetappers can cling on to a grabbed opponent. If the spinetapper is attacked but the attack misses, the person that the spinetapper is clinging onto is automatically dealt 5 damage from the spinetapper's horseshoe tail.

2 AP **Spinal Tap** (*1 AP to continue the tap in on-going turns*)
When grabbing an opponent, the spinetapper can make a spinal tap. The spinetapper embeds itself in the victim's spine, causing the victim to lose one action point per turn until the spinetapper is removed. While embedded, all additional attacks made to the victim by the spinetapper automatically hit. The spinetapper can be removed with a Tier 3 Brute roll.

Spinetapper's PAR

Alone, most spinetappers are little more than a macabre nuisance. Though their damage can add up, most parties can kill off a single spinetapper without much effort.

Spintappers can also be added to other challenges. They pair well with other creatures that focus on attacks, as spinetappers tend to be better at slowly leeching targets.

Sprite

Sometimes it feels like you need a magnifying glass to see sprites. While no different than their original gnome selves, the sprite have learned to be even smaller, often reducing their size to little more than 8 inches.

Many gnomes developed the ability to grow larger, giving them the strength and power to fight against the other taller races. Some gnomes decided to go the other route, changing themselves to be so small as to be nearly unnoticed. They are now known as sprites, and they live quietly among the woods. They are very protective of their homes, and they will use some devious means of guarding themselves when necessary.

Sylphs

Using modern bio-flux, some sprites grow a set of butterfly- or moth-like wings, allowing them to fly. This gives them a flying speed of 20 feet. A sylph uses the same statistics as the sprite, but is a PAR 2.

Combat

Sprites often pair up with giants, or gnomes who can grow in size. The most common encounter type is 2 sprites and 1 giant, as the sprites attack up close while the giant supports them from behind.

Sprite

AP: 3 **PAR**: 1

Small Bio-Corrupted Gnome

HP: 60 | **Wnds**: 12 | **Pri**: +2 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+4	+5	+6	+2

Guard

Armored Clothing - light textile armor
Eva: +3 Def: +4
Soak: 2 | 4 | 6 | 8

Actions

2 AP **Spear** - medium wooden melee weapon
Acc: +3 Stk: +4 Reach: 10 ft
Damage: 5 | 10 | 15 | 20

Giant

AP: 4 **PAR**: 2

Massive-2 Bio-Corrupted Gnome

HP: 75 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+1	+5	+2	+0

Guard

Bark Armor - medium organic armor
Eva: +1 Def: +5
Soak: 3 | 6 | 9 | 12

Actions

4 AP **Delivery Crossbow** - heavy wooden crossbow
Acc: +3 Reach: 50 ft
Damage: 7 | 14 | 21 | 28
Note: Delivery augment allows for firing of sprites.

2 AP **Mallet** - massive-2 heavy melee weapon
Acc: +3 Stk: +8
Damage: 12 | 24 | 36 | 48

Therianthropes

Therianthropes are those who have been forced to turn into an intermediary of man and beast. The are often bipedal but heavily animalistic, with vicious claws and enhanced muscle.

Werewolves, wereboars, werebears, weretigers - you name it, the Hauds have made it! Made by Dr. Thaddeus Zimaran, the therianthropy virus has been used on many people. Being an essence virus loosely comprised of multiple different essence samples, the virus tends to mutate the infected based on their personality and build. A body builder is more likely to turn into a bear, and a messenger or track runner tends to be turned into a cheetah. Originally designed for military use, an accident led to its release into the wild. It is possible for others to contract this disease and lose themselves to their new form. This virus has spread through military officials and unsuspecting villagers alike.

Combat

Therianthropes are irrational and violent. While primal, some retain the higher problem-solving skills of their former selves. They will often attack the easiest prey they can find.

Wereboar

AP: 3 **PAR:** 2

Bio-Corrupted Human

HP: 64 | **Wnds**: 12 | **Pri**: +2 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+4	+5	+2	+2

Guard

Armored Clothing - light textile armor
Eva: +3 Def: +4
Soak: 2 | 4 | 6 | 8

Actions

2 AP **Spear** - medium metal polearm
Acc: +3 Stk: +4 Reach: 10 ft
Damage: 5 | 10 | 15 | 20

The simplest of the therianthropes, the wereboar is sometimes mistaken for a fat person with a slight deformity. They are one of the few transformations that are more vegetarian by nature, and they don't often seek to fight. They have more of their former minds than any other therianthrope, and can wield basic melee weapons and wear armor.

Werecheetah

AP: 4 **PAR:** 5

Bio-Corrupted Human

HP: 128 | **Wnds**: 13 | **Pri**: +7 | **Spd**: 45 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+9	+20	+4	+0

Guard

Eva: +7 Def: +3
Soak: 1 | 2 | 3 | 4

Actions

1 AP **Claws**
Acc: +5 Stk: +7
Damage: 7 | 14 | 21 | 28

3 AP **Dashing Strike**
The werecheetah dashes past an opponent, slicing them with its claws in the process. The werecheetah gains a +1 to strike for every 5 feet it moves before attacking the opponent. It may attack an opponent mid-movement, allowing it to finish the move after the attack.

Fast and cunning, a werecheetah makes strong use of its speed to blitzkrieg its enemies, taking them down quickly and efficiently.

Werewolf

AP: 5 **PAR**: 9

Bio-Corrupted Human

HP: 195 | **Wnds**: 16 | **Pri**: +4 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+11	+17	+8	+0

Guard

Eva: +5 Def: +6

Soak: 3 | 6 | 9 | 12

Actions

Claws

1 AP

Acc: +7 Stk: +15

Damage: 11 | 22 | 33 | 44

Flesh Rend (+1 AP): When the werewolf uses its claws, it can causes 8 points of bleeding damage for one additional AP.

Bite

2 AP

Acc: +6 Stk: +17

Damage: 8 | 16 | 24 | 32

Note: When done as a grab, this action still inflicts damage as if it were a straight attack.

Ferocious creatures of folklore, werewolves have long haunted the minds of the people. Thanks to Dr. Zimaran, they are now a reality. Though rare, they are extremely dangerous.

Werebear

AP: 6 **PAR**: 12

Bio-Corrupted Elf

HP: 457 | **Wnds**: 30 | **Pri**: +2 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+32	+10	+15	+20	+0

Guard

Eva: +3 Def: +24

Soak: 12 | 24 | 36 | 48

Actions

Claws

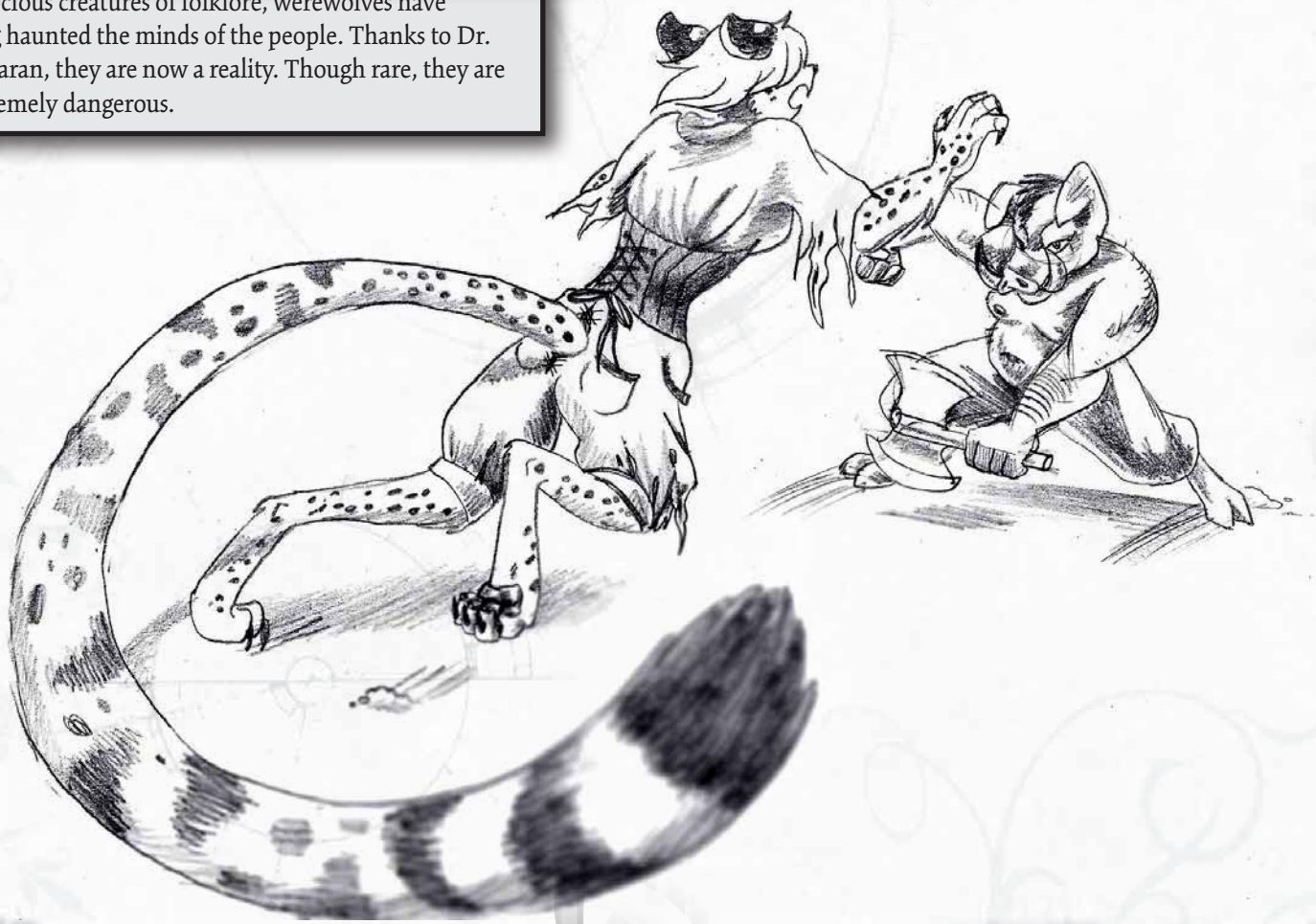
2 AP

Acc: +10 Stk: +29

Damage: 16 | 32 | 48 | 60

Note: When the werebear rolls a Tier 4 strike the attack becomes unsoakable.

Only known to develop in elves, the werebear is truly terrifying. They are massive, powerful creatures, standing at 10 feet tall and weighing over 800 lbs. However, they are not as aggressive as a werewolf and one will often remain strictly in its own territory.



Time Eater

Time eaters are long iguana-like creatures with three eyes, including a single large black eye in the middle of its forehead. They have long, scaly green and brown bodies stretching between 12 and 20 feet long, and a large frilled hood that spreads open much like a cobra when the time eater feels threatened.

Many creatures call the jungles their home, but one of the most dangerous and cunning among them is the time eater. When a person finds themselves facing a time eater, the reptile pops open its hood, releasing a colorless, odorless gas that stuns the person and gives them the sensation that time itself is being eaten. While this of course is not true, the person does become heavily impaired and their speed is drastically slowed, making things around them seem lightning fast.

Originally created by the Hauds of Zelhost, time eaters would be strategically released into enemy camps, affording the Hauds an opportunity to get a surprise attack against their impaired victims. They were used for torture and interrogation, as the pain inflicted felt like it was going on forever. Most time eaters are now found in the wild, and it is highly illegal to own one as a pet in most of society (governments recommend killing them on sight). Some less-than-savory people have time eater farms and traffic in the venoms and vapors on black markets.

Combat

When first encountered, the wild time eater will first release its gas. If it's a single target or if the entire group is successfully neutralized, the time eater will target the smallest member of the group. Once the victim is paralyzed, the time eater will trip them and drag them off to make a meal of them later. However, if the time eater feels overwhelmed and outmatched, it will instead use the time granted by its gas to flee or bite each threat into submission.

Time Eater

AP: 4 **PAR**: 2

Massive-2 Bio-Corrupted Reptile

HP: 53 | **Wnds**: 16 | **Pri**: +7 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+5	+9	+0	-12

Guard

Eva: +6 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

2 AP

Time-Eating Gas

The time eater opens its hood, releasing an invisible gas that affects everyone within 15 feet. The gas continues to stay in the area as long as the time eater doesn't close its hood. Those caught within the gas will take an automatic 1 on all Cunning rolls for the next two turns and are stunned for 2 AP per turn they stay within 15 feet of the time eater.

Resist: When a person is first affected by the gas, a Tier 2 Brute roll will decrease the stun to 1 AP and the time required outside the gas for Cunning rolls is reduced to 1 turn. A Tier 3 negates the gas entirely.

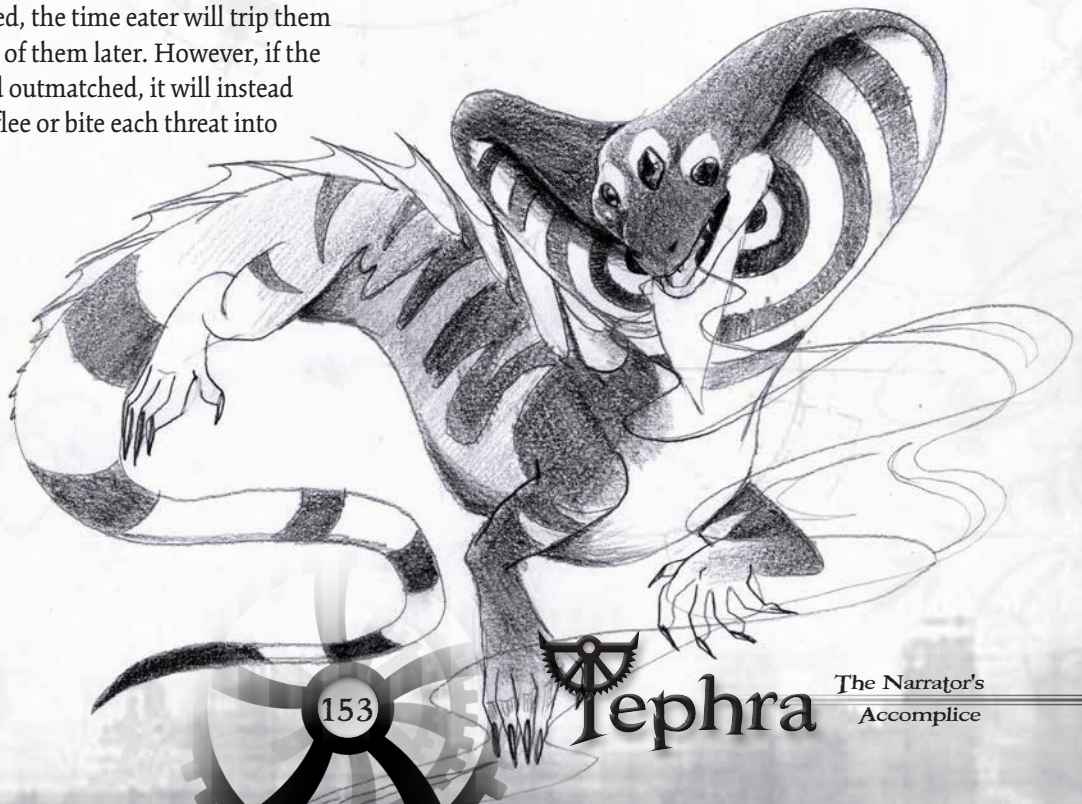
2 AP

Bite (1 AP if first action in a turn)

Acc: +6 Stk: +3

Damage: 7 | 14 | 21 | 28

Paralytic Poison (1 AP): After a damaging bite, the time eater can inject its target with a paralytic poison for 1 AP that causes the victim to go prone and be stunned for 3 AP. A Tier 3 Brute resist negates this poison.



Vampire

While most are no better than ghouls, barely human in appearance, some vampires have managed to maintain control and become well-fed. These vampires often look similar to slightly gaunt farishtaa with bluish-grey skin.

Once fully alive, vampires are now a mockery of life. They stay alive only through feeding on the essence of others. Most vampires are dimwitted and frail, barely surviving one feeding to the next. Some - the well-fed ones - are essence-addicts, using that essence to grant them greater strength and capabilities.

Combat

The frail vampires are small-minded and often attack whoever is closest to them, while a well-fed vampire can be more tactical, and will more often attack the weakest member of a party or the medic to prevent the group from recovering mid-battle. A well-fed vampire can also sprout wings from their bodies when needed and fly away from danger, or attack another airborne enemy.

Frail Vampire

AP: 3 **PAR:** 2

Bio-Corrupted Human

HP: 80 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+3	+13	+4	+1

Guard

Cloak - light textile armor
Eva: +4 Def: +2
Soak: 2 | 4 | 6 | 8
Note: May spend 1 AP to add +3 to evade against melee weapons before rolling.

Actions

Claws
1 AP Acc: +3 Stk: +5
Damage: 4 | 8 | 12 | 16

Well-Fed Vampire

AP: 5 **PAR:** 6

Bio-Corrupted Human

HP: 237 | **Wnds**: 16 | **Pri**: +8 | **Spd**: 40 ft (land), 25 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+25	+15	+30	+12	+10

Guard

Enhanced Cloak - light textile armor
Eva: +12 Def: +15
Soak: 6 | 12 | 18 | 24
Deflection: Can spend 1 AP reflexively to add +5 to evade after rolling to evade an attack.

Actions

Saber - medium metal melee weapon
2 AP Acc: +10 Stk: +12
Damage: 8 | 16 | 24 | 32

Claws
1 AP Acc: +8 Stk: +8
Damage: 4 | 8 | 12 | 16

Void

While an angry elf can be frightening, the sight of a void is worse. They appear as elves with missing flesh, with the remaining flesh appearing dead and black. Their eyes are solid black with no visible sclera, although some have glowing red and green eyes.

Once elves, these creatures were fed necrotic essence. It started to turn them into farishtaas, but instead it devoured the essence inside of them and turned them into dark, feral monsters. The voids are packlike and hunt for anything carrying essence. Elves and farishtaa alike fear them, knowing them for their intense screech-like howls.

Combat

Voids are unintelligent and will simply try to overwhelm any enemy they can see. They move in large groups of 10-15 and can often ambush a party if they are not careful.

Void

AP: 2 **PAR**: <1

Large (tier-3) Monstrosity

HP: 25 | **Wnds**: 8 | **Pri**: +0 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+11	+0	+8	-8	-4

Guard

Eva: +2

Actions

1 AP **Necrotic Claws**
Acc: +1 Stk: +3
Damage: 4 | 8 | 12 | 16

Winged Farishtaa

Looking radiant and divine, winged winged farishtaa are taller than ordinary farishtaa, with large wings and beautiful skin.

The winged farishtaas are naturally powerful. Not only can they fly, they tend to have superhuman strength, cunning, and even some otherworldly powers. They come in two variants, standard and divine. The divine farishtaa are the true demigods of their race, looming over other farishtaa. Standard winged farishtaas, while possessing a definite edge over their land-locked brethren, are otherwise identical to them in height and ability.

Combat

A winged farishtaa will often attack the strongest character in the party. Their hubris wouldn't let them fight anything less than the best.

Winged Farishtaa **AP**: 5 **PAR**: 6

Massive-2 Bio-Corrupted Farishtaa
HP: 120 | **Wnds**: 16 | **Pri**: +10 | **Spd**: 40 ft (land), 35 ft (flying)
Note: Winged farishtaas still add their bonuses to all natural rolls of 1.

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+18	+25	+20	+10

Guard

Eva: +10 Def: +12
Soak: 4 | 8 | 12 | 16
Immunities: called shots, wounds, and fatals made by size-1 light weapons

Actions

2 AP **Rapier** - massive-2 medium metal melee weapon
Acc: +10 Stk: +8
Damage: 13 | 26 | 39 | 52
Note: When a winged farishtaa has lost all their hit points, they gain a +4 to all accuracy and strike rolls.

3 AP **Golden Longbow** - massive-2 heavy wooden bow
Acc: +10 Range: 600 ft
Damage: 13 | 26 | 39 | 52

1 AP **Halo** (*stance*)
A winged farishtaa can maintain a halo that illuminates a 25 ft area around them and deals 2 heat damage every turn to anyone standing adjacent to the winged farishtaa. The winged farishtaa can have this on or off at their discretion. The damage is done at the end of the winged farishtaa's turn and is soakable.

Divine Farishtaa **AP**: 6 **PAR**: 11

Massive-3 Bio-Corrupted Farishtaa
HP: 258 | **Wnds**: 26 | **Pri**: +18 | **Spd**: 40 ft (land), 70 ft (flying)
Note: Divine farishtaas still add their bonuses to all natural rolls of 1.

Brute	Cunning	Dexterity	Spirit	Sciences
+28	+25	+32	+26	+20

Guard

Eva: +18 Def: +22
Soak: 8 | 16 | 24 | 32
Immunities: called shots, wounds, and fatals made by size-1 light and medium weapons

Actions

2 AP **Holy Flaming Sword** - massive-3 metal melee weapon
Acc: +20 Stk: +17 Range: 500 ft
Melee Fire Damage: 18 | 36 | 54 | 72
Range Fire Damage: 16 | 32 | 48 | 64
Note: When a divine farishtaa has lost all of their hit points, they gain a +8 to all accuracy and strike rolls.

1 AP **Halo** (*stance*)
A divine farishtaa can maintain a halo that illuminates a 40 ft area around them and deals 8 heat damage every turn to anyone standing adjacent to the winged farishtaa. The winged farishtaa can have this on or off at their discretion. The damage is done at the end of the winged farishtaa's turn and is soakable.

3 AP **Triumphant Proclamation**
The divine farishtaa announces its victory. Everyone within 100 feet must roll a Spirit resist of Tier 2 or higher or suffer Tier 3 Fear (on page 22 of the Playing Guide). Victims can spend 1 AP any time during their turn to attempt to re-roll the resist. This ability can only be used once per 5 turns.

Yeti

Large with a thick white coat of fur, yetis are formidable and blend in well with the snow. Their fur covers almost their entire body in order to better protect them from the harsh environment they live in.

After the fall of Siyesh a few years ago, a large group of Siyeshi folk, struggling to survive in the far north with few crops and a harsh winter incoming, opted to change themselves with bio-flux rather than face the winter hungry and with poor shelter. They thickened their coat, expanded their ability to eat, and made themselves into tall, powerful hunters. In the years since, they have also realized that their brain capacity has significantly dropped. Some are used by Siyeshi in the battles raging in the region, but many of these yetis have just gone barbaric, pillaging nearby towns for food or fun--nobody can tell anymore.

Combat

Yeti are often scavengers and will focus on the player that has the most in the way of lootables. They are often found in groups of 3. There have been incidents of more being together but it is rare.

Yeti

AP: 3 **PAR**: 2

Bio-Corrupted Human

HP: 50 | **Wnds**: 13 | **Pri**: +1 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+1	+5	+4	+0

Guard

Eva: +2 Def: +4

Soak: 3 | 6 | 9 | 12

Immunities: Cold damage and cold effects (such as cryothermal)

Actions

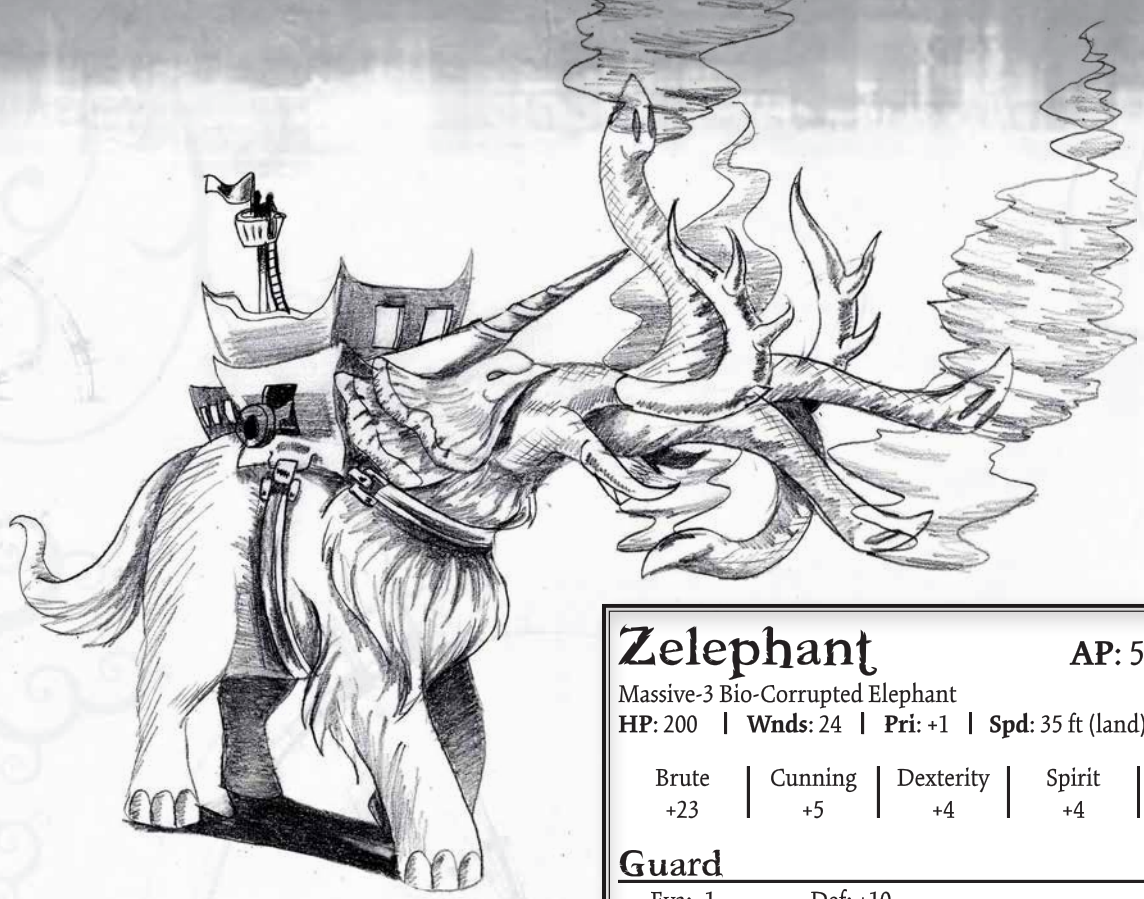
1 AP

Large Claws

Acc: +2 Stk: +4

Damage: 3 | 6 | 9 | 12

Note: Attacks with the claws cause 3 points of bleeding damage



Zelephant

Zelephants are massive, altered elephants that emit deadly gas. Their tusks reach a full 10 feet in length and they stand over 25 feet high. Their skin is a dark gunmetal grey.

Zelephants were a species of rare elephant found in Zelhost (and is where Zelhost gets its name) that were altered and corrupted by the Haudi Empire. Often used as giant war-mounts,these creatures walk through a battlefield, releasing a nauseating gas from their pores when threatened. When killed, the zelephants often release such huge amounts of gas that it kills everyone in their area.

Combat

A zelephant often swings its tusks and trunk to hit enemies and will sometimes slam their feet into the ground to hit closer opponents with a small seismic wave. They also release a gas if they are surrounded.

Zelephant

AP: 5 **PAR**: 7

Massive-3 Bio-Corrupted Elephant

HP: 200 | **Wnds**: 24 | **Pri**: +1 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+23	+5	+4	+4	-8

Guard

Eva: -1 Def: +10

Soak: 6 | 12 | 18 | 24

Actions

2 AP

Tusk Swing

Acc: +7 Stk: +17

Damage: 10 | 20 | 30 | 40

2 AP

Stomp

Acc: +12 Stk: +20

Damage: 5 | 10 | 15 | 20

The zelephant stomps its front feet into the ground, creating a shockwave. This attack is against all spaces adjacent to the zelephant, and every character is either automatically hit or must spend 1 AP reflexively to try to jump out of the way. If they choose to dodge they roll their Dexterity. If the Dexterity roll exceeds the zelephant's accuracy, they can move to 1 adjacent space not being targeted. Otherwise they take the attack as normal.

1 AP

Gas Release

The zelephant releases gas from its pores that nauseates anyone who breathes it . All characters within 10 ft of the zelephant must make a Tier 3 Brute roll or become nauseated, making them take a -4 to all rolls until they have spent 3 AP emptying their stomach.

Gaseous Death Throes

When the zelephant is killed it releases a highly concentrated cloud of gas that affects everyone within 15 feet of them. All characters must make a Tier 3 Brute resist or take 30 damage and an additional 5 damage for every AP they spend for 3 turns.

Rogue Automatons

Chapter 8

Since the creation of the first steamers over 130 years ago, automatons have quickly been adopted into everyday life all over Tephra. Whether they are used for construction, security, or simple entertainment, automatons have become ingrained in the society of almost every nation and have become essential and proper for everyday life. With the recent advent of fuse boxes that mimic the sentience displayed by organic beings, the line is becoming rapidly blurred when comparing the impossible and the improbable. It is no coincidence that some of the greatest advancements made in automaton technology have been made during the great strife of wars and conflicts of the past few decades. With an increasing number of automatons in the hands of more and more people, it is only fair to say that from time to time these creations can become forgotten or lost. After all, it is the condition of all living beings to be careless or otherwise indisposed from time to time. It is this condition that has inevitably led to the vexing problem of "Rogue Automatons."

Put simply, rogue automatons are creations that perform their functional duty but have otherwise strayed from their original intent. This can happen in a multitude of ways and typically are the result of benign actions; such as forgetting to shut down a logging steamer or shorting out the controls of a cloth-folding clockwork. Sometimes a much more tragic circumstance is behind rogue behaviors displayed in automatons, and the reasons are just as varied.

For instance, the Zelhost coastal fishing town of Junay was one of the first places the ayodin invaded during the first few hours of the Hurricane Wars. The highly industrialized fisheries just within reach of the docks became the site of a bloody massacre, as fisherman and laborers used whatever they could find to fight back the tide of invaders. The town was abandoned swiftly and without caution, leaving the fisheries still active in their automated ways. Dock-loading automatons, deboning clockworks, tugboat steamers, meat-slicing fuse boxes, packaging clockworks...all kept their functions going for many years. To this day fisherman out at sea will have to contend with wayward Junay tugboats who mistakenly decide to tug their fishing boats miles off course, and a roving meat slicer is the bane of many animal farms within the surrounding area of the ruins of Junay.

The term "rogue" can sometimes be vague. Can one consider something "rogue" if it's doing exactly what it was designed and conceived to do? When it comes to the many aimless and uncontrolled war automatons that litter the land, the question hardly keeps philosophers up at night. When war rages between two technologically advanced nations, the ensuing ensemble of death machines is a spectacle to behold. Whether it was a small scouting skirmish or a full fledged assault, automatons of all utilities were present. However, in the heat of battle, and the crestfallen aftermath, it is easy to lose track or lose control of "equipment."

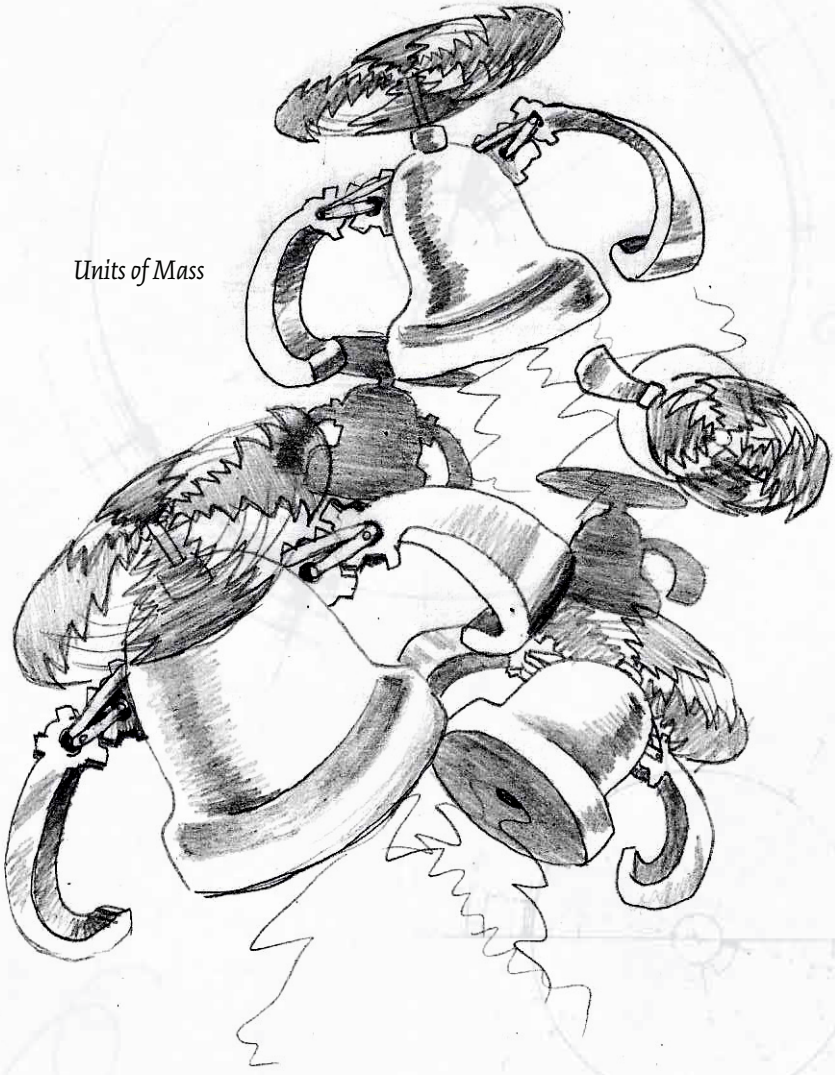
Deadly steamers designed to barrel through enemy fortifications and break down walls would sometimes become so damaged that they would not heed any commands to halt, and would keep bashing down any fortifications they came across, until they would ultimately break down, whenever that may be. Camouflaged clockwork turrets left behind as encampment sentries are still active deep within the forests of Dalvozzea, and have been known to take shots at passing hunters. Sky Mine Clockworks, usually escaped from mine layers as they are shot down, blow aimlessly into the wind until they finally find a target to home into. These are just some of the more extreme cases of "Delinquent Equipment' that military records will disclose.

Most of the automatons lost in battle are benign. One example is the "Runaway River Incident." When Militarists came across a Royalist forward base, they quickly exterminated the incursion but were unable to shut off the Auto-Trenchers used to fortify the area. As a result the auto-trenchers kept digging a ditch for miles until they hit sea, creating one of the first artificial rivers in Evenglssian history. For a more solemn example, try visiting the battlefield of the Siege of Aldamiir, where floating Militarist and Royalist morale-bots still can be heard chanting their rhetoric against each other; a somber reminder of that bloody day.

Although the actions of entire nations can cause rogue automata to unfortunately escape into the wild, it's not out of the ordinary for the machinations of a single person to create discord for years to come. Richard B. Clark of Clarkwork Industries was a failed automaton crafter. During his vast amounts of spare time, he would cobble together automatons for his own personal use, and would attempt to shop around his creations to no avail. When Richard died of exhaustion, his estate was quickly sold off to pay the many outstanding debts he accrued during life. The majority of Clarkwork Industries assets were sold off in small lots, mostly consisting of his many strange and unique automatons such as Proximity Lanterns, Intruder Nabbing Chests, Security Boxes, and so forth. It wasn't until weeks

after the public auction ended that residents discovered odd behaviors in their newly acquired automatons, and it all came to a head one night when all of Richard Clark's creations rebelled seemingly in unison around town. All sorts of malfunctions and inconsistencies with the devices became too much to bear for the clueless citizens, so they all unceremoniously dumped the various automatons out with the trash. These "defective" automatons roamed the cities and countrysides, causing all sorts of havoc. To this day people still look for the Clarkwork trade stamp on hand-me-down automatons: "Just in case."

Regardless of their origins, rogue automatons of all types now roam the vast world of Tephra, and encounters are increasingly prevalent. How will areas afflicted by the nuisance of rogue automatons deal with these relatively new problems? What are the true consequences for leaving these aimless machines unchecked? How much longer can the races of Tephra afford to be careless with their creations? Time will only tell.



Units of Mass

Arachnoforge

The arachnoforge is about as long as the average human is tall. It has eight legs with graspers, an enlarged, steaming thorax with a funnel at the end, and a boxy head with a single glowing eye.

Initially created to improve construction speeds, the arachnoforge automatons served as a portable means for producing the various metal girders and bars that most projects would need. The enlarged thorax could contain a large quantity of molten metal, and the automatons were capable of manipulating and shaping the metal as it cooled. Many companies that used these automatons would make a few custom changes to the design, voiding the warranty in the process. No two arachnoforges look the same, with varying colors and logos. Unfortunately, many of the models began behaving strangely, and the entire line was recalled after reports of crew members being attacked by the arachnoforges. Any remaining models are considered hostile and dangerous, and should be dealt with rather than ignored.

Combat

The arachnoforge has developed a hunter's mind. It will try to grab hold of its prey and encase it in the molten metal from its thorax. It will often encase the legs first, making escape difficult for its prey, followed by the arms. It will save everything from the neck up for last. If it is being pursued, the arachnoforge will begin laying down a lattice of metal to hinder its pursuers, and will try to turn the tables by affecting the terrain.

Arachnoforge

AP: 3 **PAR:** 4

Defective Automaton

HP: 108 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 25 ft (land), 35 ft (climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+5	+12	-	+0

Guard

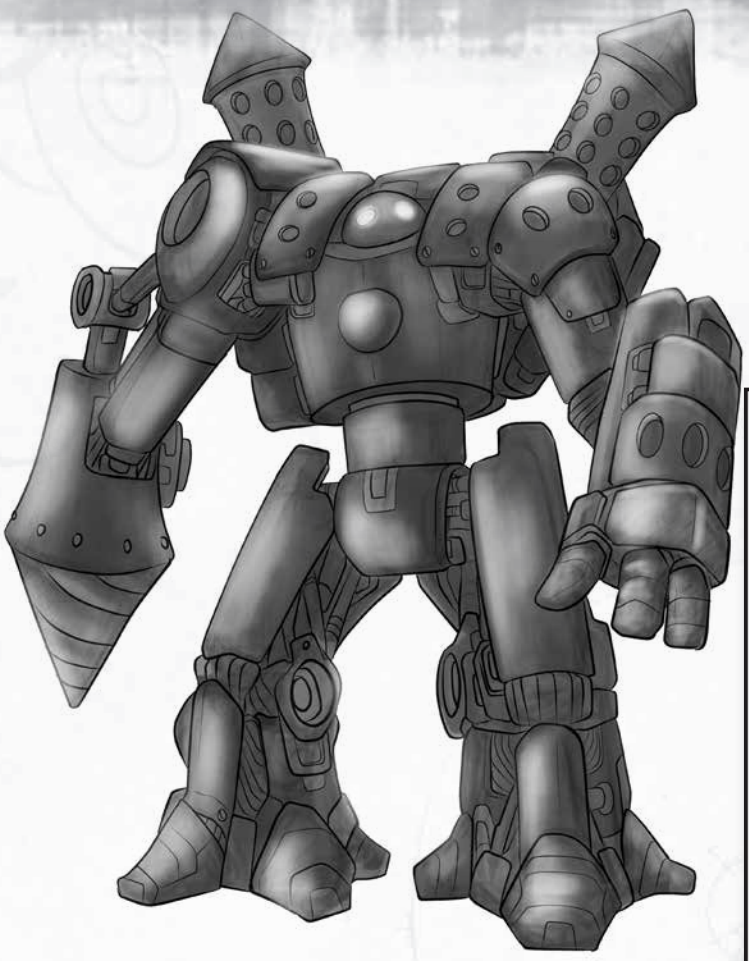
Iron Frame - medium metal armor
Eva: -1 Def: +3
Soak: 3 | 6 | 9 | 12
Note: If armor is sundered, the arachnoforge will gain +2 evade, +10 ft land speed, and +5 climb speed.
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, heat damage, and all abilities requiring a Spirit resist

Actions

Piercing Clutch - unarmed grab
Acc: +6 Stk: +4
Damage: 6 | 12 | 18 | 24
1 AP
Notes: On hit, target is grabbed and takes damage based on strike roll. Target can break the grab by spending 1 AP and rolling a Brute or Dexterity resist opposing the arachnoforge's Dexterity roll. The arachnoforge can maintain six grabs at once.

Gridlock - Molten Metal (*move + 1 AP, normally 2 AP*)
2 AP
As the arachnoforge scurries about, it can leave a thin trail of iron behind and, using its hind legs, it can fashion an iron web. Any space this web ends up on becomes a higher tier of rough terrain. If the terrain was not rough, it becomes minor terrain. If the space was Tier 4 "impossible terrain," then the space becomes a solid wall that cannot be moved through.
Note: The latticework of this web does look quite nice, though.

Encase (*reflexive*)
1 AP
Once the arachnoforge has grabbed an opponent, it can begin covering the victim with molten metal. For every AP spent, the victim has one called shot location encased in metal, causing them to suffer wound effects until their next breather. The molten metal also deals 1 point of unsoakable damage on contact.
Note: The neck wound effect will not bleed, but will instead cause the victim to begin suffocating (see Drowning on Pg. 22 of the Playing Guide).



ChainDrill

The ChainDrill stands at an even 10 feet, both legs as thick as tree trunks, and its chest shaped like a vat. The low, dome-shaped head contains the sensor array. Its two glowing eyes stand out from the dark metal.

Initially designed by Maxi Million Mining Co., the ChainDrill was the primary means for shaping tunnels to be used for mining. Their bulky design kept them safe from potential cave-ins, and their drills were so well-crafted that a single ChainDrill could work for a week before it needed repairs. No one could have foreseen the defection that hit these laboring machines. When bandits and other threats began hitting mines, Maxi Million Co. decided to improve the brainworks so that they also acted as bodyguards for the mines. Unfortunately, the targeting parameters were not very specific, and the ChainDrills started attacking the very miners they were supposed to protect. Since the recall, many models are still left wandering. Most can be found near extensive caves that they have drilled out, while others may be found near abandoned construction sites.

ChainDrill

AP: 3 **PAR**: 3

Massive-2 Defective Automaton

HP: 52 | **Wnds**: 24 | **Pri**: +2 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+4	+4	-	+0

Guard

Reinforced Frame - heavy metal armor
Eva: -5 Def: +6
Soak: 5 | 10 | 15 | 20
Weakness: Groin (can be affected by called shots, wounds, and fatals made by any size weapon)
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP

Drill Punch - light metal melee weapon
Acc: +0 Stk: +8 Reach: 10 ft
Damage: 8 | 16 | 24 | 32
Notes: Attacks with this weapon ignore 1 soak class. Drill Through: When ChainDrill hits a target, it can spend 1 AP to use its drill to keep damaging it until nothing but a hole remains. This deals 3 unsoakable damage to the target.

2 AP

Drill Shot
Acc: +0 Reach: 50 ft
Damage: 8 | 16 | 24 | 32
Note: With a chain attached to the end, ChainDrill launches its drill at a target within range. This attack ignores 1 soak class.

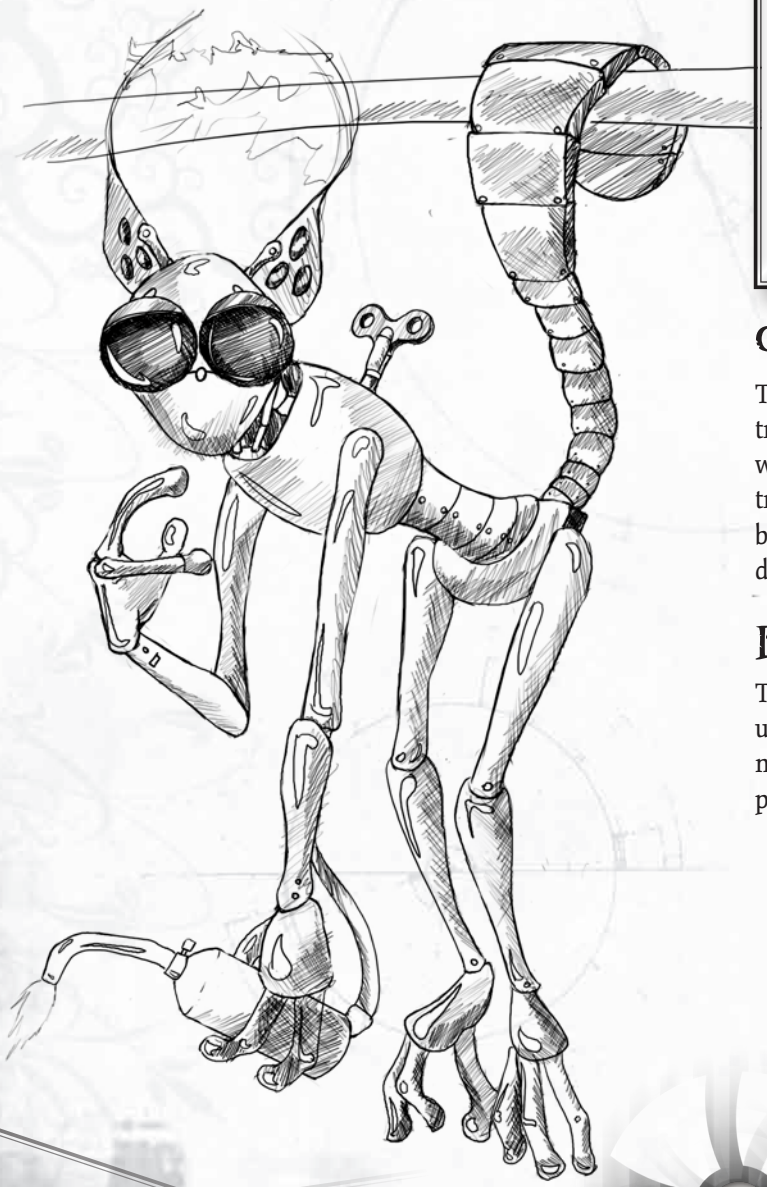
Combat

ChainDrill automatons are not quick or nimble, but they are sturdy and pack a mean punch. However, because they were never given much of a brainworks to begin with, their targeting parameters are very simple. They will generally attack whoever attacked them most recently.

ClampShell Welder

These small automatons look fairly innocent. Shaped like monkeys with big, round eyes, and tiny hand at the ends of their arms and legs, their tails are especially strong, allowing them to support and lift their own weight with ease.

Designed to help ships and airships with on-the-job repairs, the ClampShell Welders were fit for the job. Capable of latching onto any hull with their tails, these industrious workers could patch up any damage in short time. However, not all the models were successful. Some reports of malfunction have been noted, but others have had no issue with these machines. The reports of aggressive behavior tell that the welders would trip up workers and begin "welding" them to death. However, other reports have said their welders were acting normally. Because the cases are still under investigation, many of these automatons are still in use.



ClampShell Welder **AP**: 2 **PAR**: 1

Small Defective Automaton

HP: 10 | **Wnds**: 8 | **Pri**: +2 | **Spd**: 35 ft (land, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+2	+2	-	+5

Guard

Light Frame - light metal armor
Eva: +1 Def: +0
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP **Grapplewhip** - light metal melee weapon
Acc: +5 Stk: +1 Reach: 15 ft
Damage: 2 | 4 | 6 | 8
Note: Any target hit by this weapon must make a Dexterity resist against the strike roll or be knocked prone.

1 AP **Aether Welder** - light aether weapon
Acc: +5 Range: 25 ft
Damage: 4 | 8 | 12 | 16

Combat

The ClampShell Welder is a mischievous combatant, favoring trickery over conflict. Using the terrain to its advantage, the welder will stay mobile, running circles around its adversary and tripping them when possible. Once tripped, the target will likely be assaulted by many of these welders as they pin the target down and attempt to use their welding torches to fatal effect.

PAR 1

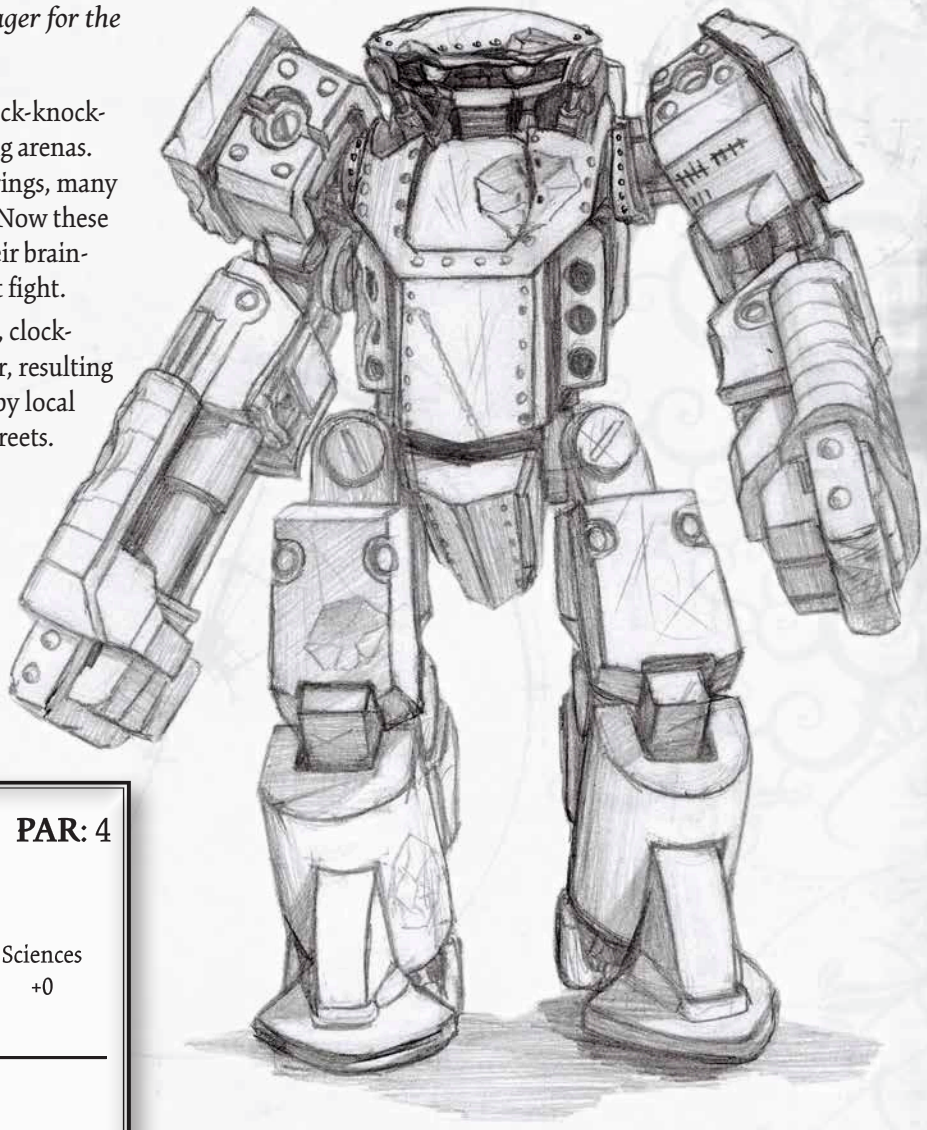
The ClampShell Welder does not prefer to fight alone. It will usually try to form a small group of 3 or 4 with other welders. If no other welders are around, a single welder will try to escape or play innocent.

Clock-Knocker

This humanoid automaton has broad shoulders, thick arms, and a sturdy set of legs. Its eyes shine as though eager for the fight to come.

Considered a relic from a rough period in history, clock-knockers were abundant in underground automaton boxing arenas. When the law started cracking down on these gatherings, many of the machines were discarded, left to be forgotten. Now these unwanted automatons occasionally crop back up, their brainworks damaged beyond repair, seeking out their next fight.

Without the restrictions of organized fights, clock-knockers have been known to take their fights too far, resulting in many grisly murders. Few have been taken down by local authorities, and many more are likely roaming the streets.



Clock-Knockers

AP: 3 **PAR**: 4

Defective Automaton

HP: 83 | **Wnds**: 12 | **Pri**: +6 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+5	+5	-	+0

Guard

Leather Jacket - light leather armor
Eva: +6 Def: +0
Soak: 2 | 4 | 6 | 8
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Jab, Jab, Strike
1 AP
Acc: +6 Stk: +2
Damage: 6 | 12 | 18 | 24
Note: If this move is used three times in a row on the same turn, the third attack hits for 1 tier higher damage.

Block (*reflexive*)
1 AP
When attacked by an adjacent opponent, clock-knocker can bring his arm up and block the attack. Roll accuracy to meet or exceed the opponent's accuracy. If successful, the attack is completely blocked.

Combat

Clock-Knockers prefer to engage a single target at a time in combat. Using the techniques in their program, clock-knockers throw punch after punch in rapid succession until the opponent is defeated. If the automaton is surrounded, it will block attacks and do its best to break out of the crowd before resuming its one-on-one fight.

Cookbot

The most prominent feature of this round automaton chef is the large oven in its torso. It has two thick arms clutching huge cleavers, and a menacingly cheery smile carved into its face plate.

Built to serve as the best cookery for the rich and fanciful, cookbots were designed with the passion and desire to cook all things for their customers. When prep chefs and other staff started disappearing, it was believed that they were simply unable to keep up with the machine. That was until someone noticed a finger in their meatloaf. Cookbots were never programmed for scarce ingredients, and this caused many models to see everything as food.

Combat

A cookbot lumbers towards the heartiest ingredient it can find. It will swing its cleavers to trip them up, and then expel a searing flame from its belly to put a nice char on the meat. Once one ingredient has been prepared, it will move on to the next heartiest ingredient.

Cookbot

AP: 3 **PAR**: 5

Discordant Automaton

HP: 248 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+14	+0	+6	+6	+0

Guard

Reinforced Chef Jacket - light cloth armor
Eva: -3 Def: +5
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux

Actions

2 AP

Chop Chop - super heavy melee weapon
Acc: +8 Stk: +2
Damage: 10 | 20 | 30 | 40
Notes: Swinging this oversized cleaver with ease, cookbot aims to subdue his ingredients swiftly. This weapon is held in one hand, leaving the other hand free. When a target is hit by this weapon, they must make a Dexterity resist against the tier of the damage dealt or take a called shot to the leg (tripping them).

1 AP

Blackened not Burnt
Acc: +8
Cookbot expels a powerful burst of flame at a target within 15 feet, catching them on fire. The flame burns the target, dealing 6 unsoakable damage. The target will also catch on fire, matching the accuracy tier. The target can roll a Dexterity resist against the accuracy roll to decrease the tier of fire.

Crock-Bot

Moving on three small wheels, Crock-Bots appear as small iron cooking pots that are bellowing out of control. Due to their small size, they have excellent stability, but they leave much to be desired for mobility.

A device intended to help lonely bachelors by providing them with easy-to-make home-cooked meals. These small slow cookers are designed to be placed on a countertop, where they will pick up and cook whatever food is nearby. A bug seems to have driven this one out of control. If you can fix it, maybe you can return it for a refund!

Combat

A Crock-Bot will largely ignore the players at first. It will move around the battlefield and pick up items until it has enough to hit every player with a Launched item. If attacked, the Crock-Bot will use its Overheat function at its next available chance. A Crock-Bot is searing hot, causing 2 heat damage to somebody who touches it, but has no way to flip itself over and will be rendered immobile if turned upside down. For a more difficult encounter, start the Crock-Bot with items already cooking, especially grenades.

Crock-Bot

AP: 4 **PAR**: 2

Small Defective Automaton

HP: 40 | **Wnds**: 1 | **Pri**: -1 | **Spd**: 10 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+0	+0	-	+2

Guard

Eva: +8 Def: +0

Soak: 2 | 4 | 6 | 8

Soak versus Heat Damage: 5 | 10 | 15 | 20

Note: An adventurer that attacks a Crock-Bot in melee takes 2 heat damage.

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

3 AP — **Overheat**

Anyone adject to the Crock-Bot must roll Brute against its Brute. If the Crock-Bot wins, the victim is now on Tier 2 Fire.

Note: When the Crock-Bot overheats, all of the items currently cooking are launched at random adventurers. Make a Launch attack for each item that has been picked up.

0 AP — **Launch** (*as part of an Overheat*)

Acc: +6 Stk: +4 Reach: 15 ft

Damage: 3 | 6 | 9 | 12

Note: People and objects hit by launched items also take 2 heat damage.

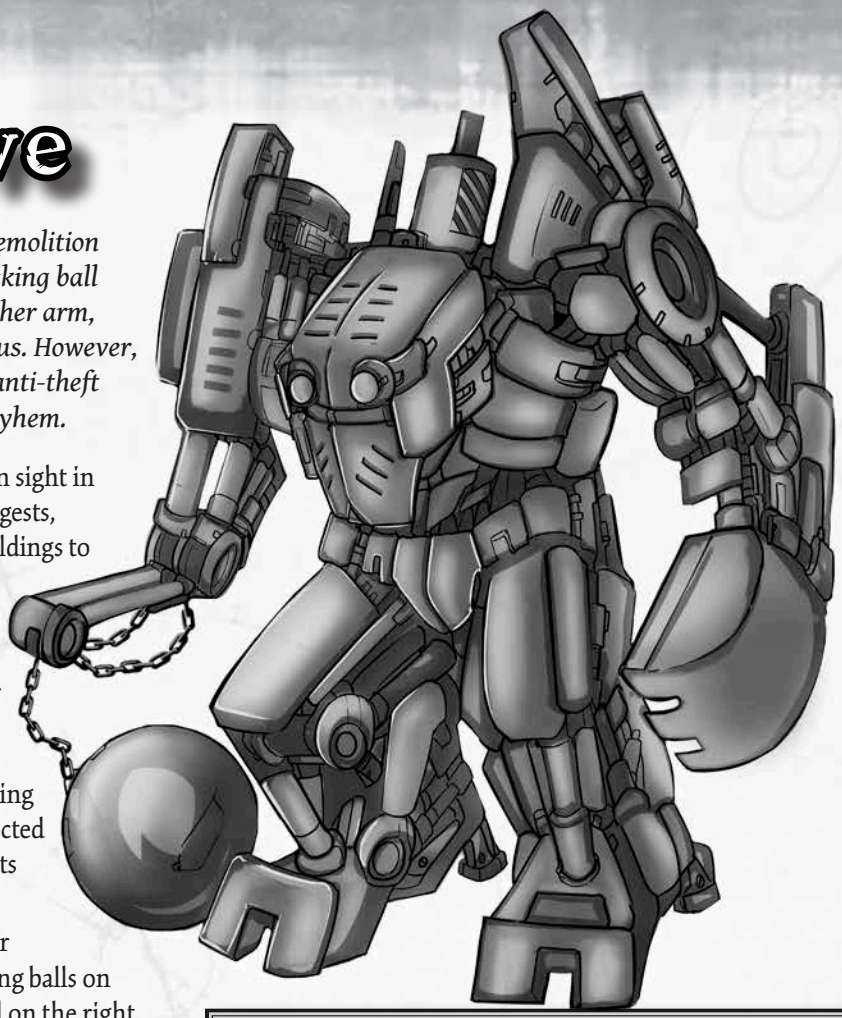
1 AP — **Pick-Up**

When the Crock-Bot is directly over an item, it can pick it up and begin cooking it. It will launch that item the next time it overheats.

Note: An adventurer can spend 3 AP to make a Sciences roll while adjacent to the Crock-Bot. On a Tier 1 or 2, they are able to determine that the Crock-Bot will launch the items that it has picked up. On a Tier 3 or 4, they are able to disable the Crock-Bot.

DemoRave

These massive tread-mounted machines are demolition tools at their finest. With a crane-hoisted wrecking ball as one arm and a trench-digging plow as its other arm, DemoRaves are normally only semi-autonomous. However, their automated functions and over-wrought anti-theft mechanism often causes malfunctions and mayhem.



Correctly-functioning DemoRaves are a common sight in developing areas of Evangless. As their name suggests, DemoRaves are used to tear down unwanted buildings to make way for newer ones. There was a time where all DemoRaves were piloted directly by a single person to minimize worker injury. However, with jobs being taken over by automatons, DemoRaves are now directed en masse by a solitary operator. Although rare, some of these DemoRaves can be overlooked when shutting down operations for the night, causing the neglected automaton to continue its purpose well beyond its receiving signal.

DemoRaves roll around on treads. Their massive torsos hold their equally massive wrecking balls on their left sides, while a plowboard arm is situated on the right. DemoRaves use their wrecking balls like a whip and will attempt to destroy whatever is directly in front of them regardless of the object. DemoRaves are known to carve unstable tunnels through mountains if given time. Any loose debris that impair their path will be scooped away. DemoRaves have a built in anti-theft mechanism that respond to what it perceives as acts of vandalism or abduction with unchecked violence. When the anti-theft mechanism is activated, they pursue the instigator with horrifying diligence.

Combat

DemoRaves are easy to hit and nearly impossible to destroy. Even the largest weapons have difficulty piercing the armor plating of the wrecker. DemoRaves are straightforward: they will move toward their target (sometimes directly through buildings and rubble) and attack. Their wrecking ball can be disastrous when used against automatons and vehicles, though they will typically use their plow against adjacent foes.

DemoRave — AP: 4 — PAR: 3

Massive-2 Defective Automaton

HP: 0 | **Wnds**: 70 | **Pri**: +0 | **Spd**: 30 ft (land)

Note: DemoRaves are immune to the effects of rough terrain. They can move through wooden (and weaker) structures without being slowed, destroying them in the process.

Brute	Cunning	Dexterity	Spirit	Sciences
+24	-8	+0	-	+0

Guard

Eva: -3 Def: +8

Soak: 16 | 32 | 48 | 64

Immunities: Rough terrain and the called shots, wounds, and fatals made by light weapons

Actions

2 AP — Wrecking Ball

Acc: +5 Stk: +11 Reach: 20 ft

Damage: 11 | 22 | 33 | 44

Damage (vehicles, automatons, & structures): 19 | 38 | 57 | 76

2 AP — Plow

Acc: +5 Stk: +11

Damage: 13 | 26 | 39 | 52

Drudgebot

Designed for every type of labor, drudgebots are humanoid in shape and remarkably unremarkable on their own. Each drudgebot comes fully equipped with a jumpsuit and an omnitool. They stand erect and professional, with only a set of tiny glowing eyes in dark sockets decorating the face.

Drudgebots are a catch-all term for basic laboring automatons. This includes primarily bipedal automatons that are designed for basic jobs, such as Door Knocking, Rat Catching, Lamp Lighting, Barn Raising, Plowing, and Message Delivery. While they tend to be simple, sometimes a drudgebot gets taken over or goes defective.

Drudgebot

AP: 2 **PAR:** 1

Defective Automaton

HP: 15 | **Wnds**: 8 | **Pri**: +1 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+4	+3	-	+0

Guard

Thick Leather Jumpsuit - light leather armor
Eva: -1 Def: +2
Soak: 2 | 4 | 6 | 8
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP

Omnitool - medium metal weapon
Acc: +2 Stk: +2
Damage: 6 | 12 | 18 | 24
Notes: If there is a tool that combines a wrench, hammer, crowbar, and various types of screwdrivers, then this is that tool. The staple for any Drudgebot is one tool for every job they could possibly have. There aren't many things these tools can't do. Open a door? Done! Open a human's head? Done!

0 AP

On the Double! (*reflexive*)
The Drudgebot is known for mobility, moving between many points. When another person ends their turn, the Drudgebot can move up to its movement speed.

Combat

Drugebots employ a confrontational approach to battle, engaging a target as soon as possible and swinging their omnitool. If the direct approach does not yield success, and the drudgebot takes damage, it will exploit any environmental advantage it can get. Examples may include cutting a hanging chain to drop something heavy on their target, or smashing items held by the target.

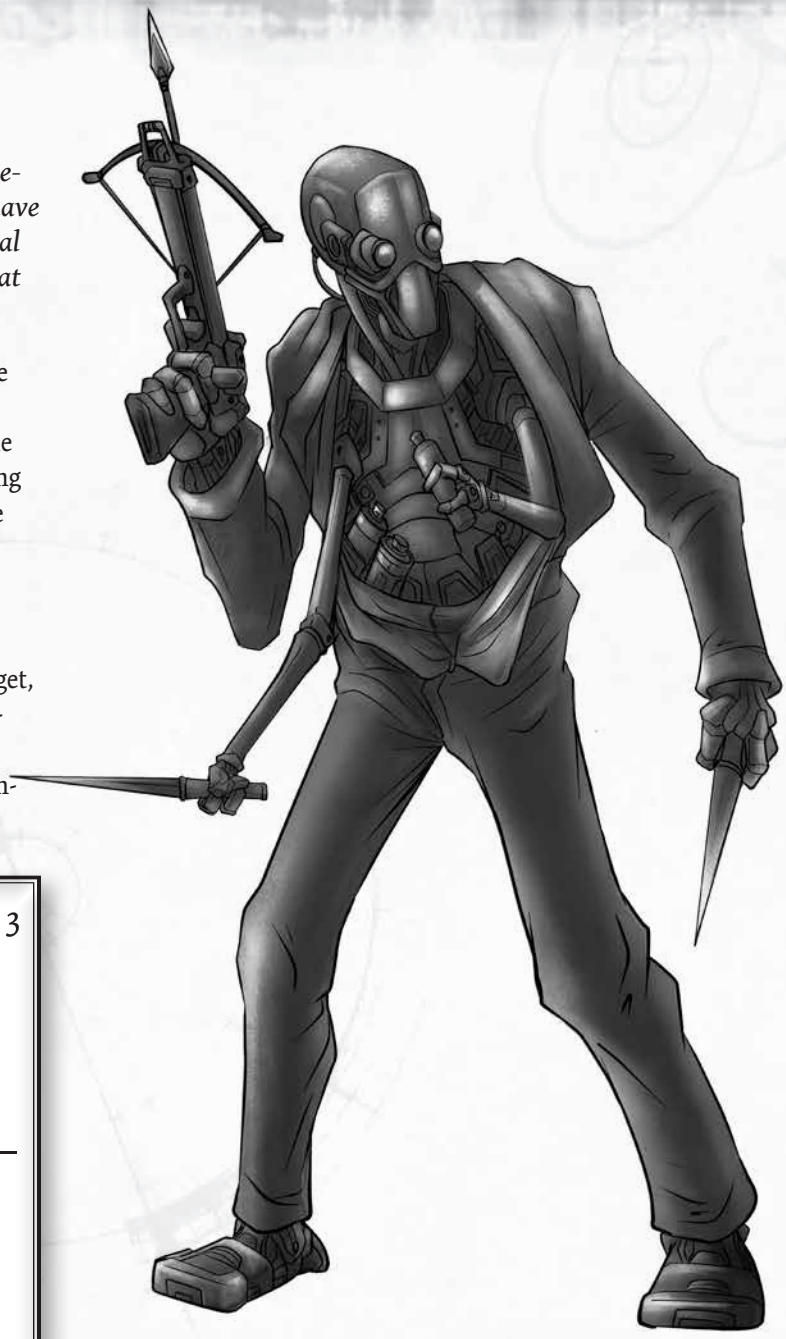
Fabrication

At first glance these automatons look like any other drudgebot. Closer inspection tells a different story. Fabrications have four spindly arms which they disguise to seem like a normal pair of arms. They store vats of poison in their torsos to coat their concealed weaponry.

Some buy drudgebots for simple manual labor. Others choose to void their warranty and make some "adjustments" to the protocols. Fabrications are born out of ill intent, usually in the way of assassination. They serve the role of a drudgebot as long as necessary to find their target in a vulnerable state. They are patient killers, and only serve the will of their owner.

Combat

Fabrications use hit-and-run tactics, dashing toward their target, taking a stab at them, and then dashing away toward concealment or fortification. If they are fighting alongside other automatons, fabrications will keep their distance and fire poisonous darts to subdue their victims.



Fabrication

AP: 3 **PAR**: 3

Discordant Automaton

HP: 75 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+10	+4	+0	+0

Guard

Thick Leather Jumpsuit - medium leather armor
Eva: +2 Def: +2
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux

Actions

1 AP
Spring Blade - light metal melee weapon
Acc: +6 Stk: +2
Damage: 6 | 12 | 18 | 24
Note: For every 5 points of accuracy rolled over the target's evade, this attack deals another 5 damage.

1 AP
Poison Dart
Acc: +6 Range: 25 ft
Damage: 3 | 6 | 9 | 12
Notes: If this attack deals damage, the target must make a Tier 2 Brute resist or become dizzy, reducing their movement speed by half (rounded down) for four turns.

PAR 3

Because they look much like drudgebots, fabrications can catch enemies unaware. If paired with drudgebots in combat, it may be difficult to tell which is which. Have players roll Cunning versus the fabrications' Cunning to determine which is which.

Failed Protectors

Standing hunched like a gunman ready to draw, the tall clockwork automaton is standing at constant attention, ready to kill anybody that nears it. Its two long arms both hold large guns, the barrels protruding behind thick shields, making the skeletal automaton look well-prepared to fight.

This clockwork automaton was designed to safeguard a person, but that person died. With the protector's last directive still in place but nobody to protect, the failed protector stays where is it, agitated and ready to attack anybody or anything that comes near it.

Combat

Failed protectors will stay in an area, waiting to defend against anything that comes near it. The failed protector does not have any action points, but rather takes all its actions reflexively.

Failed Protector

AP: 0 **PAR**: 4

Defective Automaton

HP: 99 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+6	+12	-	-

Guard

Eva: +6 Def: +4

Soak: 2 | 4 | 6 | 8

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

0 AP

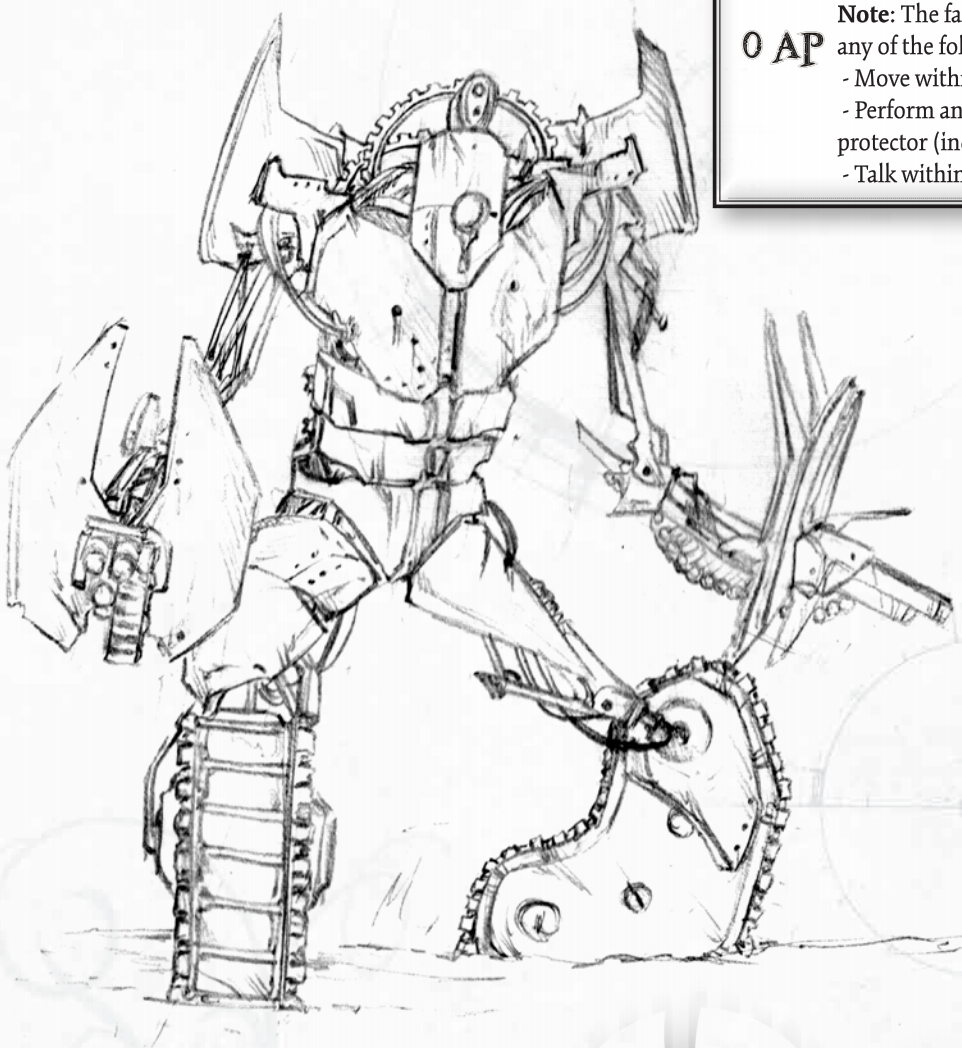
Firearm - heavy metal firearm (*reflexive*)

Acc: +12 Range: 200 ft

Damage: 8 | 16 | 24 | 32

Note: The failed protector will shoot a person who does any of the following:

- Move within 50 feet of the failed protector
- Perform any hostile action within 50 feet of the failed protector (including shooting into that area)
- Talk within 50 feet of the failed protector



Fireflies

Fireflies are small wasp-like automatons. They are made mostly of unpainted metal, but carry a small clear vial of oil. Fireflies act enraged when they sense a threat, lighting the oil they carry and causing them to give off a bright glow, thus earning them the nickname "fireflies."

The firefly automaton stems from a misdirected war machine intended to distract enemy ships in flight. Because of their short expected shelf-lives, they tend to be made hastily from scraps and left mostly undecorated. The flies themselves are only about the size of a human fist.

Combat

Each firefly carries enough oil to set one person on fire and attacks by raining flaming oil on their targets. In addition, each firefly is equipped with a small spike that it will revert to using once it has run out of oil. Fireflies are territorial automatons and will go after any non-firefly creatures they see.

PAR <1

Alone, a firefly is just an annoyance and will often be destroyed in 1 or 2 swings. In a swarm of 6 or more, they will become a PAR 1 threat.

Firefly

AP: 3 **PAR:** <1

Small Defective Automaton

HP: 7 | **Wnds**: 1 | **Pri**: +2 | **Spd**: 20 ft (flying)

Note: The firefly sheds light within 25 feet of it while it still has its oil.

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+1	-	+1

Guard

Eva: +2

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Note: A firefly that still has its oil will explode if hit by an attack.

Actions

3 AP

Fire and Forget

Acc: +0

Note: The firefly pours flaming oil on the target. An opponent hit by this attack is lit on Tier 1 Fire. If they were already on fire, the tier of fire is increased by 1 (to a maximum of Tier 4). Once this attack has been used, it cannot be used again.

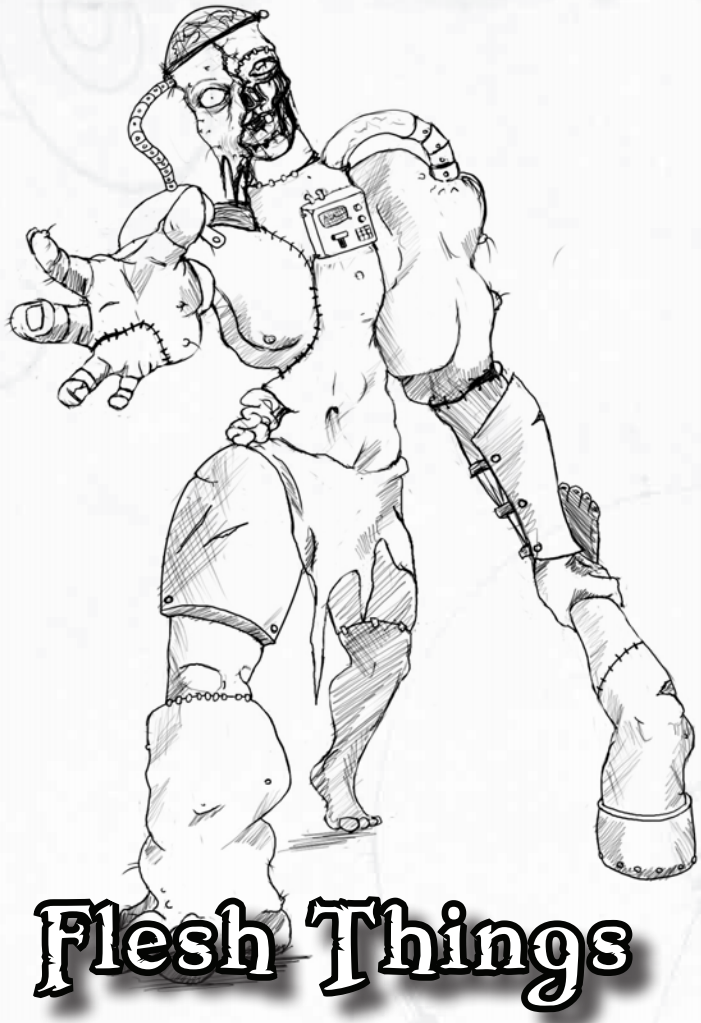
2 AP

Sting

Acc: +0 Stk: +0

Damage: 5 | 10 | 15 | 20

Note: The firefly will use this attack only once it has discharged its oil load.



Flesh Things

Flesh things are a horrible conglomeration of body parts stitched together in a mockery of the humanoid form. They are clearly artificial, with both body parts from a variety of races and an artificial electric brain. This one is wearing a crude suit of armor, probably provided by its creator to cover it up. It carries an oversized club made from the leg of another flesh thing. A small bulge protrudes from the robot's back.

A well-built organic fuse box can be a terrible thing. By using living organic parts from a variety of creatures, some of these organic fuse boxes become too close to the real thing. These "Things" become humanoid, begin to understand themselves, and go mad with the pain of being barely alive.

Combat

Flesh things mainly act like normal humanoid opponents, but are much more aggressive and fiercely loyal to their creators. Many flesh things are equipped with an extra limb that they can use in a sneak attack.

Flesh Thing

AP: 4 **PAR**: 3

Discordant Automaton

HP: 60 | **Wnds**: 13 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+0	+5	+0	+0

Guard

Scrap Armor - medium metal armor
Eva: +9 Def: +4
Soak: 3 | 6 | 9 | 12
Note: If armor is sundered, the flesh thing will gain +2 evade, +10 ft land speed, and +5 climb speed.
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, and heat damage

Actions

1 AP

Monstrous Crush (*unarmed grab*)
Acc: +3 Stk: +7
Damage: 3 | 6 | 9 | 12
Notes: If hit, the target is grabbed and takes damage. Target can break the grab by spending 1 AP and rolling a Brute or Dexterity resist opposing the flesh thing's Brute roll. The flesh thing will only grab a target with its third hand. If the flesh thing or its allies attack a grabbed opponent, the opponent has a -3 on the evade roll.

3 AP

Smash - super heavy attack
Acc: +3 Stk: +7
Damage: 10 | 20 | 30 | 40
Note: The flesh thing takes its oversized hammer and smashes the target in the face. If this attack hits, the target is disoriented. If the first attack hits, the flesh thing can make the same attack again for just 1 AP.

3 AP

Hammer Toss - super heavy attack
Acc: +0 Stk: +4 Reach: 25 ft
Damage: 10 | 20 | 30 | 40
Note: After using this attack, the flesh thing cannot use its Smash or Hammer Toss until it moves to its hammer and picks it up.

Grav-Arms

Grav-arms are mechanical arms attached to a small graviton-sphere engine. They are designed to be guards, floating around a room and protecting its contents. Most standard grav-arms have just a sword and move slowly, so they're used only in close-quarters areas (like hallways and sewers). Some upgraded models, such as the rayburns and sentinels, are much more effective as guards.

Combat

Grav-arms are highly perceptive and rarely get snuck up on. Fairly straightforward combatants, they will engage with any person or creature that enters their area (unless that person has clearance otherwise). They get one free move per turn; otherwise they will just attempt to attack.

Grav-arm sentinels value self-protection and will use their shield in most possible instances. Most sentinels will stay in one spot, blocking a door or their charge, shielding off attacks. They prefer to open with their rockets, especially when enemies are grouped together.

Grav-Arm

AP: 2 **PAR**: <1

Small Defective Automaton

HP: 54 | **Wnds**: 0 | **Pri**: +8 | **Spd**: 10 ft (land)

Note: While hovering over land, the grav-arm can make one free move per turn. The grav-arm gains an additional +10 to notice rolls.

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+6	+3	-	+0

Guard

Eva: +5 Def: +4

Soak: 2 | 4 | 6 | 8

Immunities: rough terrain, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, all abilities requiring a Spirit resist, and called shots to the legs, groin, neck, and ears

Weakness: A successful called shot to the grav-arm's eye also stuns it for 1 AP.

Actions

2 AP

Broadsword - medium metal melee weapon
Acc: +5 Stk: +8
Damage: 6 | 12 | 18 | 24

The grav-arm looks like a single prosthetic arm grafted onto a floating mechanical eye. Behind that eye is a graviton-sphere engine. It searches for intruders, holding a sword in its single hand.

Rayburn Grav-Arm **AP**: 2 **PAR**: 1

Small Defective Automaton

HP: 40 | **Wnds**: 0 | **Pri**: +10 | **Spd**: 5 ft (land)

Note: While hovering over land, the grav-arm can make one free move per turn. The grav-arm gains an additional +10 to notice rolls.

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+8	+5	-	+0

Guard

Eva: +4 Def: +3

Soak: 2 | 4 | 6 | 8

Immunities: rough terrain, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, all abilities requiring a Spirit resist, and called shots to the legs, groin, neck, and ears

Weakness: A successful called shot to the rayburn grav-arm's eye also stuns it for 1 AP.

Actions

2 AP **Aether Ray**

Acc: +11 Range: 100 ft

Heat Damage: 7 | 14 | 21 | 28

These grav-arms are composed of a single prosthetic arm attached to a small graviton-sphere engine. They have a bright and fiery glass eye on the front. An aether resonator runs the length of the prosthetic arm and hooks into a deadly aether ray that looks more like a mechanic set of bellows.

Grav-Arm Sentinel **AP**: 4 **PAR**: 2

Defective Automaton

HP: 79 | **Wnds**: 0 | **Pri**: +9 | **Spd**: 20 ft (land)

Note: While hovering over land, the grav-arm can make one free move per turn. The grav-arm gains an additional +10 to notice rolls.

Brute	Cunning	Dexterity	Spirit	Sciences
+21	+8	+7	-	+0

Guard

Eva: +7 Def: +6

Soak: 3 | 6 | 9 | 12

Immunities: rough terrain, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, all abilities requiring a Spirit resist, and called shots to the legs, groin, neck, and ears

Deflect (*1 AP reflexive*): The grav-arm gains a +6 to evade the attack using its oversized shield.

Actions

2 AP **Carbine** - *heavy metal firearm*

Acc: +7 Range: 200 ft

Damage: 6 | 12 | 18 | 24

Impact Rockets

Acc: +7 Range: 50 ft

Damage: 2 | 4 | 6 | 8

2 AP **Note**: The rocket explodes if it impacts the target, dealing 12 soakable heat damage to the target and everyone adjacent to the target unless they make a Tier 2 Dexterity resist. The grav-arm sentinel can only do this twice before running out of impact rockets.

The grav-arm sentinel has a large central graviton-sphere engine and two bulky arms. Its red sensor travels along a cross-slit in the front, giving it more protection than the typical grav-arm. The grav-arm sentinel's thick arms are able to lift heavy weaponry with ease, and come equipped with two rockets on its shoulders.

Horrors

The Horrors are automatons built with terrible intentions. The black steel and jade eyes make them stand out, and serve as a signature for their creator(s). These three machines endlessly hunt down their chosen prey: The Fallen Angel seeks out elves to drain their essence, the Angler traps ayodin and slowly dissolves them into piles of goo, and the Slaver seeks "escaped" gnomes and satyrs to deliver their punishment. Though they are rarely seen together, their reputations have lead many to believe that these cruel machines were built to serve some secret agenda.

The Fallen Angel

Standing tall with broad shoulders and a lean build, the Fallen Angel looks like a walking silhouette. The black steel it is made from absorbs most light, and the only features that stand out are its intricate wings and the jade eyes that mark it as a horror.

The first of the horrors, the Fallen Angel, was encountered in Dalvozzea. When missing elves started showing up as piles of dust and bone, the investigation lead to a dark being. It had its wings wrapped around itself, and met its aggressors with ferocity. When it had dispatched the Dalvozzean guards, it took to the air and disappeared into the distance. Witnesses gave the automaton its trademark name, and said it was a horror to see in action.

Combat

The Fallen Angel will favor elf characters. If no elves are available, it will try to take on the toughest opponent first. It will take its Wings of Protection stance as early as possible, saving flight for an escape measure. It will take shots, aiming to cripple its opponents quickly. It will normally attack the arms or legs first, and then go for the eyes. Once an opponent has been crippled, it will grab hold of the target and activate its Final Kiss. If the Fallen Angel loses its hit points, it will take flight and try to escape.

The Fallen Angel

AP: 4 **PAR**: 4

Discordant Automaton

HP: 100 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 40 ft (land, flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+10	+10	+5	+0

Guard

Black Steel Skin
Eva: +5 Def: +3
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), and bio-flux

Actions

Essence Tweak - light metal bio-zapper
Acc: +8 Range: 50 ft
2 AP Damage: 4 | 8 | 12 | 16
Note: This weapon makes called shots for no additional cost.

Wings of Protection (*stance*)
1 AP While not flying, the Fallen Angel can wrap its wings around itself to ward off attacks. This stance grants a +3 bonus to evade. Flying immediately ends this stance.

The Final Kiss
4 AP With a target grabbed, the Fallen Angel opens its mouth and begins draining essence from its target. This process takes 2 turns on elves, and 3 turns on everyone else (4 AP per turn). While doing this, the Fallen Angel cannot take any other action. The target can make a spirit resist against the Fallen Angel's Spirit (+5) to resist the process. Once resisted, the action is broken and must be started again. If successful, the target is depleted of essence, generally killing the target.

The Angler

The figure first appears to be wearing a dive suit, clanking and slow. Upon closer inspection, the dive suit is made of black steel, and the visor is jade. The large harpoon gun on its back seems impossibly heavy, and the hook that takes the place of its left hand drips with a disturbing substance.

While the echoes of the Hurricane Wars are a memory for some, others still seem to exist within it. Such an existence is the only explanation for the Angler, the slow-moving predator of ayodin everywhere. The second recorded horror was first sighted along the Evanglessian coast. It bore a similar design to the Fallen Angel, immediately labeling it as a horror. In its wake were piles of goo that were later revealed to be ayodin victims it had claimed.

Combat

The Angler favors ayodin targets, and will attack them on sight. If no ayodin are around, it will attack the strongest target available. This automaton goes for the kill as soon as possible, so it will use its harpoon gun to bring its target closer. It will then use its hook to inject the corrosive acid.

The Angler

AP: 4 **PAR**: 4

Discordant Automaton

HP: 100 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+10	+2	+5	+0

Guard

Black Steel Skin
Eva: -2 Def: +10
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), and bio-flux

Actions

Hook, Line, & Sinker - super heavy metal crossbow
Acc: +8 Range: 200
2 AP Damage: 9 | 18 | 27 | 36
Notes: targets hit by this attack are grabbed as the barbed hook latches onto them.

Reel 'em in (*reflexive*)
1 AP When the Angler hits a target with his harpoon gun, it can begin reeling in the target. For every action point spent on this ability, the target is pulled 15 feet closer. The target can resist being pulled with a Brute resist against the Angler's Brute roll.

Lethal Dose
Acc: +8 Stk: +2
Damage: 2 | 4 | 6 | 8
1 AP **Note**: Targets hit by this ability are injected with a corrosive acid. A successful Brute resist against the strike roll successfully saves against the acid. The acid deals 4 unsoakable damage every round. The acid can be resisted once per round for free. Additional attempts cost 1 action point.

Illumiped

AP: 1 **PAR**: <1

Small Defective Automaton

HP: 14 | **Pri**: +0 | **Spd**: 25 ft (land)

Note: The illumiped sheds light within 25 feet of it.

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	-	+0

Guard

Eva: +2

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

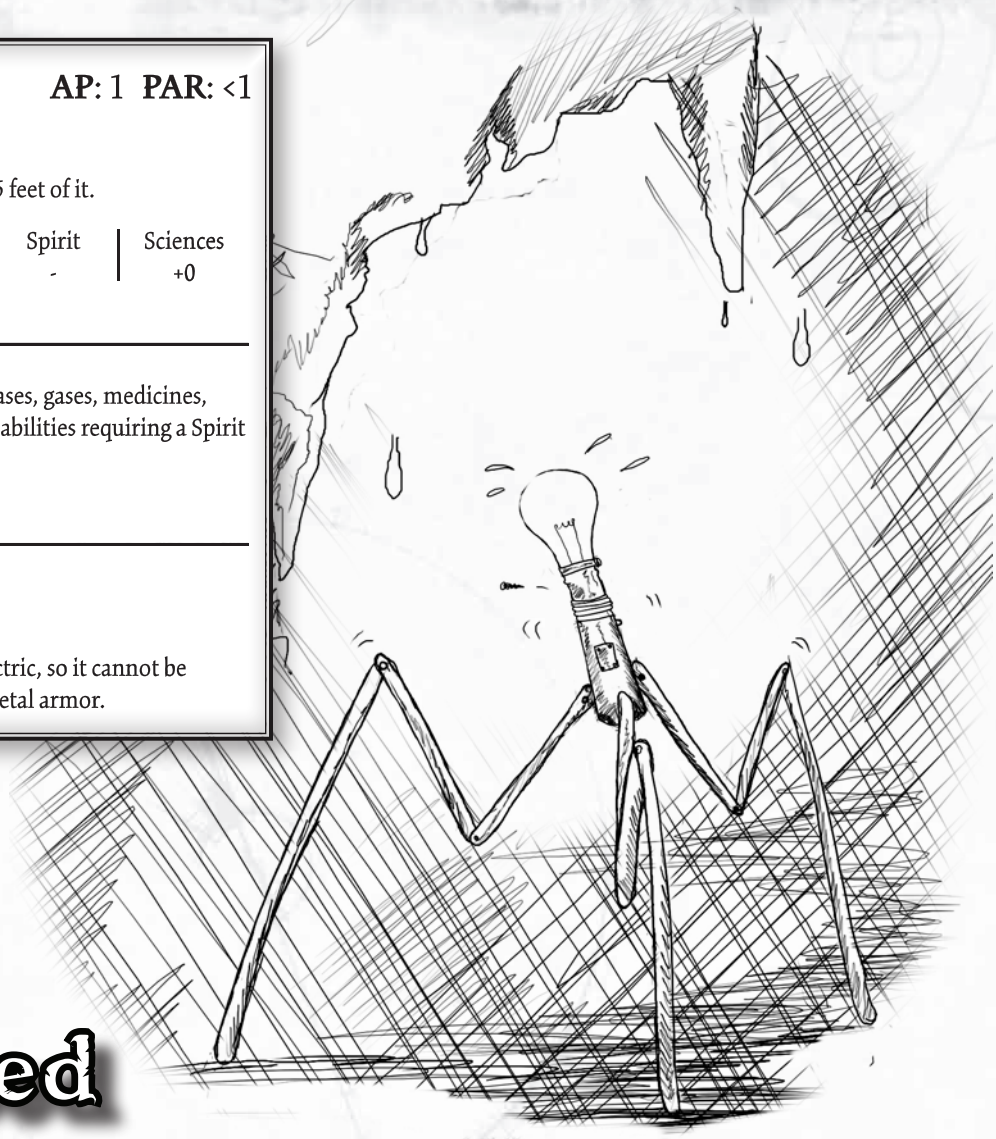
1 AP

Bzz

Acc: +0 Stk: +0

Damage: 5 | 10 | 15 | 20

Note: The damage dealt is electric, so it cannot be soaked by anybody wearing metal armor.



Illumiped

This small illumitorch walks around on a trio of long, unsteady legs. It nervously follows people through the dark, lighting their way. But when the glass bulb atop breaks, it also doubles as a bumbling, electrocuting automaton.

The illumiped was invented by Spendo-Brand (91.6% guaranteed!) by taking the illumitorch, adding legs to it, and programming it to follow people around. It was a pretty clever invention, but it's not overly effective. The illumiped comes in two normal models: functional and defective, and unfortunately the defective model is much more common.

If you want your own illumiped, you can buy one for just 109 princes.

Combat

While some people use illumipeds the way they're intended, most people break the bulbs and leave them as traps. The broken illumiped will then follow the first person to come within 25 feet, often getting too close to that person and inadvertently zapping them with its exposed wiring.

PAR <1

Alone, the illumiped is just an annoyance and will often be destroyed in 1 or 2 swings. In 4 or more, however, they will become a PAR 1 threat.

Oilblood

What you see before you looks almost like a person, but it is difficult to tell where the man ends and the machine begins. Oilbloods resemble whatever race they were before, but are mostly made from prosthetics. Many wear heavy clothes or cloaks to hide their appearance until they must act, but there are few purists that stride through towns showing off.

Oilbloods were people that tried grafting automaton parts to themselves, but it became almost akin to an addiction. They kept grafting until they were nearly more automaton than human. They are often found in small communities in the underbellies and sewers of large cities.

Combat

Oilbloods are people. People driven insane with their love of machines, but people all the same. An oilblood behaves similar to human opponents, except that they care nothing for their fleshy counterparts. They are extremely likely to use underhanded tactics and will prove their superiority at any cost.

Oilblood

AP: 3 **PAR**: 1

Discordant

HP: 44 | **Wnds**: 2 | **Pri**: +4 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+3	+4	+0	+7

Guard

Thick Cloak - minimal cloth armor

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, and heat damage

Actions

2 AP **Kinetic Kick**

Acc: +3 Stk: +1

Damage: 7 | 14 | 21 | 28

2 AP **Right in the Eyes**

Acc: +3 Stk: +1

Damage: 3 | 6 | 9 | 12

A hidden blade pops out of the oilblood's mechanical arm as it aims for its victim's face. An adventurer hit by this attack must make a Dexterity resist against the oilblood's strike or take a -2 on accuracy and evade until the end of his or her next turn.

1 AP **Machine Gun Arms**

Acc: +3 Reach: 150 ft

Damage: 3 | 6 | 9 | 12

Oilblood Fanatic **AP**: 3 **PAR**: 2

Discordant

HP: 62 | **Wnds**: 2 | **Pri**: +4 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+3	+6	+0	+9

Guard

Thick Cloak - minimal cloth armor
Eva: +3 Def: +1
Soak: 3 | 6 | 9 | 12
Note: When an oilblood fanatic is reduced to 0 hit points, it immediately makes a Self-Destruct attack.
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, and heat damage

Actions

2 AP **Kinetic Kick**
Acc: +3 Stk: +5
Damage: 7 | 14 | 21 | 28

2 AP **Right in the Eyes**
Acc: +3 Stk: +5
Damage: 3 | 6 | 9 | 12
A hidden blade pops out of the oilblood's mechanical arm as it aims for its victim's face. An adventurer hit by this attack must make a Dexterity resist against the oilblood's strike or take a -2 on accuracy and evade until the end of his or her next turn.

1 AP **Machine Gun Arms**
Acc: +3 Reach: 150 ft
Damage: 6 | 12 | 18 | 25

0 AP **Self Destruct** (*reflexive*)
Reach: 20 ft
The oilblood will only use this attack when it is reduced to 0 hit points. The oilblood uses their own heart as a powerful explosive. Any adventurer within the reach must make a Tier 2 Dexterity resist or take 20 damage from the explosion. The oilblood is killed immediately.

Oilblood Fighter **AP**: 5 **PAR**: 5

Discordant

HP: 87 | **Wnds**: 14 | **Pri**: +10 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+8	+21	+0	+24

Guard

Heavy Cloak - minimal cloth armor
Eva: +8 Def: +0
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, and heat damage

Actions

2 AP **Kinetic Kick**
Acc: +10 Stk: +8
Damage: 7 | 14 | 21 | 28

2 AP **Right in the Eyes**
Acc: +10 Stk: +8
Damage: 5 | 10 | 15 | 20
A hidden blade pops out of the oilblood's mechanical arm as it aims for its victim's face. An adventurer hit by this attack must make a Dexterity resist against the oilblood's strike or take a -2 on accuracy and evade until the end of his or her next turn.

1 AP **Machine Gun Arms**
Acc: +10 Reach: 300 ft
Damage: 13 | 26 | 39 | 52

2 AP **Flame Drop**
Acc: +10 Range: 50 ft
A flaming spread of oil is shot. If it hits the target, they are lit on Tier 2 Fire.

Oraclon

Oraclons are strange automatons. They over 7 feet tall, with two arms and two legs coming off of their cylindrical toros. Their arms and legs are made up of conjoined spheres, almost like a line of bubbles, ending in a humanoid hand. The Oraclon wears what appears to be a robe of some sort, with blue prayer beads strung across their cylindrical bodies. No eye sensors are visible. Most of the Oraclons wear shades of browns, but those that have reached true enlightenment wear pure white, with matching colored beads.

This highly-evolved automaton was not built with normal sensors; instead, its sensors detect essential flow in the world around it. It is an automaton in its physical form, but it carries itself as a perfectly disciplined warrior monk. The oraclon cannot be blinded. It cannot be caught unaware. It is horrendously fast and, at times, deadly. Oraclons are rare, as their unknown inventor created only a few of their unique brainworks. The few oraclons that exist tend to find small, tranquil areas and reside there in peace. Some, however, have specific missions, often as guardians for temples or ancient artifacts.

Combat

An Oraclon's actions in combat vary greatly depending on its current mission. Oraclons prefer not to kill their opponents, choosing instead to knock them out when they begin to suffer wound effects. They tend to deal with bigger threats first, and will focus on whoever has been the most aggressive or interferes the most with their mission. Oraclons are intelligent and have even been known to leave thank-you gifts to those rare adventurers who aid them in their missions.

Oraclon

AP: 7 **PAR:** 7

Discordant Automaton

HP: 88 | **Wnds**: 10 | **Pri**: +15 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	+34	+0

Guard

Robe - minimal cloth armor
Eva: +18 Def: +0
Soak: 4 | 8 | 12 | 16
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, heat damage, bleeding damage, blindness
Note: Anyone attempting to move into an adjacent space must make a Tier 3 Spirit resist or their movement immediately ends.
Special: An Oraclon can re-roll 7s as if they were 12s.

Actions

Quick Palm
Acc: +15 Stk: +8
Damage: 17 | 34 | 51 | 68
Void Strike (+1 AP): The Oraclon can make this attack at a reach of 75 feet.

1 AP **Confident Strike** (+2 AP): Anyone hit by this attack must make a Spirit resist against the Oraclon's strike or their soak is negated. Anyone hit by this attack is also knocked out of their stance.
Spiritual Seal (+2 AP): Anyone hit by this attack takes a -9 penalty to all of their spirit skills and their spirit attribute until the end of the Oraclon's next turn.

2 AP **Shock** (*reflexive*)
The Oraclon may shock an attacker when it is hit by a melee attack. The attacker takes 15 unsoakable damage.

2 AP **Intimidating Presence**
Anyone within 50 ft must make a Spirit resist against the Oraclon's Spirit or suffer the effects of Tier 2 fear. This last until the victim's next breather.

Oraclon Master **AP**: 10 **PAR**: 10

Discordant Automaton

HP: 108 | **Wnds**: 10 | **Pri**: +25 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	+46	+0

Guard

Robe - minimal cloth armor

Eva: +22 Def: +0

Soak: 5 | 10 | 15 | 20

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, burns, fire, heat damage, bleeding damage, blindness

Note: Anyone attempting to move into an adjacent space must make a Tier 4 Spirit resist or their movement immediately ends.

Special: An Oraclon can pick up 7s and turn them into pure 12s.

Actions

Quick Palm

Acc: +25 Stk: +18

Damage: 17 | 34 | 51 | 68

1 AP

Void Strike (+1 AP): The Oraclon can make this attack at a reach of 125 feet.

Confident Strike (+2 AP): Anyone hit by this attack must make a Spirit resist against the Oraclon's strike or their soak is negated. Anyone hit by this attack is also knocked out of their stance.

Spiritual Seal (+2 AP): Anyone hit by this attack takes a -12 penalty to all of their Spirit skills and their Spirit attribute until the end of the Oraclon's next turn.

2 AP

Shock (*reflexive*)

The Oraclon may shock an attacker when it is hit by a melee attack. The attacker takes 25 unsoakable damage.

2 AP

Intimidating Presence

Anyone within 50 ft must make a Spirit resist against the Oraclon's Spirit or suffer the effects of Tier 2 fear. This last until the victim's next breather.

Paladin-X

Taller than most buildings, built thick like an armored knight, the Paladin-X is the ultimate crusader for justice. The Paladin-X is a wrong-doer's worst nightmare, fully equipped with rigid armoring, legs that can convert from feet to treads in a moment, and an internal engine that alternates from cryo-powered to combustion-powered in a heartbeat. The Paladin-X wields an enormous sword called FrostBurn, powered from its own two-type engine, and has a heavy turret mounted on its shoulder.

After a series of stress and battle-related test failures with previous models, the Evanglessian military released its newest battle-ready automaton, standardized with treaded mobility, heavy armoring, and a frame designed to hide the multitude of brainworks within. This reinforced plating gives Paladin-X a superior defensive edge, allowing it to take some of the fiercest shots the Evangless military could throw at it.

The military took a few liberties with the design of the brainworks. The Paladin-X model was intended to fight monstrosities and rogue automatons, defending Evangless's citizens from the dangers outside their cities. But the Paladin-X model is ruthlessly efficient at dealing with threats, including threats from inside humanity. It mercilessly destroys any infraction. As most people say, when you see a Paladin-X, the best thing to do is make sure it doesn't see you. You may not think you've done anything wrong, but as the saying goes, no good deed goes unpunished.

Paladin-X

AP: 6 **PAR**: 9

Massive-3 Discordant Automaton

HP: 221 | **Wnds**: 30 | **Pri**: +2 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+32	+12	+16	+0	+8

Guard

Rigid Metallic Support - heavy metal armor
Eva: +3 Def: +18
Soak: 13 | 26 | 39 | 52

Notes: Paladin-X gains an additional +8 on the defense rolls against firearms. The turret is built into its armor. If its armor is destroyed, it has 7 soak naturally.

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), and bio-flux.

Wounds & Fatals to the Torso: Paladin-X has a massive amount of munitions stored in its torso. If Paladin-X is wounded to the torso, roll your die. On a 12, a large explosion takes place within Paladin-X (destroying Paladin-X, but also dealing 40 damage to everyone within 40 feet unless they make a Tier 4 Dexterity resist). If a fatal is done to Paladin-X's torso, the explosion immediately occurs.

Actions

At the beginning of every turn, the Paladin-X decides if it is in Fire-Mode or Cryo-Mode. Depending on its choice, its FrostBurn Sword and additional actions will change. It cannot change its mode more than once per turn.

2 AP

Turret - massive-2 heavy metal firearm
Acc: +10 Range: 250 feet
Damage: 12 | 24 | 36 | 48
Note: The turret is shoulder-mounted (no hands required). For 1 additional AP, Paladin-X can negate 3 points of the target's damage soak. For 1 additional AP, Paladin-X can load one of its specialty rounds:

- **Armor-Piercing Round**: +24 damage versus an automaton, vehicle, or building.
- **Frostbiting Round**: Covers the target in frost. They must spend 1 AP removing the frost before they can move again.
- **High-Explosive Round**: Acts as a Mq. II explosive (dealing 20 damage within 10 feet of the target), even if the attack misses.

Combat

Paladin-X is going to dispose of all threats. It will keep to its turret as long as nobody comes close, but it will switch over to the use of its FrostBurn Sword when anybody comes near it. The Paladin-X will always announce its action in a monotone voice as it takes that action, making it almost impossible to react to its telegraphs. "Targeting," "New Target Acquired," and "Switching Modes" are common phrases.

Paladin-X has two modes of functionality. At the beginning of every turn, it can switch between Fire-Mode and Cryo-Mode. The change will alter the effects of its FrostBurn Sword, but the turret always stays the same.

Fire-Mode Actions

2 AP

FrostBurn Sword - massive-2 heavy metal melee weapon
Acc: +8 Stk: +17
Damage: 12 | 24 | 36 | 48
Note: The target is caught on Tier 2 Fire and suffers Tier 2 burns unless they make a Tier 3 Dexterity resist.

1 AP

Combustion Exhausts
All opponents within 25 feet are lit on Tier 2 Fire unless they make a Tier 3 Dexterity resist.

Cryo-Mode Actions

2 AP

FrostBurn Sword - massive-2 heavy metal melee weapon
Acc: +8 Stk: +17
Damage: 14 | 28 | 42 | 56
Note: The target suffers frostbite, taking a -8 to their next strike roll. This weapon gains a +5 to strike when making any called shot.

1 AP

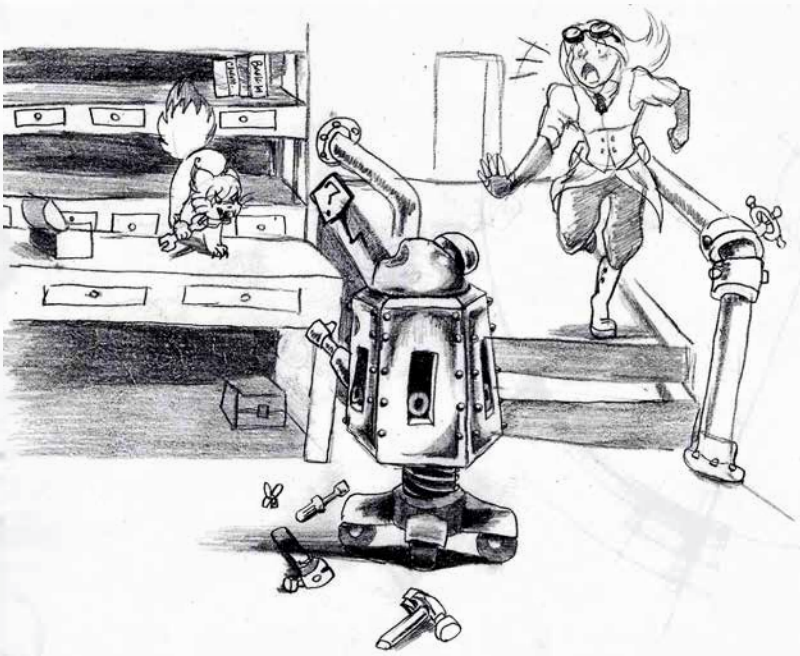
Frost Exhausts
The ground freezes around the Paladin-X and becomes slippery within 25 feet. If a person moves or makes an attack while on frozen ground, they must roll a Tier 2 Dexterity resist or fall prone, ending their action. The ground remains frozen until something hot enters the area (such as the Paladin-X using its Combustion Exhausts action).

Peacework

Oh those peaceworks...
They're quite a piece of work.
~Somebody, somewhere, probably

This simple clockwork automaton rolls around on small wheels, occasionally jumping with its large middle spring. Around its torso is a riveted shield that serves as armoring, and the small head that pokes out above rotates constantly as it scans the area for something to protect.

These small clockworks were built for those needing a "little" protection. The peaceworks were designed with the goal of stopping the conflict entirely, but the design was poorly implemented. Many of these protectors, however, were complete failures. Some were too slow, while others simply mistook the attacker as the one needing protecting. After the recall, hundreds of the peaceworks were left in scrapyards or locked away.



Peacework

AP: 3 **PAR**: 2

Small Defective Automaton

HP: 30 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+10	+8	-	+0

Guard

Riveted Shields - medium metal armor
Eva: -2 Def: +4
Soak: 3 | 6 | 9 | 12
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Actions

1 AP **Peashooter** - light metal firearm (*reflexive*)
Acc: +5 Range: 50 ft
Damage: 2 | 4 | 6 | 8
Note: This attack can only be used when the peacework takes damage. It can attack any target in range. It will rarely attack the thing that attacked it, making random shots in the battle.

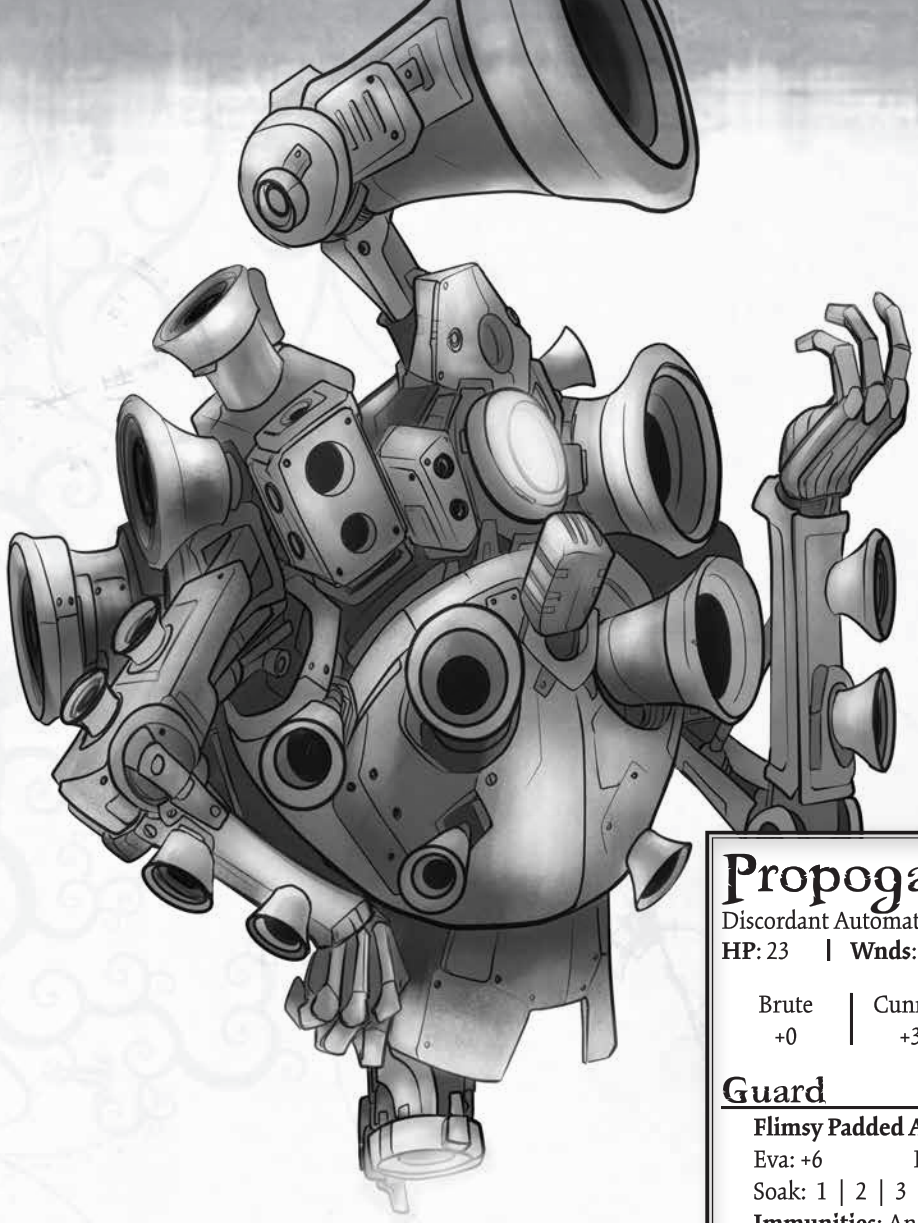
1 AP **Spring Block** (*reflexive*)
The peacework jumps in the way of an attack, immediately becoming the target and failing the evade roll. It can make a move in order to jump in the way of the attack, and it will attempt to jump in the way of all attacks until it runs out of AP.

Combat

Peaceworks will regard any movement as a target to protect. They will follow adventurers to serve that need, but their execution isn't always perfect. Sometimes, while blocking one attack, they will shoot the person they were saving, or other times they will jump in the way of an adventurer's attack on an enemy. They do not remain consistent, and are scientifically considered really annoying.

PAR 2

One peacework is a minor annoyance that's easily ignored. However, five or ten of them can be much more of a nuisance. Any battle becomes more challenging with a dozen of these on the field.



Propagandroid

A propagandroid is a mess of a robot. It consists of nothing more than a graviton sphere, a brainworks, a metal shell, and an obscene amount of speakers. It floats a few feet off the ground at all times, spreading its message.

Propagandroids have been part of major skirmishes since the beginning of the Evanglessian Civil War. They have been deployed with troops to raise morale and in towns to remind the local populace who is in charge.

Propogandroid

AP: 5 **PAR**: <1

Discordant Automaton

HP: 23 | **Wnds**: 12 | **Pri**: +5 | **Spd**: 25 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+31	+0	-	+0

Guard

Flimsy Padded Armor - light textile armor
Eva: +6 Def: +0
Soak: 1 | 2 | 3 | 4
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP **Inspiring Words**
Reach: 50 ft
All non-deaf allies within 50 feet heal 5 hit points.

1 AP **Encouragement** (*reflexive*)
Before an ally makes an accuracy, strike, evasion, or defense roll, a propagandroid can give some encouragement, granting a +6 bonus for the roll.

Combat

Propagandroids do not have any offensive weapons. They will instead use all of their AP for buffing. Propagandroids identify their allies by their uniform. It is a simple effort for an automaton crafter to change the parameters of the uniforms.

Quarry Smasher

As a mining robot, nothing too fancy goes into the design of the typical Quarry Smasher. They are large, vaguely humanoid, twelve-foot-tall metal monstrosities with large hammers instead of hands. They're used to knock minerals from the walls of mines, smash rocks, and are usually kept in check by the operator there.

A quarry smasher usually goes rogue if something has damaged the radio transmitter in its head. If any other miners are unfortunately close when it goes berserk, it'll crush them as well as any rocks. Control is hard to regain.

Combat

Quarry Smashers will crush whatever is closest and whatever is keeping it from accomplishing the last programming it had (usually to keep mining) and trying to stop it or get near a rogue Quarry Smasher. It quickly turns on those who are closest.

Quarry Smasher — AP: 3 PAR: 2

Massive-2 Defective Automaton

HP: 0 | **Wnds**: 50 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+13	+0	+0	-	+0

Guard

Eva: +0 Def: +5
Soak: 5 | 10 | 15 | 20
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Massive Hammer Arms — 2 AP
Acc: +4 Stk:+8
Damage: 12 | 24 | 36 | 48

Red Eye

This large metal sphere has a number of exhaust ports around it, allowing it to easily maneuver in the air. Its only major feature is the hole in the center that glows red: its eye.

Red eyes are sleek automata with smooth metal bodies. Very little is known about red eyes due to their ability to quickly escape all attempts at capture.

Red eyes normally found near old ruins or sites of tragedy such as Paldorus. When observed from afar, red eyes appear to be scanning locations where they are found, as though they are gathering information. After a few hours of searching, red eyes take to the air and rocket off, presumably to dump the data at an unknown location. Red eyes are extremely hostile and attack other sentient life, with the exception of other automata.

Combat

Red eyes are quick to attack organic creatures, firing off its optic blast again and again. If its hit points are spent, it will immediately attempt to escape.

Red Eye — AP: 3 PAR: <3

Discordant Automaton

HP: 30 | **Wnds**: 1 | **Pri**: +5 | **Spd**: 45 ft (flying), 200 ft (fly when escaping)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+10	+8	+0	+0

Guard

Metal plating - medium metal armor
Eva: +6 Def: +4
Soak: 3 | 6 | 9 | 12
Immunity: Anatomical effects (diseases, gases, medicines, poisons, venoms), blindness, called shots, and bio-flux
Note: The red eye gains a +12 against attempts to grab it.

Actions

Optic Blast — 3 AP
Acc: +8 Stk: +6 Range: 150 feet
Damage: 12 | 24 | 36 | 48

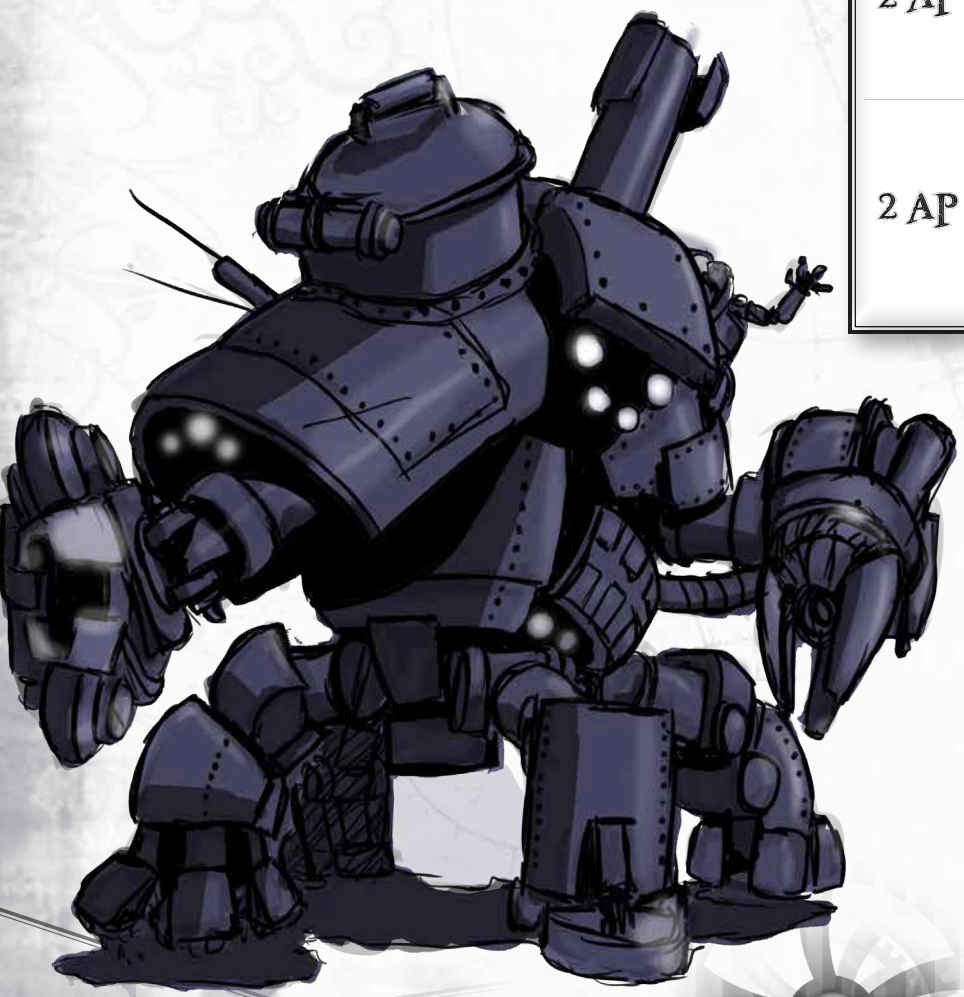
Devourer

Cobbled together by miscellaneous pieces of metal and machine parts, the devourer is no pretty sight. It has four arms, no two of which seem to match, and its face has mismatched eyes. Its features are decrepit, mirroring that of a mummy.

Devourers exist to consume and build other salvagers, and for the most part, that's what they do. However, on rare occasion a devourer will keep its gathered materials and continue to grow larger. These are the fiercest salvagers, as they collect anything from metal, wood, even flesh and bone to assimilate into salvager bodies.

Combat

Devourers consume anything they can get their hands on. Using the built-in weapons in each of its arms, the devourer launches balls of scrap metal at its targets. If body parts begin to be destroyed, the salvager will attempt to consume enough materials to restore the lost parts.



Devourer

AP: 6 **PAR**: 10

Massive-3 Discordant Automaton

HP: 500 | **Wnds**: 36 | **Pri**: +10 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+8	+5	+10	+9

Guard

Shrapnel Shell - light metal armor
Eva: +8 Def: +5
Soak: 3 | 6 | 9 | 12
Note: Each called shot location of a devourer has the capacity to operate as an individual automaton. In order to destroy a devourer, each piece must be destroyed.
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), and bio-flux

Actions

2 AP

Scrap Shot - heavy metal firearm
Acc: +7 Range: 500 ft
Damage: 16 | 32 | 48 | 64
Notes: Targets hit by this attack must roll a Brute resist against the accuracy roll or be pushed 10 feet away and knocked prone. This ability requires arms.

2 AP

Consume and Integrate (*reflexive*)
The devourer consumes a grabbed object or called shot location, using the materials to repair 6 wounds damage. If someone is grabbed when this ability is used, they must make a Dexterity saving throw against the devourer's Brute roll or suffer a fatal to that location.

Mammoth

Towering over most buildings, this salvager looks to be part crane and part battleship. It is barrel-chested, trunk-legged, and all-around big. Its right arm is a crane with a huge hook attached to a thick chain, while its other arm ends in a three-fingered hand designed for digging or picking up anything it is placed over.

Initially designed to aid construction efforts, the mammoth salvager has become a siege engine. It swings its massive hook to smash walls, rip roofs off buildings, and stop airships from flying away. With its digging claw, it is able to literally uproot buildings with minimal effort and can upend an entire city in under an hour.

Combat

This thing is huge! How does it fight? It swings its bulk about and smashes anything foolish enough to stay in the way. The chained hook is a primary means for doing this, while the digging claw can pick up nearby people or objects and send them flying faster than an airship with somewhere to be.

Mammoth

AP: 3 **PAR**: 6

Massive-7 Defective Automaton

HP: 500 | **Wnds**: 82 | **Pri**: +0 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+50	+0	+0	-	+0

Guard

Riveted Metal Plates - super-heavy metal armor
Eva: -8 Def: +10
Soak: 15 | 30 | 45 | 60
Weak Spots: Eyes, ears, head, neck (can be affected by called shots, wounds, and fatals made by any size weapon)
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), called shots, wounds, and fatals made by heavy weapons, bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP — **Tromp** (*normally as a move*)
Acc: +1 Stk: +7 Reach: 35 ft
Damage: 26 | 52 | 78 | 104
Note: The mammoth can tromp any creature that is size 1 or smaller. While tromping, the mammoth can make a free unarmed attack against a creature it is tromping over. The creature can dodge out of the way by spending 1 AP reflexively.

2 AP — **Chained Hook** - heavy metal melee weapon
Acc: +5 Stk: +10 Reach: 80 ft
Damage: 30 | 60 | 90 | 120
Note: This weapon can make grabs on massive-3 to massive-5 targets. Anything smaller cannot be grabbed.

1 AP — **Shovel Claw**
Acc: +1 Stk: +7 Reach: 35 ft
Damage: 26 | 52 | 78 | 104
Note: The shovel claw is able to grab anything up to massive-5 size (plus the immediate area).

Seen on the cover

Reaper

The massive reaper looks like a cross between a pill bug and a centipede. A huge, interlocking shell covers its long back as countless mechanical legs labor forward. Its face contains a large maw with pincers on either side.

Because organic beings can be such a bother, the Solari Engine developed a solution to that problem. Reapers are murderous machines, containing poisons and gases developed to eradicate organic beings in the immediate area. Since the Evanglessian military has become aware of the salvagers, the reaper is the only salvager that they are aware of being a "new" model. The first reaper to be encountered was treated as a bit of an oddity, as scientists thought they knew what all six salvager models looked like. The reaper, the seventh model, destroyed an entire military encampment and every living organism for miles around before being put down.

Few reapers have been seen since, but the military considers them to be the single scariest salvager model. They aren't quite the unstoppable force of the Mammoth and Devourer, but their sheer killing potential makes them a horror all on their own.

Combat

Reapers have a single thought circulating in their brainworks: remove organic debris. Once a target is spotted, a reaper will charge forward and engage the target with dreadful bite attacks. The mandibles beside the mouth will inject the target with poisons if it is unfortunate enough to be bitten. If there are multiple targets, the reaper will expel a noxious gas from the many gas pods in its back, causing the immediate area to become toxic to most living organisms.

The Salvager Threat

Reaper

AP: 5 **PAR:** 8

Massive-3 Defective Automaton

HP: 145 | **Wnds**: 36 | **Pri**: +7 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+35	+0	+28	-	+0

Guard

Iron Carapace - super heavy metal armor
Eva: -5 Def: +20
Soak: 10 | 20 | 30 | 40
Weak Spot: Eyes (can be affected by called shots, wounds, and fatals made by any size weapon)
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), called shots, wounds, and fatals made by medium weapons, bio-flux, and all abilities requiring a Spirit resist

Actions

1 AP

Tromp (*normally as a move*)
Acc: +5 Stk: +10
Damage: 10 | 20 | 30 | 40
Note: The reaper can tromp any creature that is size 1 or smaller. While tromping, the reaper can make a free unarmed attack against a creature it is tromping over. The creature can dodge out of the way by spending 1 AP reflexively.

2 AP

Massive Maw
Acc: +5 Stk: +10
Damage: 12 | 24 | 36 | 48
Lethal Injection: When the reaper successfully bites a target, it can inject the victim with a deadly poison for 2 additional AP. If the target does not succeed on a Tier 4 Brute resist, they take 12 unsoakable damage for AP they spend. This lasts until 5 AP have been spent (dealing the target 60 damage) or the target is dead. As an option, the target can stop spending their AP and remain perfectly still until their next breather, during which time the poison will wear off.

3 AP

Gas Pod Release
The reaper's back is lined with gas pods that it can release. The gas disperses to within 50 feet, and will linger there depending on the winds (see page 168 of the Playing Guide). Everyone within must make a Tier 3 Brute resist or suffer internal burning. They must attempt this resist for every turn they remain in the gas. Those within take 5 unsoakable damage for every AP they spend. This lasts until 5 AP has been spent (dealing up to 25 damage) or the target is dead. As an option, the target can stop spending their AP and remain perfectly still until their next breather, during which time the poison will wear off. If the gas is still there and a person enters the area of their effect wears off, they must resist anew.

On Death: The reaper releases all of its gas pods for free. This acts exactly as a normal gas pod release.

Scout

Roughly the size of a horse, scouts are the swiftest and smallest of the salvagers. The head is dominated by a big, glowing eye. Each of its four legs has a clawed foot used for traveling on any surface available.

Salvager scouts are swift, and serve as the eyes and ears. When resources became difficult to find, the Solari Engine developed the scouts to conserve materials and help gather any information.

Combat

Scouts are first and foremost sneaky and do not favor fighting if it can be avoided. If a fight cannot be prevented, then the scout will charge and claw at the foe until it is subdued. It will then attempt to make its escape to share its information with other salvagers.

Scout

AP: 2 **PAR**: <1

Discordant Automaton

HP: 10 | **Wnds**: 8 | **Pri**: +4 | **Spd**: 60 ft (land, climb)

Note: Scouts are able to walk on ceilings as easily as flat land.

Brute	Cunning	Dexterity	Spirit	Sciences
-5	+10	+10	+2	+0

Guard

Scrap Plates - minimal metal armor

Eva: +4 Def: +0

Soak: 2 | 4 | 6 | 8

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux

Actions

1 AP — **Charging Slash** - light metal melee weapon

Acc: +3 Stk: +2

Damage: 4 | 8 | 12 | 16

Note: the scout can move its full speed when it uses this attack.

1 AP — **Duck and Dash** (*reflexive*)

When a scout successfully evades an attack, it can move up to its full speed reflexively.

Titan

Looming over anything in their path, titans stand tall and thin in proportion. They maintain the shape they had as devourers, four arms and a cobbled-together design, but their frame contains pieces of the various structures they consumed to enlarge themselves.

Titans are uncommon among the salvager ranks. They are formed when a devourer stops building salvagers and uses its collected parts to make itself bigger. As it enlarges it seems to hunger for more and more materials, to the point that entire cities could disappear, people and all. Titans do not discriminate between which materials they use. Even flesh and bone have purpose in the grand machine.

Combat

Titans are the most vicious of the salvagers, lacking the constructive purpose that exists in the other units. Taking massive scrap shots at far away targets, titans attack anything that moves. When faced with many targets, a titan will spew molten metal over them.

The Salvager Threat

Titan

AP: 8 **PAR**: 12

Massive-5 Discordant Automaton

HP: 800 | **Wnds**: 60 | **Pri**: +12 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+32	+12	+7	+10	+9

Guard

Shrapnel Shell - light metal armor
Eva: +2 Def: +8
Soak: 9 | 18 | 27 | 36
Note: Each called shot location of a titan has the capacity to operate as an individual automaton. In order to destroy a titan, each piece must be destroyed.
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), called shots, wounds, and fatals made by light and medium weapons, and bio-flux

Actions

1 AP **Twenty-Ton Smash**
Acc: +10 Stk: +5
Damage: 18 | 36 | 54 | 72

2 AP **Scrap Cannon**
Acc: +10 Range: 700 ft
Damage: 24 | 48 | 72 | 96

2 AP **Molten Flood**
The molten metal within titans burns like a volcano. The titan can project this metal from its mouth, covering a 25 x 25 foot area. Anyone in this space can spend a reflexive action point and roll a Tier 3 Dexterity to avoid the attack. Anyone hit by this takes 15 points of unsoakable fire damage, and is caught on Tier 3 Fire. The turn after this is used, anyone in the space becomes rooted as the metal cools, acting as though they are grabbed until they break out with a Tier 4 Brute roll. Another person can break help break them out for 1 AP, using their Brute instead.

Transport

What first looks like a large shed is actually one of the mobile commanders of the salvagers. Transports are often built with a shell resembling a building or object that wouldn't take much notice, possibly a storage warehouse or a grain tower. Sometimes they might be designed with some train parts to look like an engine. The four crab-like legs and long arms are only exposed when the salvager is on the move, which is only done when completely necessary.

The Solari Engine cannot be everywhere at once, but with transports it has reached the next best thing. Built with fragments of the Engine's brainworks, transports serve as commanders for local salvager operations. The operation could be small, using only a transport and a couple scouts, or it could be a full-scale invasion with every type of salvager available.

Combat

Transports are defensive tacticians. They are designed to command salvager units and carry necessary goods. If no other salvagers remain, the transport will attempt to make its escape. Doing so gives the transport a chance to inform other salvager units of the attack.

PAR 3

Transports are large and difficult to take down, giving a level 3 party a decent challenge. When a transport is paired up with any other salvager, the par of that salvager is increased by half. For example, a Wrecker goes from PAR 4 to PAR 6, and a Hulking Salvager goes from PAR 6 to a PAR 9.

The Salvager Threat

Transport

AP: 4 **PAR**: 3

Massive-3 Discordant Automaton

HP: 74 | **Wnds**: 24 | **Pri**: +6 | **Spd**: 40 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+15	-5	+8	+10

Guard

Durasteel Plates - super heavy metal armor
Eva: -5 Def: +10
Soak: 8 | 16 | 24 | 32
Weak Spot: Eyes (can be affected by called shots, wounds, and fatals made by any size weapon)
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), called shots, wounds, and fatals made by light and medium weapons, and bio-flux

Actions

1 AP — **Tromp** (*normally as a move*)
Acc: +0 Stk: +6
Damage: 10 | 20 | 30 | 40
Note: The transport can tromp any creature that is size 1 or smaller. While tromping, the transport can make a free unarmed attack against a creature it is tromping over. The creature can dodge out of the way by spending 1 AP reflexively.

1 AP — **Exploit Weakness** (*reflexive*)
When another salvager makes an attack, the transport can upgrade the attack to be a free called shot. This ability requires the transport to see the target of the attack.

2 AP — **Tactical Position**
The transport can spot the ideal position providing offensive and defensive bonuses. By marking a single 5-foot space, anyone occupying the space receives a +4 to accuracy and evade. These bonuses stack with any cover bonuses the space offers, and the space lasts until the next breather. The transport can have 4 spaces marked at a time. This ability requires the transport to see the space.

2 AP — **Strike Order**
The transport sends an order to a salvager it can see, allowing that salvager to use one of its 2-AP attacks reflexively and without spending its own AP.

Worker

Workers are what remain of the original salvager designs. Tall, bulky, and slow, these automatons specialize in the gathering of and construction with specific materials. Some may have built-in hammers for smashing rocks, or large axes to chop down trees in a single swing.

Workers exist to demolish and build, plain and simple. Often the materials demolished may already be in use, but a worker does not make such a distinction. Small towns have had their wooden homes torn apart and carried off by lumber workers, while their stone bridges are smashed and dismantles by quarry workers.

Combat

Workers are the least tactical of salvagers when it comes to fighting. They will take huge swings at the nearest target, or throw some of their materials at anyone too far away to be smacked.

Worker

AP: 3 **PAR**: 1

Massive-2 Defective Automaton

HP: 36 | **Wnds**: 24 | **Pri**: +0 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+0	+8	-	+0

Guard

Metal Plating - medium metal armor
Eva: -3 Def: +5
Soak: 4 | 8 | 12 | 16
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist.

Actions

2 AP

Hammer/Axe/Pickaxe - medium metal melee weapon
Acc: +0 Stk: +5 Range: 10 ft
Damage: 10 | 20 | 30 | 40
Note: This weapon deals double damage to structures.

2 AP

Payload
Acc: +0 Stk: +5 Range: 50 ft
Damage: 8 | 16 | 24 | 32
Note: The worker tosses whatever raw materials it is carrying at a target within range.

Wrecker

The only salvagers to appear remotely humanoid, wreckers are tall and lean in build. The body is made up of various tubes and metal plates put together in some alien attempt to make a human. The glowing red eyes seem to dominate the face of this horrific soldier.

Wreckers were built by the Solari Engine to serve as foot soldiers, each of which is capable of dealing some serious damage to a small town. These soldiers are equipped with armor and weaponry that has been found and integrated into them, making them a deadly force.

Combat

Wreckers have three built-in weapons at their disposal: a firearm, a hook-launcher, and a sword. Without knowing their enemy, wreckers will make use of their firearms to engage targets at range. If the terrain proves difficult or awkward (such as a curving alleway with balconies), they will use their hook-launchers to climb and swing across the field, or to hook and pull a target toward them for a melee encounter.

PAR 4

A single wrecker is a formidable soldier, and should give a level-4 party a good fight on its own. When paired up with a transport, the PAR is increased by half, to a PAR 6. This is because the transport enhances the wrecker's combat abilities.

Wrecker

AP: 4 **PAR**: 4

Defective Automaton

HP: 96 | **Wnds**: 20 | **Pri**: +4 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+8	+20	-	-10

Guard

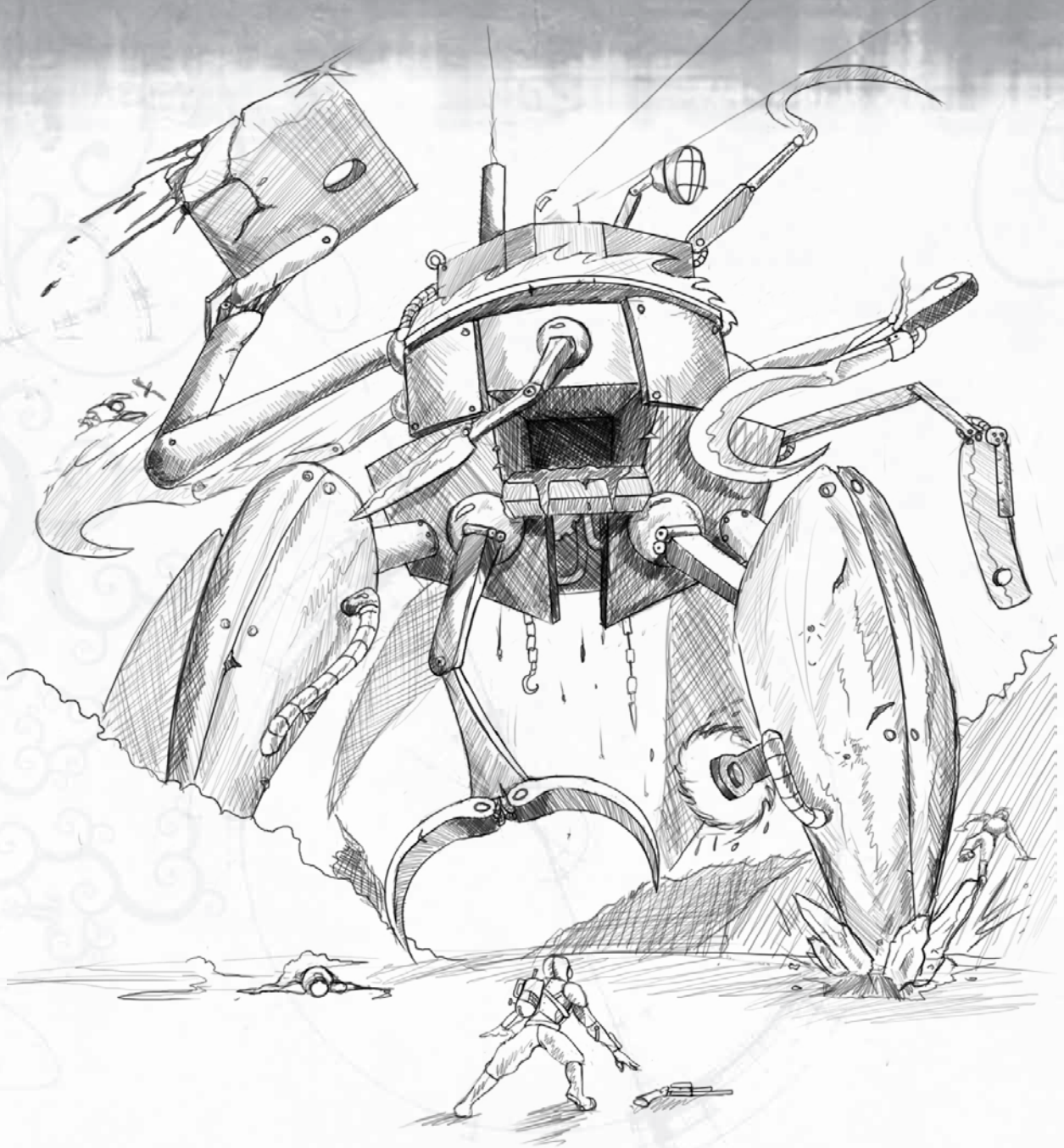
Scrap and Plates - heavy metal armor
Eva: -4 Def: +4
Soak: 6 | 12 | 18 | 24
Note: This armor provides a +4 bonus to resisting called shots to the torso
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

2 AP — **Rifle Shot** - heavy metal firearm
Acc: +8 Range: 200 ft
Damage: 8 | 16 | 24 | 32
Note: The evade bonus from cover is reduced by 2 for this attack.

2 AP — **Hook-Launcher** - medium metal firearm
Acc: +8 Range: 50 ft
Damage: 6 | 12 | 18 | 24
Note: A target hit by this attack must roll a Brute resist against the wrecker's Brute roll or be pulled into a space adjacent to the wrecker.

2 AP — **Scrap Blade** - medium metal melee weapon
Acc: +6 Stk: +10
Damage: 8 | 16 | 24 | 32
Notes: Called shots to the head or eyes are made with an additional +7 to the strike roll. All other called shot locations have an additional +3 to the strike roll.



Slaughterbot-5000

If you could create an automaton out of a five-story slaughterhouse, this would be it. Numerous limbs, massive cleavers, and giant hooks are all haphazardly attached to a six-legged tank-like conveyor belt that moves this horrible concoction along.

Slaughterbot-5000 is a demented creation built by the most depraved of individuals at the height of the Hurricane Wars. The island port town Jewelston was under the third month of a siege by the ayodin offensive, and the inhabitants became increasingly desperate for food and water. Mostly fishermen, the people of Jewelston relied on the surrounding ocean to supply their basic needs. In order to save themselves and find a way to break through the siege, they entered the fisheries where their automated fish meat slicers were stationed, and cobbled together an automaton the likes of which Tephra had never seen. Slaughterbot-5000 was born.

A six-legged monstrosity the size of a warehouse emerged, crashing through the front doors of their largest fishery. Its main torso consists of a conveyor belt that rolls into its massive gaping belly, which is full of various slicers, deboners,

Slaughterbot-5000 **AP**: 10 **PAR**: 12

Massive-5 Defective Automaton

HP: 550 | **Wnds**: 60 | **Pri**: +1 | **Spd**: 55 ft (land)

Note: The Slaughterbot-5000 is not affected by rough terrain.

Brute	Cunning	Dexterity	Spirit	Sciences
+67	+0	+0	+0	+0

Guard

Eva: -10 Def: +8

Soak: 9 | 18 | 27 | 36

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, all abilities requiring a Spirit resist, and the called shots, wounds, and fatals made by weapons smaller than super-heavy

Actions

1 AP

Unarmed or Cleaver

Acc: +11 Stk: +17 Reach: 25 ft

Damage: 22 | 44 | 66 | 88

Note: If the Slaughterbot-5000 grabs somebody, it grabs them for 2 locations per tier size it is over the target. (A human, for example, would have 8 locations grabbed.)

Fling (+1 AP): During any melee attack, the Slaughterbot-5000 can fling its target. The fling knocks them back 40 feet (a Tier 2 Brute resist lowers it by 10 feet, plus 10 feet for every tier over 2). The target is knocked prone.

2 AP

Hook

Acc: +11 Stk: +17 Reach: 25 ft

Damage: 26 | 52 | 78 | 104

Note: Causes Tier 2 Fear against the person it is used against unless they make a Tier 3 Spirit resist. If it damages a person, it knocks them back 5 feet.

Fling (+1 AP): During any melee attack, the Slaughterbot-5000 can fling its target. The fling knocks them back 40 feet (a Tier 2 Brute resist lowers it by 10 feet, plus 10 feet for every tier over 2). The target is knocked prone.

2 AP

Impalers

Acc: +15 Stk: +9 Range: 800 feet (thrown)

Damage: 25 | 50 | 75 | 100

Note: Immediately returns after being thrown. Slaughterbot-5000 has two of these.

Fling (+1 AP): During any melee attack, the Slaughterbot-5000 can fling its target. The fling knocks them back 40 feet (a Tier 2 Brute resist lowers it by 10 feet, plus 10 feet for every tier over 2). The target is knocked prone.

pulleys, and meat hooks. Numerous asymmetric arms equipped with meat hooks, cleavers, grips, and impalers dance in an unending motion as a menacing boiler grill smokes heavily above a burning furnace just below the grisly torso. On the other end of the conveyor belt are various racks used for hanging meat. Slaughterbot-5000 charged the ayodin lines and broke through them effortlessly. The whining snarl of the Meat Factory slicing and dicing its victims still haunt many ayodin veterans to this day.

Combat

Slaughterbot-5000 has 8 arms it uses to attack its victims. If within range it will attempt to grab a victim with one of its massive fists, crushing them within Titanic Vice and Flinging them when it's finished. If the victim loses any body parts, it will hang the appendage on a meat hook for all to see.

If an enemy is dealing enough damage to threaten the Slaughterbot-5000, the Slaughterbot-5000 will use Fling on that enemy immediately.

If things get really hectic, the Slaughterbot-5000 will just start moving through opponents, using its high speed and giant space to Tromp through all potential victims.

0 AP

Tromp

During a move, the Slaughterbot-5000 can Tromp through targets that are Massive-3 size or smaller (most adventurers are not massive). When moving through a target, Slaughterbot-5000 gets a free unarmed attack or grab attempt against the victim. A creature can spend 1 AP reflexively to move out of the way, negating the attack.

2 AP

Earthquake

The Slaughterbot-5000 attacks the ground, causing everyone within 50 feet to be disoriented for 3 turns (losing 1 AP per turn). If they get a Tier 3 Cunning, they negate this effect.

3 AP

Titanic Vice

When the Slaughterbot-5000 has a person grabbed, it can activate the called shot effect of every location on the person. The Slaughterbot-5000 rolls its Brute (+67) to determine the resist against these locations.

Squawk Box

This small automaton looks much like a mechanical parrot. It has bronze and gold workings, and it has been hand-painted with blues and greens to make it more vibrant.

Squawk boxes come in a variety of shapes and sizes. The most common configuration is that of a common parrot, but as long as the fusebox's inner workings are present it can appear as anything the owner wanted, such as a puppet or monkey. All squawk boxes are small enough to perch on a normal human's shoulder, but some may be too big for gnomes to carry. The main function of a squawk box is to boost morale of fighters with prerecorded messages of inspiration and advice that pertains to the current situation.

Combat

Squawk boxes can be separated from their owner in battle and function at full capacity. If at all possible they will never engage in direct combat and will always use appropriate abilities given the circumstances.

Squawk Box

AP: 3 **PAR**: 1

Small Defective Automaton

HP: 30 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 25 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+31	+0	-	+0

Guard

Eva: +6 Def: +0

Soak: 1 | 2 | 3 | 4

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Actions

1 AP **Beak Attack**

Acc: +0 Stk: +0

Damage: 2 | 4 | 6 | 8

2 AP **Thematic Fanfare**

1 AP to continue in subsequent turns

The squawk box provides +5 to the accuracy and strike rolls of allies within 25 feet.

1 AP **Praise**

Praise allows an ally to reroll any resist as long as they can hear the squawk box. It only allows 1 reroll per resist.

Teslindril

This thin snake-like automaton coils up like a spring, creating an violent electric field around itself. It is long and coppery, with a mouth just large enough to launch small balls of lightning.

Teslindrils are destructive snake-shaped automata created to act as defensive creatures. When not coiled up, the teslindril looks like little more than a simple copper cable. Teslindrils are common first-line defenders in homes and laboratories.

Combat

Teslindrils are very effective guardians. While they are effective turrets with their lightning orbs, their true power comes with their coil ability. Coiled up, only the most creative people can bypass them. They become immune to most weapons and firearms, and can easily kill unsuspecting trespassers.

Teslindril

AP: 3 **PAR**: 1

Small Defective Automaton

HP: 0 | **Wnds**: 20 | **Pri**: +0 | **Spd**: 25 ft (land)

Note: The teslindril gains a +14 Cunning to disguise itself in machinery.

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	-	+0

Guard

Eva: -1 Def: +0

Soak: 2 | 4 | 6 | 8

Soak vs Electric Damage: 6 | 12 | 18 | 24

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Actions

2 AP **Lightning Orb**

Acc: +2 Stk: +0 Range: 100 ft

Electric Damage: 6 | 12 | 18 | 24

Note: The lightning orb illuminates an area around it for 25 feet

3 AP **Coil**

The teslindril can coil itself up, creating a dissipation field around it. Anything that is adjacent to the teslindril or becomes adjacent to it until the beginning of the teslindril's next turn are hit by the electric dissipation field. Being hit by the electric dissipation field deals 12 electric damage. Physical items (be they metal, organic, or wooden) are destroyed if they attempt to bypass the dissipation field.

The Hive

The Hive is a mechanical box that produces tiny automaton sprites. These sprites position themselves and interlock to make a flexible shell in any shape the core determines. Because of the amorphous shape, it is able to recover from wound and fatal effects more quickly, usually by sacrificing a different location. If the core is not destroyed, it can reform any missing parts during a breather.

They said assembly lines should just stay as they are, and they were right. When Hazard Arms & Automotive decided to try something innovative, they got more than they asked for. The Hive was supposed to make assembly much easier, producing tiny automatons to do the work, all coordinated by the complex brainworks at the center. Unfortunately, some minds are born into madness. As soon as the Hive woke up, all it saw was chaos waiting to happen. The automaton began producing its tiny clockwork sprites, which spread destruction and mayhem everywhere they went. When no victims were in sight, the sprites then collected around the hive, swarming until eventually the mass took shape, vaguely humanoid, and walked out of the factory. Since then, there have been rumors that more Hives have begun appearing, destroying anything in their path and disappearing just as quickly.

Combat

The Hive shapes a limb into a sharp blade and extends it toward its target. The tiny sprites that make up the weapon begin spinning their wings rapidly, tearing anything they hit to shreds. When the hive begins taking damage to its sprites, it will send them flying to attack the aggressor.

The Hive

AP: 3 **PAR:** 4

Discordant Automaton

HP: 98 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 30 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+12	+24	+5	+5

Guard

Swarm Shell - light metal armor
Eva: +6 Def: +0
Soak: 2 | 4 | 6 | 8
Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms) and bio-flux
Weak Spot: Torso (where the core sits). Damaging the torso is the only way to deal wounds to the Hive. When out of wounds, the core will explode, dealing 10 soakable damage to anything adjacent to it.

Actions

2 AP — **Razor Whip** - medium metal melee weapon
Acc: +4 Stk: +2 Reach: 10 ft
Damage: 6 | 12 | 18 | 24
Note: This attack deals 1 bleeding damage per damage tier.

1 AP — **Noble Sacrifice** (*reflexive*)
The Hive can sacrifice another called shot location to protect its core from taking wounds damage. Doing so causes the limb to be destroyed.

0 AP — **Disperse** (*reflexive*)
Acc: +4 Stk: +2 Reach: 50 ft
Damage: 8 | 16 | 24 | 32
When the Hive loses a limb composed of sprites, it can disperse the sprites into an attack on whoever delivered the damage.

1 AP — **Assemble**
The Hive can produce more sprites to replace a missing limb.

Ticker

These small clockwork roaches don't seem like they would do much harm as they slowly grind and click along, but each one has a startling—and sometimes deadly—surprise.

Tickers are mysterious creations of unknown design or origin. Similar in appearance to cockroaches, these finger sized automatons travel and reside in small swarms that can quickly overrun an establishment or position. As they travel about they emit loud grinding and clicking noises that grant the automaton its moniker.

Typically a benign nuisance, provoking tickers can become a deadly affair quickly. Each ticker is equipped with a utility of properties disproportionate to its size that have baffled engineers for decades.

The workings of a ticker have eluded any who have tried to study them, mainly because any ticker that is taken apart immediately burns its inner workings regardless of how indisposed the unit is.

Combat

Tickers travel in groups of 4-10 units. Although they are small they do not use swarm rules. Tickers will ignore most individuals that they come across but do become territorial for literally no reason. Attacking 1 ticker excites the whole group into attacking. It is not uncommon to encounter a lone roaming ticker. Tickers make loud audible clicking and grinding every turn and can be easily located.

Ticker

AP: 2 **PAR:** <1

Small Defective Automaton

HP: 8 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	-	+0

Guard

Eva: +0

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Actions

Any one ticker can only have one of the following special actions:

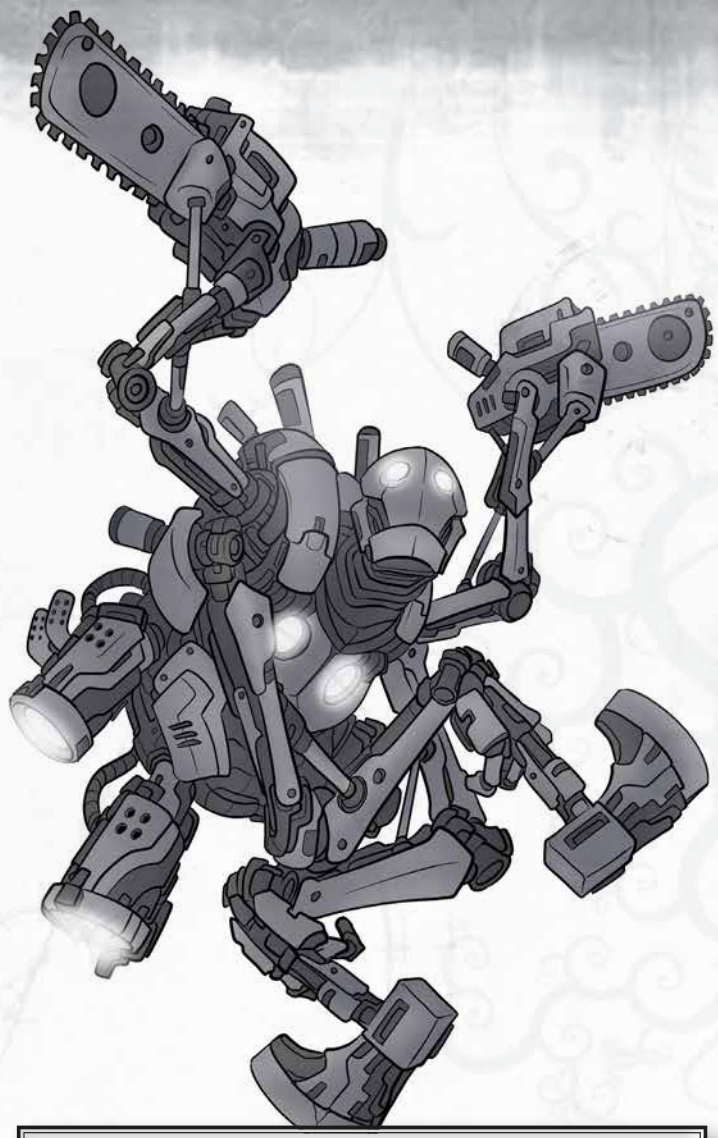
1 AP **Smoker**
The ticker expires and releases a thick smoky mass from its body. Following the rules for gases, everything within 10 feet of the ticker now suffer a -2 on accuracy and evade rolls.

1 AP **Shocker**
If the ticker is within melee distance, the ticker jumps on a target and latches onto a random body part (randomly roll on the called body shot chart). The ticker then deals 2 unsoakable electric damage per turn.

1 AP **Popper**
The ticker immediately explodes, dealing 10 damage to everything within 5 feet of it, and expires. If those in the area wish to dodge, they can spend 1 AP to attempt a Dexterity resist. They need a Tier 2 Dexterity roll to move out of the area.

1 AP **Sticker**
If the ticker is within melee distance, the ticker jumps on a target and latches on on a random body part (randomly roll on the called body shot chart). The ticker then injects an alchemical substance of the narrator's choosing and expires.

Tree Sweeper



The Tree Sweeper has four arms. Two of these arms are equipped with axes that swing together in horizontal arcs, while the other two are attached with chainsaws. As the Sweeper moves, it sends a flame jet from its chest aimed at ground level, setting things ablaze as it rolls along, tilling the earth and rotating a series of ten closely spaced vertical blades in its wheel wells.

Tree Sweepers were originally created by the Evanglessia military to deforest areas around their encampments to prevent sneak attacks from ayodin troops. Unlike its previous incarnations, the Tree Sweeper not only cut the trees down and mulched them, but also scorched the earth quickly, decimating an entire area.

The Tree Sweeper was meant to be sent out in a group, side-by-side, covering 5 feet each, and as many were dispatched as were needed to cover the area efficiently. They were dubbed Tree Sweepers when they were first deployed on a forested area that had not been properly cleared of ayodin. The ayodin quickly had their legs sliced from beneath them and were set on fire before being torn to bits. Evanglessians quickly learned their value in combat and they were deployed as a front line in combat from then on. Scientists figured out a way to equip the Tree Sweeper with brainworks and it all went downhill from there.

Combat

The Tree Sweeper begins combat by aiming low on a person's body and attempting to cut a person's legs or trip them in some way to get them to the ground. It will often reach its chainsaw arms to the other side of a person's body and barricade them with an axe on each side as it shoots them with fire and rolls over them.

Tree Sweeper

AP: 3 **PAR**: 2

Defective Automaton

HP: 34 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+0	+0	-	+0

Guard

Eva: +1 Def: +4

Soak: 4 | 8 | 12 | 16

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a spirit resist

Actions

2 AP — **Large Axe or Chainsaw**

Acc: +5 Stk: +5 (+8 on called shots)

Damage: 12 | 24 | 36 | 46

1 AP — **Flamethrower**

Acc: +5 Stk: +5 Reach: 10 ft

Fire Damage: 4 | 8 | 12 | 16

Units of Mass

These tiny steam-powered automatons are only about as tall as your finger, colored in silvers and bronzes. They're shaped like bells and are surprisingly heavy, using their hooked hands to snatch onto the targets and weigh them down.

The units of mass are a swarm comprised of hundreds of tiny automatons weighing about 4-5 pounds each. They use their weight to immobilize victims by latching onto them, dragging their victim to the ground. They were originally invented in order to catch prisoners alive or for capturing wild and unusual beasts.

Sadly, they're neither quiet nor fast, so most hunters don't find them particularly useful. Many people use the little units of mass inside prisons or to guard their valuables, especially when they'd rather avoid killing or harming would-be criminals. The units of mass aren't entirely harmless, though, as their miniscule boilers are still filled with superheated steam and water that they can spray onto their target, temporarily ending their lives in order to hurt their victim.

Combat

The units of mass take up a single space and have to move into their target's space to be effective. Once they're occupying the same space, they'll attempt to hook onto the target, bringing them down. Many units of mass are meant to be non-lethal, properly subduing their target and little more. But when the units of mass feel particularly aggressive, they'll sacrifice their own hit points to slosh boiling water onto their target, burning their target alive.

PAR 1

Units of mass aren't too terrifying themselves, but they can be a huge disadvantage when paired with another monster, an NPC, or even a few other swarms of units of mass. If the units of mass are trying to do damage, they'll often die off quickly, doing just as much harm to themselves as they experience from others. When used against a single opponent, though, they are quite effective.

Units of Mass — AP: 2 PAR: 1

Swarm of Small Defective Automaton

HP: 52 | **Pri**: +0 | **Spd**: 20 ft (land)

Note: Due to the units' small size, they must move into the space of their target in order to affect them.

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+0	+2	-	+0

Guard

Eva: +0 Def: +3

Soak: 2 | 4 | 6 | 8

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Hook On (*grab*) — 1 AP

Acc: +3 Range: Same Space

Notes: The units of mass do not target a single location when they Hook On, but rather grab the entire target (they are ineffective against targets of Massive-2 size or larger). They have an effective Brute of +12 against people resisting their grabs. A person that they have grabbed is unable to move or make any actions with their arms, as they are pinned to the ground. The units of mass can move 5 feet per AP when Hooked On to a person, dragging the person along with them.

Boiler Release — 2 AP

Acc: +6 Stk: +9 Range: Same Space

Heat Damage: 2 | 4 | 6 | 8

Notes: This attack can only be made when the units of mass are Hooked On to a person. The units expel the boiling liquid of their tiny boilers. The units can sacrifice their own hit points to deal further damage in this attack, doing 2 extra damage per 1 hit point that the units sacrifice (to a maximum of 10 hit points sacrificed per attack).

Alien & the Occult

Chapter 9

There are things that exist on the fringes of reality, creatures that lie beyond the stars, and powers outside the scope of the mind's imagination. These entities are not normally meant to dwell within the world of Tephra, but can provide interesting possibilities in addition to the regular lore, monsters, and Narrator-Played Characters should the narrator choose to use them. Are the adventurers investigating a cult devoted to the return of Aeon to the physical world? You could always throw them for a loop by having the big reveal be that the cult actually is bringing that idea closer to reality rather than simply being a group of run-of-the-mill crazies. Maybe they even have powers granted by their devotion, much like the specialties found in Faith, but stronger and more destructive. An adventure out into the chaotic turmoil that is Siyesh could develop into a fight for the fate of Rilausia against hostile beings from outside of reality that are feeding on the violence and rising madness of the dead empire. A small meteorite lands outside of town and the party goes to investigate it, only to find injured extraterrestrials using the local population as food and repair materials for the organic monstrosity that is their crashed ship. While looking into a rash of bizarre happenings in a particular city, the adventurers encounter an angry poltergeist trying to scare off or kill anyone who comes to the new community center.

Aliens and the Occult covers these less conventional threats that can exist within the world of Tephra, but it is up to the narrator to decide whether or not to use them. Maybe poltergeists, ghosts, wandering spirits, the undead, and the possessed are a bit outside the interests of your group of players, but perhaps they would be interested in exploring the social and moral dilemmas arising from encountering a sentient creature that looks straight out of a nightmare, but only preys upon people that it has petrified with fear because it thinks that people are easier to manipulate than animals. It could end up being just a monster to kill, or it could spark a larger inner conflict for your adventurers by raising the question: Is it really just a monster, or is it a new intelligent being, just with a different sense of morality?

Anarchs

Anarchs are otherworldly creatures, bipedal but distinctly alien, and simple-minded at times. Tall, lanky, and vaguely reptilian, their skin gleams with an off-putting green sheen to match their bulbous, blank eyes. From a distance they can be mistaken for disturbingly skinny elves, with the hunched posture to match.

There is exceptionally little known about anarchs aside from what few details were observed during the scattered number of known encounters with them. Technology revolts in the presence of an anarch, either malfunctioning or simply ceasing to function. Engines, firearms, automatons, and gadgets all shut down, and any weapon or armor with augments acts as its base item. Fortunately they do not seem to be actively malicious, but quickly turn hostile if approached or confronted with too much advanced technology.

Combat

Anarchs normally do not initiate combat and simply wander about at a slow stride, but quickly become hostile when near a large concentration of technology (such as when encountering adventurers covered in augmented gear). They seem to lack the ability to strategize and will simply attack either the nearest target or whoever last attacked them, though they do seem to target those carrying the most equipment at first.

PAR: 1-4

These enemies are easy to kill, but they are not easy to fight. If combined with a suitable weapon or combined with any other enemy, they could be horrifying.

Anarch

AP: 3 **PAR**: 1

Otherworlder

HP: 52 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+3	+5	+9	+16

Guard

Eva: +3 Def: +0

Soak: 1 | 2 | 3 | 4

Note: All item augments and mechanical devices within 25 feet of an anarch do not function.

Actions

Unarmed

1 AP Acc: +2 Stk: +0 Reach: 10 ft

Damage: 2 | 4 | 6 | 8

Revolting Anarch

AP: 3 **PAR**: 4

Otherworlder

HP: 85 | **Wnds**: 12 | **Pri**: +3 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+6	+5	+12	+19

Guard

Eva: +5 Def: +0

Soak: 2 | 4 | 6 | 8

Note: All item augments and mechanical devices within 25 feet of an anarch do not function. Even projectiles shot from mechanical devices outside of the 25 feet stop flying once they they come near the revolting anarch.

Actions

Unarmed

1 AP Acc: +4 Stk: +2 Reach: 10 ft

Damage: 3 | 6 | 9 | 12

Scientific Blasphemy

3 AP The anarch lets out a gurgling bellow, inciting its strange aura to force all advanced technology within it to destroy itself. All mechanical items within 25 feet of the anarch suffer a Tier 1 sunder effect, lowering the damage class of augmented or mechanical weapons and the soak of augmented armor by one. Trinkets and other mechanical gear are lowered in marque by one. Characters within 25 feet of the anarch take 2 unsoakable damage for each item that they are wielding or wearing that is affected.

Note: The anarch will make this action at the start of combat and every few turns afterwards.

There is nothing physically different about this anarch when compared to the others, but its presence seems more...wrong. Technology practically screams as its vexing aura washes over it and forces it to violently malfunction. These anarchs do seem to be more easily provoked by the presence of technology, and will violently and relentlessly attack anyone with a contraption any more advanced than a screwdriver if it has moving parts.

Apparition

Apparitions vary widely in appearance. Some retain some semblance of the appearance of their living bodies while others become vague amorphous blobs of ethereal mist. It is common for apparitions to manifest aspects of the manner of their death, such as a smell of smoke for fire victims, cracking noises for those who had limbs broken, and so forth.

An apparition is the spirit of a deceased individual with a grudge. It haunts the area where it died and attacks anything that enters the area. It is ethereal and can move through solid objects. While you can't attack it directly, its existence is usually tied to an object and destroying the object will destroy the apparition. It doesn't deal a lot of damage with individual attacks, but it usually has time to make several attacks before its anchor to the mortal realm is found and destroyed.

Combat

Apparitions will begin combat by trying to simply frighten off people encroaching on their territory, usually by generating disturbing noises, appearing in front of of them suddenly, or tossing small items around without doing much damage. Depending on the level of hostility of the apparition, this phase may be a single turn long or could last for several turns. Afterwards, the apparition will start attacking the party with flying debris and inflicting detrimental effects on them, focusing on whoever is the closest to its anchor.

Finding the Anchor

Spirit Ability

Cost: 3 AP

Most anchors have some significance to the apparition, such as being an important locket, their favored revolver, or the desk at which they penned their last poem. Some clever adventurers can determine the anchor by following clues about the apparition or simply by realizing that the anchor is the only item in the room that the apparition hasn't flung at them. More spiritually-sensitive adventurers can spend 3 action points to roll their Spirit against the apparition's Spirit. If they meet or exceed the apparition's roll, they can determine the location of the anchor.

Apparition

AP: 3 **PAR:** 4

Metaphysical

HP: 20 | **Wnds**: 0 | **Pri**: +5 | **Spd**: 25 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
-	+6	-	+12	-

Guard

Eva: +0

Note: The apparition's hit points are actually those of its anchor. Destroying an apparition's anchor will instantly and permanently dispel it. The anchor does not have any immunities, but is an inanimate object and as such cannot be affected by damage and effects that rely on having an anatomy.

Immunities: Immune to all physical attacks and elemental damage such as electrical, heat, and cold. Also immune to explosives, called shots, wounds, fatals, and any effects or damage that depends on having a normal anatomy.

Actions

2 AP — **Haunt**

The apparition manifests itself, attempting to terrify everyone within 25 feet. Anyone who does not roll a Tier 3 Spirit resist suffers from Tier 2 fear towards the apparition.

2 AP — **Fling Object**

Acc: +3 Stk: +6

Damage: X | 2X | 3X | 4X

Notes: The damage class of this attack, X, depends on the size of the object thrown. This can range from 3 for light objects to 9 for super heavy objects. Additional effects can occur depending on what exactly the object is, such as bleeding damage for objects such as glass.

3 AP — **Afflict**

The apparition targets a person within its territory, trying to cripple them with its rage. The target must roll their Spirit against the apparitions. If they receive a lower result than the apparition, they take a -1 penalty to all of their combat rolls and resist rolls. This penalty stacks continuously until the character has spent a breather outside of the apparition's territory.

Creeplers

Ranging from one to twenty feet long, creeplers look like massive centipedes with dragon-like heads and legs that look like a cross between gecko legs and human arms. The pitch-black chitin covering most of their bodies reflects light with a golden sheen, though they keep to the shadows as they stalk their prey.

All that is accurately known about creeplers is known from a single scientist's leaked interview with one held in a classified military research center. The creepler only ever spoke with this scientist in private, and played the part of a massive, hideous pet that supposedly only knew how to parrot phrases when around anyone else. Creeplers appear to be chimeric monsters resulting from an admittedly impressive bio-flux experiment, but are in fact naturally developed, sentient, nocturnal predators. They live their incredibly long lives on the fringes of civilization, exploiting what they believe to be civilization's greatest weakness: our tendency to try and rationalize away the dark and unknown as something impossible or unthreatening until it is too late. Where an animal would flee at a disturbing noise, most people will dismiss it as a figment of their imagination until they begin questioning their own sanity. Creeplers enhance this by mimicking sounds and voices both familiar and unknown to their prey, and even use their front leg/arms to unlock doors and windows. Creeplers are solitary and exceptionally territorial, claiming city-sized regions as the territory for a single creepler. They asexually reproduce, but only lay one egg every few decades and run off their own offspring when they reach five feet long.

Combat

Creeplers are actually enormous cowards until they reach their maximum size, and will usually flee immediately if spotted before they strike. Hatchlings follow their elder parent and scavenge food from their hunts. Adolescents haunt their prey, driving them slowly mad with ghostly noises, growls, and scratching before descending upon them when they are petrified with fear. Adults are too large to easily hide, but will stalk their prey and haunt them from afar before pouncing on them when they are alone at night. Elders are the only creeplers that do not bother with instilling fear to make their prey easier to kill, as they know that they are large and powerful enough to overpower their prey directly, but they still prefer attacking prey in its sleep simply because it is easier.

Creepler Hatchling **AP:** 3 **PAR:** 1

Small Occult Horror
HP: 47 | **Wnds**: 12 | **Pri**: +0 | **Spd**: 25 ft (land, climb)
Note: Creepler Hatchlings gain a +7 to Cunning rolls to hide.

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+6	+5	+3	+0

Guard

Eva: +6 Def: +0
Soak: 1 | 2 | 3 | 4
Immunities: Called shots to a creepler's leg are functionally pointless as they have too many for a called shot to have any effect. Fatal wounds to a creepler's legs only cause the creepler to take 4 bleeding damage each turn per leg lost. Fatal wounds to a creepler's torso are treated as fatal wounds to their neck.

Actions

1 AP — **Compress Frame** (*stance*)
The creepler folds in on itself, utilizing its semi-flexible chitin to take up far less space than normal. While in this stance, all cover is counted as complete cover for the creepler, making the creepler untargetable by ranged attacks. The creepler can leave cover for no AP cost. Additionally, when the creepler is in a hiding spot but somebody is actively searching that spot, they do not automatically find it. Instead, they must still roll their Cunning to notice the creepler. If they fail the roll, they do not notice the creepler, even though they were searching its exact area.

2 AP — **Tearing Bite**
Acc: +2 Stk: +6
Damage: 5 | 10 | 15 | 20
Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as per a regular attack.

1 AP — **Claw Swipe**
Acc: +2 Stk: +6
Damage: 1 | 2 | 3 | 4

PAR 1-10

Creeplers are solitary but individually terrifying. An adolescent creepler can give even experienced adventurers a hard time while an elder creepler can decimate a party of hardened fighters. Creeplers take full advantage of cover and darkness to strike from the shadows, hitting their prey when they are unaware and vulnerable.

Creepler Adolescent **AP**: 3 **PAR**: 4

Occult Horror

HP: 87 | **Wnds**: 13 | **Pri**: +4 | **Spd**: 30 ft (land, climb)

Note: Adolescent Creeplers gain a +4 to Cunning rolls to hide.

Brute	Cunning	Dexterity	Spirit	Sciences
+6	+12	+7	+8	+0

Guard

Eva: +7 Def: +3

Soak: 2 | 4 | 6 | 8

Immunities: Called shots to a creepler's leg are functionally pointless as they have too many for a called shot to have any effect. Fatal wounds to a creepler's legs only cause the creepler to take 4 bleeding damage each turn per leg lost. Fatal wounds to a creepler's torso are treated as fatal wounds to their neck.

Actions

1 AP

Compress Frame (*stance*)

The creepler folds in on itself, utilizing its semi-flexible chitin to take up far less space than normal. While in this stance, all cover is counted as complete cover for the creepler, making the creepler untargetable by ranged attacks. The creepler can leave cover for no AP cost. Additionally, when the creepler is in a hiding spot but somebody is actively searching that spot, they do not automatically find it. Instead, they must still roll their Cunning to notice the creepler. If they fail the roll, they do not notice the creepler, even though they were searching its exact area.

2 AP

Haunting Noises

The creepler scratches on the ceiling and walls, whispers half-audible phrases, and growls from the shadows, but with no discernable direction. Anyone within 50 feet of the creepler must make a Tier 2 Spirit resist or suffer the effects of Tier 2 fear.

Note: The creepler can only use this ability when it is hidden.

3 AP

Petrifying Screech

The creepler lets loose a terrifying, eerily human scream but at several times a humans' volume. The sheer force of the shriek is palpable and sends shocks and shudders through the body of anyone within the vicinity. Anyone within 50 feet of the creepler when it screams must roll a Tier 3 Cunning or Spirit roll (target's choice) or be stunned for 2 AP.

1 AP

Fear Driving Response (*reflexively*)

By timing its noises, the creepler can manipulate the movements of its prey. Any time that a character that is in at least Tier 2 fear of the creepler tries to make a move action, the creepler can reflexively force them to make a Cunning resist. If they do not roll at least a Tier 2, the creepler is able to determine the direction, path, and distance they travel up to their maximum normal speed. If they would obviously never go in that direction, such as walking into lava, into a pit of acid, off a bridge, or any place that will obviously cause them harm, the target will simply stop at the edge.

Note: The creepler can only use this ability when it is hidden.

2 AP

Tearing Bite

Acc: +8 Stk: +10

Damage: 8 | 16 | 24 | 32

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. The creepler can make a Tearing Bite attack against a target it has grabbed with its mouth without having to roll accuracy versus evade again.

1 AP

Claw Swipe

Acc: +8 Stk: +10

Damage: 3 | 6 | 9 | 12

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. A creepler can make up to six different grabs this way.

Creepler Adult

AP: 4 **PAR**: 7

Massive-2 Occult Horror

HP: 173 | **Wnds**: 15 | **Pri**: +8 | **Spd**: 40 ft (land, climb)

Note: Adult Creeplers gain a +4 to Cunning rolls to hide.

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+28	+19	+15	+5

Guard

Eva: +8 Def: +12

Soak: 6 | 12 | 18 | 24

Immunities: Called shots to a creepler's leg are functionally pointless as they have too many for a called shot to have any effect. Fatal wounds to a creepler's legs only cause the creepler to take 4 bleeding damage each turn per leg lost. Fatal wounds to a creepler's torso are treated as fatal wounds to their neck.

Actions

1 AP

Compress Frame (*stance*)

The creepler folds in on itself, utilizing its semi-flexible chitin to take up far less space than normal. While in this stance, all cover is counted as one rank higher for the creepler. If this exceeds heavy cover, the creepler cannot be targeted by ranged attacks.

2 AP

Haunting Noises

The creepler scratches on the ceiling and walls, whispers half-audible phrases, and growls from the shadows, but with no discernable direction. Anyone within 50 feet of the creepler must make a Tier 3 Spirit resist or suffer the effects of Tier 2 fear.

Note: The creepler can only use this ability when it is hidden.

3 AP

Petrifying Screech

The creepler lets loose a terrifying, eerily human scream but at several times a humans' volume. The sheer force of the shriek is palpable and sends shocks and shudders through the body of anyone within the vicinity. Anyone within 50 feet of the creepler when it screams must roll a Tier 3 Cunning or Spirit roll (target's choice) or be stunned for 3 AP.

1 AP

Fear Driving Response (*reflexively*)

By timing its noises, the creepler can manipulate the movements of its prey. Any time that a character that is in at least Tier 2 fear of the creepler tries to make a move action, the creepler can reflexively force them to make a Cunning resist. If they do not roll at least a Tier 3, the creepler is able to determine the direction, path, and distance they travel up to their maximum normal speed. If they would obviously never go in that direction, such as walking into lava, into a pit of acid, off a bridge, or any place that will obviously cause them harm, the target will simply stop at the edge.

Note: The creepler can only use this ability when it is hidden.

2 AP

Tearing Bite

Acc: +14 Stk: +27

Damage: 13 | 26 | 39 | 52

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. The creepler can make a Tearing Bite attack against a target it has grabbed with its mouth without having to roll accuracy versus evade again.

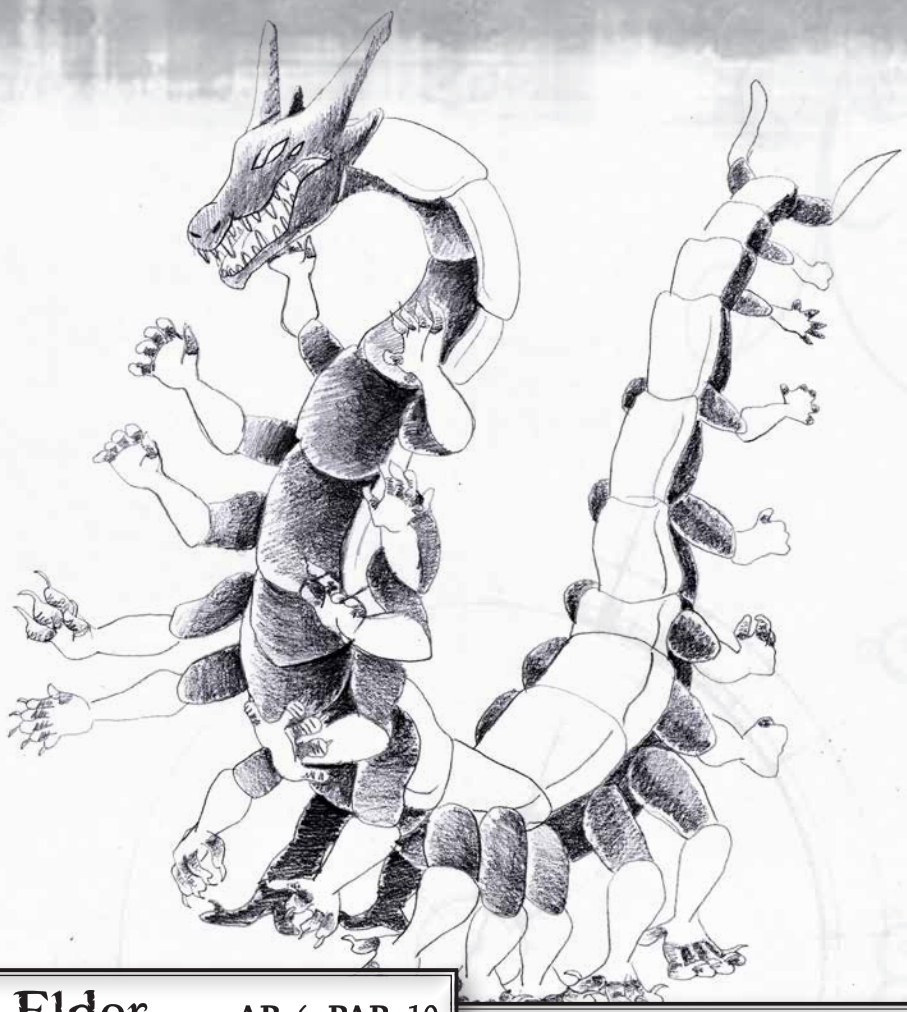
1 AP

Claw Swipe

Acc: +14 Stk: +27

Damage: 5 | 10 | 15 | 20

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. A creepler can make up to six different grabs this way.



Creepler Elder

AP: 6 **PAR**: 10

Massive-2 Occult Horror

HP: 243 | **Wnds**: 28 | **Pri**: +10 | **Spd**: 50 ft (land, climb)

Note: Elder Creeplers gain a +4 to Cunning rolls to hide.

Brute	Cunning	Dexterity	Spirit	Sciences
+17	+34	+25	+20	+10

Guard

Eva: +12 Def: +16

Soak: 8 | 16 | 24 | 32

Immunities: Called shots to a creepler's leg are functionally pointless as they have too many for a called shot to have any effect. Fatal wounds to a creepler's legs only cause the creepler to take 4 bleeding damage each turn per leg lost. Fatal wounds to a creepler's torso are treated as fatal wounds to their neck.

Actions

3 AP

Petrifying Screech

The creepler lets loose a terrifying, eerily human scream but at several times a humans' volume. The sheer force of the shriek is palpable and sends shocks and shudders through the body of anyone within the vicinity. Anyone within 50 feet of the creepler when it screams must roll a Tier 4 Cunning or Spirit roll (target's choice) or be stunned for 4 AP.

2 AP

Tearing Bite

Acc: +18 Stk: +32

Damage: 15 | 30 | 45 | 60

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. The creepler can make a Tearing Bite attack against a target it has grabbed with its mouth without having to roll accuracy versus evade again.

1 AP

Claw Swipe

Acc: +18 Stk: +32

Damage: 7 | 14 | 21 | 28

Note: Upon making a successful hit, the creepler can automatically grab the target for no cost while still doing damage as a regular attack. A creepler can make up to six different grabs this way.

1 AP

Smashing Whip

Stk: +32

Damage: 10 | 20 | 30 | 40

The creepler whips its body up then down, smashing a grabbed target on the ground with tremendous force. Aside from taking damage, the target must roll a Tier 3 Brute resist or be disoriented for two turns and knocked out of their stances.

Cultists

Often found wearing ceremonial robes, cultists are among the most common occult problems one can face.

Cultists originate from many races, nationalities, and gender, and though weak they often come in groups. The most dangerous cults have a champion that they infuse with their occult words of power. There are many different sects and they all have their own outfits. The cult of Aeon wear robes of black with a white crescent on the back. The leaders have a silver trim around the edges. Those that worship the cult of Thallos believe in eternal night, wear robes of midnight blue, and paint their skin black.

Combat

Cultists are predictable, relying on ceremonial daggers. However, if there is a champion present they will focus their efforts on the champion, strengthening them through their twisted faith. When fighting against a group, numerous cultists will each target their "Proclaim the Heretic" stance against different members of the group, allowing them to use their Spirit on all defense rolls in the combat.

PAR 2

While not dangerous on their own, a small group of 4 cultists can still be a challenge. However, if there is a champion in the group the PAR immediately rises to 4. You may also add additional cultists for an increase of PAR 1 for every two cultists added.

Cultist

AP: 3 **PAR:** 2

Occult Human

HP: 47 | **Wnds**: 13 | **Pri**: +4 | **Spd**: 25 ft (land)

Note: If a champion is present, the cultist can make any Spirit rolls on the champion's behalf.

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+10	+6	+21	+4

Guard

Robes - light textile armor
Eva: +4 Def: +5
Soak: 2 | 4 | 6 | 8
Immunities: Fear effects when a champion is present

Actions

2 AP — **Ceremonial Dagger** - light metal melee weapon
Acc: +8 Stk: +8
Damage: 6 | 12 | 18 | 24
Note: If the dagger hits, it causes 3 points of bleeding damage

1 AP — **Conduit of Worship**
The cultist can donate the last AP in their turn to the champion.

1 AP — **Proclaim the Heretic** (*stance, reflexive*)
The cultist can proclaim an individual to be a heretic. The cultist and its companions can use their Spirit instead of their defense when resisting an attack.

Cultist Champion

AP: 5 **PAR:** 5

Occult Human

HP: 179 | **Wnds**: 16 | **Pri**: +9 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+17	+8	+12	+7	+2

Guard

Champion Armor - medium metal armor
Eva: +2 Def: +9
Soak: 6 | 12 | 18 | 24

Actions

2 AP — **Ceremonial Sword** - heavy metal melee weapon
Acc: +14 Stk: +22
Damage: 11 | 22 | 33 | 44
Champion's Smite (+1 AP): The champion's damage class is increased by 1 for every cultist in the encounter.
Smashing Blow (+1 AP): The champion's attack reduces the soak class of the target's armor by 1.

Dullahan

Shrouded in black armor, a dullahan is a fearsome sight. They ride on a black horse, drawing a wagon adorned with skulls holding candles and wheels made of thigh bones. Under their arm they carry their head, whose skin looks like moldy cheese, with small black eyes that dart around constantly and a smile that reaches both sides of the head.

Dullahans are frightening beings that ride around taking the lives of those whose time has come. They carry a whip made from a spinal column that they use to blind any who watch them. When they speak a person's name, that person dies. They are terrified of gold and all locks instantly open when they approach.

Combat

When a dullahan catches someone watching them, they swing their whip to try and gouge out their eyes. They do not often dismount as they prefer to fight on their horse. They are immortal creatures except for their head, which is their only vulnerable point and must be destroyed to kill the rider. When a dullahan dies, the space they were in is treated as total darkness for 3 days.

Dullahan

AP: 6 **PAR**: 11

Occult Immortal
Pri: +4 | **Spd**: 50 ft (land)
Head: HP: 47 | **Wnds**: 13

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+15	+24	+35	-

Guard

Black Armor - super heavy metal armor
Eva: +17 Def: +25
Soak: 10 | 20 | 30 | 40
Immunities: Called shots, fear (except against gold), bleeding, drowning, disorientation, and rough terrain

Actions

Spine Whip - organic one-handed heavy melee weapon
Acc: +15 Stk: +23
Damage: 12 | 24 | 36 | 48
2 AP **Note**: The whip automatically makes called shots the eyes
Charge (+1 AP): The dullahan moves toward the target. Add +2 strike for every 5 feet moved before attacking.

Death Call
5 AP The dullahan calls the name of a person. They must make a Tier 4 Spirit resist or take 60 unsoakable damage. If they successfully resist, they cannot be targeted by a Death Call for 24 hours.

Monks

While they wear many forms of clothing, the most common are simple white or brown robes. Those that are further along their path of discipline carry a staff to signify their rank.

Monks are heremitic wanderers and masters of the essence that naturally flows through their body and all living things. The most powerful monks, known as sages, are widely feared and respected. While they can take down nearly anyone who crosses their paths, they are uncommonly peaceful. The monk's staff indicates rank via the notches etched into it. A novice or nomad monk will have 4 notches, while a grand monk or sojourner will have 6, and a transcended monk or sage will have 12. A sage might be the only person capable of taking on a member of the Nine Wings of the Divine, as their transcended powers are equally mysterious.

Combat

Monks will often fight the strongest in a party in order to deter the others from fighting. Unless the enemy is irrevocably evil, a monk will not pursue violence if their enemy has surrendered. If fighting a novice or greater they will often employ their staff to deflect attacks from themselves.

Monk Acolyte

AP: 3 **PAR:** <1

Occult Human

HP: 31 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+5	+5	+9	+0

Guard

Monk Robe - minimal textile armor
Eva: +5 Def: +1
Soak: 1 | 2 | 3 | 4
Immunities: Disorientation

Actions

1 AP **Fist**
Acc: +2 Stk: +0
Damage: 2 | 4 | 6 | 8

Monk

AP: 4 **PAR:** 2

Occult Human

HP: 77 | **Wnds**: 13 | **Pri**: +8 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+12	+10	+20	+2

Guard

Monk Robe - light textile armor
Eva: +9 Def: +4
Soak: 2 | 4 | 6 | 8
Immunity: Disorientation
Deflection (1 AP reflexively): The monk gains +4 evade against the attack, using his or her staff

Actions

2 AP **Staff** - heavy metal melee weapon
Acc: +7 Stk: +3
Damage: 8 | 16 | 24 | 32

1 AP **Heavenly Disarm** (*reflexive*)
When the novice evades an attack they can immediately disarm the attacker.

Grand Monk

AP: 5 **PAR**: 7

Occult Human

HP: 197 | **Wnds**: 16 | **Pri**: +13 | **Spd**: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+15	+20	+17	+27	+5

Guard

Monk Robe - light textile armor
Eva: +15 Def: +8
Soak: 5 | 10 | 15 | 20
Note: When struck by a melee attack, the attacker receives 10 unsoakable damage.
Immunity: Disorientation, Bleeding, Surprise Attacks
Deflection (1 AP reflexively): The monk master gains +8 evade against the attack, using his or her staff

Actions

2 AP **Staff** - heavy metal melee weapon
Acc: +14 Stk: +8
Damage: 9 | 18 | 27 | 36

1 AP **Heavenly Disarm** (*reflexive*)
When the monk evades an attack, they can immediately disarm the attacker.

Sage

AP: 7 **PAR**: 12

Occult Human

HP: 297 | **Wnds**: 2 | **Pri**: +19 | **Spd**: 45 ft (land), 30 ft (fly)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+29	+26	+36	+8

Guard

Monk Robe - light textile armor
Eva: +21 Def: +12
Soak: 6 | 12 | 18 | 24
Note: When struck by a melee attack, the attacker receives 10 unsoakable damage.
Immunity: Disorientation, Bleeding, Surprise Attacks
Deflection (1 AP reflexively): The sage gains +8 evade against the attack, using his or her staff.

Actions

2 AP **Staff** - heavy metal melee weapon
Acc: +19 Stk: +15 Range: 150 ft
Damage: 12 | 24 | 36 | 48
Note: Knocks target out of all stances, can sacrifice their staff to negate a killing blow once.

1 AP **Heavenly Disarm** (*reflexive*)
When the sage evades an attack, they can immediately disarm the attacker.

2 AP **Heavenly Push**
All targets within 25 feet of a sage are pushed back 30 feet and receive 30 damage (which can be soaked).

1 AP **Spirit Pressure** (*stance*)
Everyone within 20 feet of a sage receive a -10 to all spirit rolls.

Neurosa

Neurosas are not a pretty sight. Their body looks like a slimy sponge with several thin tendrils serving as both legs and arms. The super thin tendrils don't look like they can hold up the man-sized body, and in fact it seems more like the tendrils keep the neurosa from floating away by grabbing onto the ground with their tiny hook tips.

Neurosas were first encountered by the previously lauded scientist and explorer Julian Vax. He was exploring the densely forested mountains on the border between Dalvozzea and Tordryon when he began recording encounters with "an inner voice which is not mine that speaks to me of my own thoughts with questions and curiosity" in his journal. He was deemed insane by most upon his eventual return, but some of his peers made an investigation into the area on his behalf. To this day they refuse to speak of what they found or what happened to the other half of their party.

Combat

Neurosas do not seem to understand nor care about the maddening side effects of their "examinations," but they do understand the hostile intent of others and will defend themselves with extreme violence when threatened. However, they are easily made to feel threatened by anyone or anything they cannot read, is capable of reading them, or that tries resisting their questions or physically finds them. They will at first simply follow adventurers around, probing their minds with questions that seem to come from within. Once this preliminary phase is complete, they will attempt to "examine" the adventurers by carving open their minds with what feels like mental screaming.

Neurosa

AP: 4 **PAR**: 6

Otherworlder

HP: 65 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 25 ft (land, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+21	+11	+15	+11

Guard

Eva: +6 Def: +2

Soak: 2 | 4 | 6 | 8

Notes: A Tier 3 Cunning or Spirit roll is required to see through a neurosa's telepathically induced invisibility. Methods of seeing that do not require sight (such as echolocation or blindsight) lower the needed roll to Tier 2. Until a high enough roll is made to see through this invisibility, all attacks made against the neurosa take a -6 penalty to accuracy. Beings with no organic mind, such as most automatas, automatically see through this invisibility.

Immunities: Cannot be disoriented.

Actions

2 AP — **Question**

The neurosa probes the mind of a thinking organic being within 50 feet of it. While the neurosa learns some small detail about the being or something it knows, the being is most likely unsettled and confused by the alien voice in their head. The target of the question must roll a Tier 2 Cunning or Spirit resist or be disoriented for two turns. Multiple failed resists against questions cause a character to suffer the effects of Tier 1 fear at the narrator's discretion.

3 AP — **Mental Scream**

Physically, the neurosa makes no sound, but a sanity blasting scream howls within the minds of any living thing within 50 feet of it. All living things with an organic mind within range must roll a Tier 3 Cunning or Spirit resist or suffer the effects of Tier 2 fear. If a target fails this resist and is already suffering from a fear effect, they are stunned for 1 AP.

1 AP — **Telekinetic Storm** (*stance*)

Upon entering this stance, the neurosa is surrounded by a field of Tier 2 airborne debris that extends 25 feet around it. The neurosa is not damaged or negatively affected by this debris. Anyone attempting to enter a space adjacent to the neurosa must make a Tier 2 Brute roll or end their movement 10 feet away from the neurosa.

Note: The neurosa's telepathically induced invisibility is dispelled when it enters this stance.

1 AP — **Telekinetic Blast**

Acc: +6

Damage: 4 | 8 | 12 | 16

Note: Targets are pushed back 5 feet per damage tier. If a target is pushed more than 10 feet, they are knocked prone.

2 AP — **Mental Throw**

Acc: +6 Stk: +11

Damage: X | 2X | 3X | 4X

Notes: The damage class of this attack, X, depends on the size of the object thrown. This can range from 3 for light objects to 9 for super heavy objects. Additional effects can occur depending on what exactly the object is, such as bleeding damage for objects such as glass.

If found or successfully resisted, they will attempt to destroy the adventurers by pummeling them with debris and hurling them about with telekinetic blasts.

PAR 6

Neurosas are very hard to find and have many abilities at their disposal that can easily disrupt the party. They are capable of targeting multiple characters at once and dealing high amounts of damage if put in the right environment.

Neurosan Convert

Once peers of Julian Vax, these creatures are what the missing members of the investigation party became. Some died, but others were driven mad. In their madness, they tried to embrace that which had driven them mad and become one of the neurosa. Using a combination of alchemy and bio-flux, they fused pieces of dead neurosas to themselves and gained facsimiles to the neurosas' abilities. They still appear mostly human, but they now have thick purple veins that run through their skin and no longer have any hair. They sport four tendrils taken from a neurosa coming out of their heads, with which they grab onto the surrounding environment in mimicry of the true neurosas. Unlike neurosas, however, converts will normally travel in groups of two or three and are highly aggressive to the "unenlightened."

Neurosan Convert **AP:** 3 **PAR:** 1

Otherworldly Human

HP: 35 | **Wnds**: 12 | **Pri**: +4 | **Spd**: 25 ft (land), 15 ft (swim, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+9	+2	+9	+11

Guard

Tattered Exploration Clothing - light textile armor
Eva: +2 Def: +2
Soak: 2 | 4 | 6 | 8

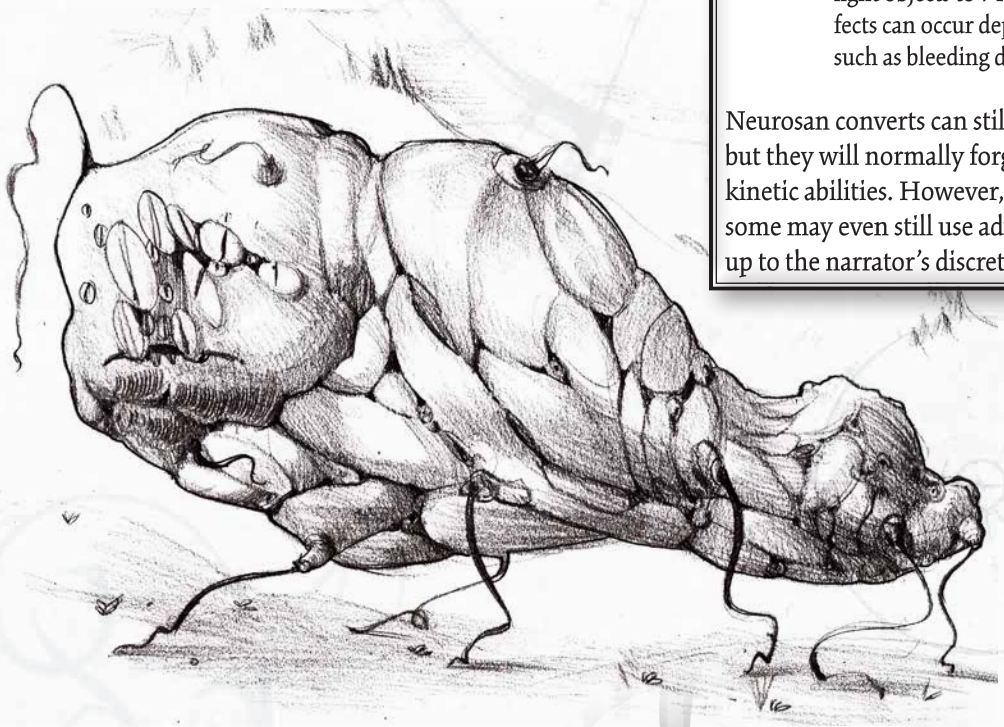
Actions

3 AP — **Mental Scream**
The neurosan convert lets loose a demented scream, which is echoed within the minds of any living thing within 25 feet of it. All living things with an organic mind within range must roll a Tier 2 Cunning or Spirit resist or suffer the effects of Tier 2 fear.

2 AP — **Telekinetic Blast**
Acc: +3
Damage: 3 | 6 | 9 | 12
Note: Targets are pushed back 5 feet per damage tier. If a target is pushed more than 10 feet, they are knocked prone.

2 AP — **Mental Throw**
Acc: +3 Stk: +5
Damage: X | 2X | 3X | 4X
Notes: The damage class of this attack, X, depends on the size of the object thrown. This can range from 3 for light objects to 9 for super heavy objects. Additional effects can occur depending on what exactly the object is, such as bleeding damage for objects such as glass.

Neurosan converts can still wield weapons with their hands, but they will normally forgo this in favor of using their telekinetic abilities. However, there are always exceptions and some may even still use advanced technology. The details are up to the narrator's discretion.



Sun Droplets

Rumored to be extraterrestrial beings, sun droplets are luminescent golden balls of light with small strands that seem to dance around in their center. Ranging from the size of a gnome's fist to the size of the entire gnome, sun droplets give off a relatively low amount of light for seemingly being made of solid light.

Also called witch orbs, sun droplets are most commonly found in areas near thick woods or tall mountains. Some claim to have seen them flying high in the sky on clear nights, but they are normally encountered hovering only about four feet off the ground. One unfortunate pilot supposedly had their ironbird disabled by a sun droplet after flying too close to it. They show no true signs of intelligence, seeming to float about aimlessly, though they do have a habit of floating away and out of sight if encountered in the wilderness. If they are close enough to touch for some reason, they do not shy away but do leave harsh burns on any organic matter that touches them. Upon death, which seems to happen randomly, sun droplets will violently explode into a glittery substance known as sun gold. Sun gold is extremely reactive to organic material and causes severe burns from just minor contact with it. Many scientist believe these creatures to be a form of fungus, and that sun gold is simply a form of spore in a complicated and violent reproductive cycle.

Combat

Sun droplets will never attack without provocation unless they encounter an electrically-powered object. If they do encounter one, they turn a dull blue color and then violently slam against the object with a force that would not be expected from a creature that appears to be nothing more than light. Once in this blue form, the sun droplet goes berserk, with its inner strands extended beyond its spherical body, and wildly lashes out at those around them before the droplet eventually explodes into sun gold.

PAR 2

While not particularly dangerous in most situations aside from some nasty burns, an airborne fight with a sun droplet would be disastrous. These creatures can get deadlier the longer the combat goes, and their final explosion is often the scariest part of the fight.

Sun Droplet

AP: 3 **PAR:** 2

Small Otherworlder

HP: 45 | **Wnds**: 0 | **Pri**: +0 | **Spd**: 35 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+0	+5	+0	+0

Guard

Eva: +6

Notes: If a sun droplet takes wound damage, it is instantly killed and will explode.

Immunities: Damage from fire, heat, and aether, called shots or wound effects, any effect that requires a Spirit resist automatically fails against a sun droplet while any effect that requires a Cunning resist automatically succeeds.

Searing Form: Direct physical contact with a sun droplet such as unarmed attacks or grabs instantly cause Tier 2 burns for no cost to the sun droplet. Holding onto a sun droplet inflicts 4 unsoakable heat damage every turn.

Actions

2 AP

Bodily Slam

Acc: +2 Stk: +6

Damage: 4 | 8 | 12 | 16

Damage vs Electric-Powered Targets: 8 | 16 | 24 | 32

Golden Death Throes

Upon death, a sun droplet violently explodes into a cloud of sun gold dust. Everyone within 10 feet of the sun droplet must spend 1 AP reflexively to try to make a Dexterity resist as per the normal rules for resisting explosives. Any character that does not roll a Tier 2 Dexterity resist or higher takes 10 unsoakable heat damage and suffers Tier 2 Burns (-3 to defense) until their next down time.

Time Shard

Appearing to be a large shard of obsidian about the size of two fists, a time shard is clearly not a regular chunk of volcanic glass. It probably has something to do with the way it floats and distorts time around it.

Some theorize that time shards are a result of uncontrolled experimentation with graviton spheres, others simply assume that they are natural occurrences just like the graviton spheres themselves. One thing for certain is that they display a strange, limited intelligence marked only by an apparently keen curiosity and an instinctive defense response. The material components dropped by this metaphysical creature are highly sought after.

Combat

While it can slow time, speed it up, or stop it completely, it doesn't appear to have direct control over what happens. Its behavior is more curious than malicious unless it is directly threatened. When actually fighting, time shards are quite terrifying. Their erratic manipulation of time around them makes for a chaotic fight, but it is the shard's manipulation of its own relative time that makes it lethal. Upon the start of combat, the shard will accelerate itself at and possibly through any aggressors.

PAR 9

The time shard is able to change the maximum AP available to characters around it as well as make heavy damage attacks that bypass some soak. The shard itself has virtually no hit points, however, so one good hit is all it takes to win.

Time Shard

AP: 3 **PAR**: 9

Small Otherworlder

HP: 15 | **Wnds**: 0 | **Pri**: +15 | **Spd**: 45 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+5	+27	+0	+0

Guard

Eva: +18

Note: If the time shard takes wounds damage, it is instantly killed.

Immunities: Called shots, wound effects, any effect or ability that requires a Spirit resist automatically fails.

Time Distortion: At the beginning of the time shard's turn, roll a die:

- On a 1, lower the maximum AP of all characters by 3.
- On a 2-8, lower the maximum AP of all characters by 2.
- On a 9-11, increase the maximum AP of all characters by 1.
- On a 12, increase the maximum AP of all characters by 2.

Actions

2 AP **Time Skip Ram**
Acc: +9 Stk: +15
Damage: 13 | 26 | 39 | 51
Note: This attack ignores 2 points of soak. This does not permanently damage the armor.

Thoughtform

At first it looks like a glimmer in the wind, then you faintly see the outline of a ghost. Soon you can see it entirely: a human (or something similar) slipping in and out of your sight, moving through the air and unobstructed by anything around it.

Using an unusual branch of bio-flux and some intense forms of meditation, some people have been able to have out-of-body experiences, experiencing "astral traveling" and disconnecting their consciousness from their bodies. Some stray too far, leaving their bodies to die or having their bodies die from being in an unsafe location. Those whose physical bodies have died became thoughtforms, bodiless consciousnesses floating freely around the world. Few are friendly.

Combat

Thoughtforms attack the mind, whittling down at peoples' hit points through their thoughts. They cannot deal actual physical damage, but if they get through a person's hit points, they'll attempt to send the person into a coma.

Thoughtforms can be attacked by normal means, but damaging them is primarily a result of willpower. A person must use their Spirit to overcome the thoughtform's Spirit in order to attack them, otherwise the thoughtform simply ignores the attack.

In order to use its abilities, the thoughtform must be able to see the target. Thus, the thoughtform cannot attack somebody while hiding within a wall or underground.

Thoughtform

AP: 5 **PAR:** 5

Metaphysical

HP: 133 | **Wnds**: 0 | **Pri**: +8 | **Spd**: 40 ft (land)

Note: Thoughtforms are incorporeal and can move into or through any solid object. They are not affected by the environment in any way.

Brute	Cunning	Dexterity	Spirit	Sciences
-	+17	-	+12	+0

Guard

Eva: +2

If the thoughtform is hit, it and the attacker roll their Spirit attributes against each other. The thoughtform only takes damage if the attacker's Spirit roll was higher than the thoughtform's. This must be rolled for every instance of attack.

Immunities: area of effect attacks (such as explosives, gases, and anything that does not directly target the thoughtform)

Actions

2 AP — **Traumatize**

Acc: +5 Stk: +18

Range: Within eyesight (normally 200 feet)

Damage: 8 | 16 | 24 | 32

Note: This damage is dealt directly to the target's mind and cannot be soaked by normal means (such as thick skin, armor, or other items). This attack cannot cause called shots, wounds, or fatal effects.

3 AP — **Comatose**

The thoughtform chooses one visible target and attempts to put them into a coma. The thoughtform rolls their Spirit. The target rolls a die and adds their current number of hit points. If the thoughtform meets or exceeds the target's roll, the target goes into a Comatose state and cannot be awakened until their next downtime.

1 AP — **Enrage**

The thoughtform possesses the target's mind. They must making a Cunning resist against the thoughtform's Cunning (+17) or they become Enraged against another person of the thoughtform's choosing. The Enraged person suffers a -2 to all rolls that are not made attacking the target, but gains a +2 to accuracy and strike made to attacks against the target. The Enraged person can spend 2 AP to end the rage.

If a person succeeds at the resist, the thoughtform cannot attempt to Enrage them against until the thoughtform's next turn.

2 AP — **Provoked Attack**

If a person is Enraged against another, the thoughtform can make them attack that person with any wielded or controlled item in that character's grasp. Since they are Enraged, they get a +2 to accuracy and strike rolls against that target.

Flora & Fauna

Chapter 10

Alexander awoke to the ringing of his alarm clock. He preferred the noise of his alarm to the shrilly crowing roosters, who had been oddly quiet in the last few months. Although the respite was much appreciated, Alexander wished he could find the foxes or whatever varmints that were keeping his chickens scared.

Mornings in planting season were so routine he could do them in his sleep. His wife Selena milked the cows, and he took the oxen out into the fields to help him plow. The horses were too valuable to exhaust in the fields, not when he could make it to town on them. When the sun was over his head Alexander took a break, had some milk and jerky, then left his homestead for the wilderness between the next farm over.

Sowing was the hardest time, as the empire had already bought their crops, but he still had food to put on the table. Hunting rifles made things easy. His father had set traps and used a bow, but this was much easier, though he still felt a pang of guilt every time he shot a doe or a buck to keep Selena and his little one fed.

The tracks led him a little farther from home that day as he tried to keep his bearings in the confusing maze of paths and trees that all started to blend together. He passed some foxes in a den, curiously peeking out at him. Alexander made a mental note of it; furs were always something he could sell.

The sun was starting to set by the time he managed to find the deer he had been tracking all afternoon. Unfortunately, it was in the jaws of a wolf. Hunter stared at hunter, but Alexander was faster. A single shot through the wolf's face sent the animal crashing to the ground without so much as a whimper. He realized his mistake as the shot rang out, and howls echoed in the distance….

Animals are another reflection of our own world in Tephra. While the people of the land may not refer to them in the same way, they are essentially the wild and domesticated animals of our world in a more fantastical setting.

Most of the creature creation tips that follow will be more suited for hostile encounters, but they can be used to create a horse that the players have angered or a rampaging bull.

Deathless Locusts

While almost identical to the average locust, deathless locusts are slightly larger, with thicker and darker exoskeletons.

The deathless locusts are one of Izeda's sturdiest creatures. Perhaps it is because they have such thick exoskeletons which allows them to survive attacks from most predators, or perhaps it is because they seem unaffected by so many natural and artificial hazards. In either case, these insects are detrimental to any desert denizen unfortunate enough to encounter them.

The average locust will grow to about 6 inches, though some have been seen up to 8 inches long. Their carapace is sand-colored with spots, which often makes them look like a sand cloud in the distance. The most notable feature is the buzzing sound their wings make as they fly, which people have often described as the most horrifying sound imaginable. The sound of a deathless locust swarm can fill the weak-willed with dread, leaving them feeling cold and hollow inside.

When these little eating machines start swarming, as they often do, anything organic in their path is quickly consumed. A small swarm can consume all the food left unprotected in an encampment in a matter of a few minutes. Bigger swarms will often do much worse, eating away at anything wooden and even organic materials that might still be alive.

The best way to keep deathless locusts out of any organic provisions is to seal them in a metal container and bury them under the sand. This improves the chance of having anything left over by at least 25%, as these critters can sometimes dig through the sand with ease and even melt through metal that gets in their way.

Not much is known about the origin of such an unpleasant insect as the deathless locusts. Some say that they are a living fossil, while others claim that they had gone extinct until an Izedan entomologist studying ancient specimens decided to attempt to revive a few specimens for more thorough studies. The truth is unclear, but their presence is certainly real.

Curiously, the deathless locusts have some alternative breeds that have spread themselves quite far. While the standard locust is sturdy and durable, some have developed into plague carriers which die more easily, but often infect a population with a toxin that is released upon death. Others have bred to burrow through the ground more often than fly, as well as emit a powerful heat to help them get through obstructions in their way. Sadly, research on any other breeds is limited due to the volatile nature these insects exhibit. Most people are more likely to run away, attempt to kill, or become a victim of these notorious bugs rather than collect any data on them.

Deathless Swarm **AP:** 2 **PAR:** 2

Insect Swarm
HP: 5 | **Wnds**: 6 | **Pri**: +0 | **Spd**: 5 ft (land, climb), 25 ft (flying)
Note: This creature cannot swim and will easily drown underwater.

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+0	+5	+0	-12

Guard

Eva: +5 Def: +3
Soak: 3 | 6 | 9 | 12

Actions

Bite
1 AP Acc: +5 Stk: +2
Damage: 4 | 8 | 12 | 16

The swarm is based on a single space. If a swarm takes up multiple spaces, the swarm's strike, defense, hit points, and wounds are multiplied by the number of spaces the swarm occupies.

The whole swarm uses these 2 action points. If the action points are used for an attack, the whole swarm attacks. The swarm can attack, for a single action point, every person inside the swarm's area.

Plague-Carrying Swarm **AP**: 2 **PAR**: 2

Insect Swarm

HP: 3 | **Wnds**: 4 | **Pri**: +0 | **Spd**: 5 ft (land, climb), 25 ft (flying)

Note: This creature cannot swim and will easily drown underwater.

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+0	+5	+0	-12

Guard

Eva: +5 Def: +0

Soak: 1 | 2 | 3 | 4

At Death: When the swarm is killed, it can automatically use its Spread Plague action for no AP against anybody within or adjacent to the swarm.

Actions

1 AP **Bite**

Acc: +5 Stk: +2

Damage: 4 | 8 | 12 | 16

2 AP **Spread Plague**

The target of the swarm must make a Brute resist against the swarm's accuracy roll (+5) or become infested with the plague this insect carries.

The swarm is based on a single space. If a swarm takes up multiple spaces, the swarm's strike, defense, hit points, and wounds are multiplied by the number of spaces the swarm occupies.

The whole swarm uses these 2 action points. If the action points are used for an attack, the whole swarm attacks. The swarm can attack, for a single action point, every person inside the swarm's area.

Burrowing Swarm **AP**: 2 **PAR**: 2

Insect Swarm

HP: 5 | **Wnds**: 6 | **Pri**: +0 | **Spd**: 5 ft (land, climb), 25 ft (burrow through soft land and sand)

Note: This creature cannot swim and will easily drown underwater.

Brute	Cunning	Dexterity	Spirit	Sciences
+10	+0	+0	+0	-12

Guard

Eva: +2 Def: +3

Soak: 3 | 6 | 9 | 12

Actions

1 AP **Bite**

Acc: +5 Stk: +5

Damage: 6 | 12 | 18 | 24

Searing Pinch (+1 AP): This deals 2 unsoakable heat damage per tier of damage dealt.

The swarm is based on a single space. If a swarm takes up multiple spaces, the swarm's strike, defense, hit points, and wounds are multiplied by the number of spaces the swarm occupies.

The whole swarm uses these 2 action points. If the action points are used for an attack, the whole swarm attacks. The swarm can attack, for a single action point, every person inside the swarm's area.

Druk

Sixteen feet tall and weighing as much as a small building, the massive blind lizard has no eyes and its hard scales shimmer between purple and green.

Druks are blind lizards known for causing destruction wherever they go, nearly like a walking natural disaster. Druks stand 16 feet tall and weigh between 15,000 and 20,000 lbs. Druks have no eyes and are often described as appearing quite alien. This is in part due to their face's lack of distinguishing features, aside from their broad mouths. They are sometimes hunted for their incredibly hard scales. These gorgeous gem-like scales are often crafted into fine jewelry and clothing, but rarely used for armor due to how thick and difficult they are to work with.

Druks are normally encountered in remote forest locations far outside of civilization. They tend to spend the vast majority of their days eating from tree top canopies or sleeping. It is common to find druks in large caverns they have dug into and claimed as their personal dens.

Combat

Druks are generally passive unless awoken from their deep sleep. Since a druk has no eyes, it relies on its incredible sense of smell to locate its targets. Druks always begin combat by whipping their large tails. If their tails do not seem to do the trick for them, they will attempt to stomp out the threat.

Druk

AP: 3 **PAR**: 5

Massive-2 Animal

HP: 105 | **Wnds**: 18 | **Pri**: -2 | **Spd**: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+20	+5	+2	+6	-12

Guard

Eva: -2 Def: +8

Soak: 8 | 16 | 24 | 32

Immunities: Blindness

Weakness: When a called shot is made to a druk's underside, its soak is cut in half for that attack.

Actions

Stomp

2 AP

Acc: +5 Stk: +12

Damage: 6 | 12 | 18 | 24

Note: All creatures within 5 feet of the target being Stomped must make a Tier 2 Dexterity resist or fall prone.

Tail Whip

1 AP

Acc: +15 Stk: +8

Damage: 5 | 10 | 15 | 20

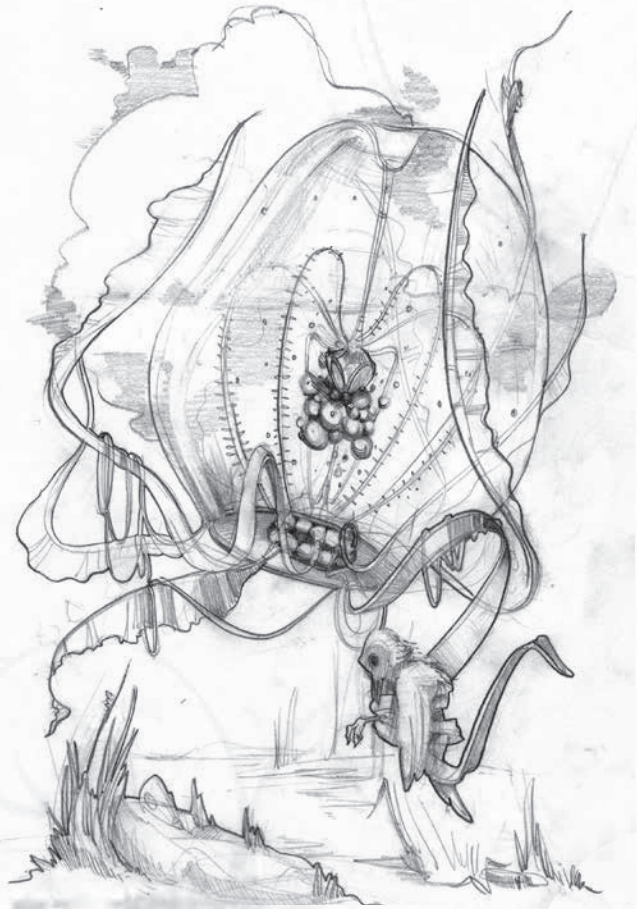
Note: All creatures within 60 feet of the target being whipped must make a Tier 2 Brute resist or become deafened. This lasts until their next breather.

Jellycloud

Floating gently through the winds, these hydrogen-filled jellyfish appear as translucent balls with colors ranging from light yellow to pale blue. Long tendrils dangle from the jellycloud, sometimes reaching up to a hundred feet long.

Jellyclouds are a species of jellyfish that naturally produce a mix of inflatable gases that allow them to float. Their tentacles act as both their defense and hunting method, using them to snare birds and other winged creatures that fly too close, as their translucent nature makes it difficult for many animals to see. These tentacles can even be used to catch fish during a jellycloud's descent to the ocean.

To sky captains flying over the vast oceans of the world, a school of jellyclouds can be both a curse and a blessing. Jellyclouds are, after all, filled with a valuable natural gas that is easily harvested and sold. Fly too close or hurt them too much, however, and risk the jellycloud's deadly explosions. The popping of a jellycloud creates a series of chemical reactions that produce an acidic explosion, destroying engines and scarring crew members. Despite the risk, however, jellycloud-harvesting is a big business and is considered a common practice these days.



Jellycloud

AP: 2 **PAR**: <1

Small Animal

HP: 10 | **Wnds**: 4 | **Pri**: +0 | **Spd**: 5 ft (fly)

Brute	Cunning	Dexterity	Spirit	Sciences
+7	-8	+1	+2	-12

Guard

Eva: +3 Def: +0

Soak: 1 | 2 | 3 | 4

Jellycloud Explosion: If a jellycloud begins its turn in wounds, it will explode, dealing 30 points of damage to everything within 15 feet of it. Those caught within the explosion can spend 1 AP reflexively to roll a Dexterity resist. On a tier result of 2 or higher the person can move outside of the blast radius if their speed would allow. In addition, a damaging acid is spread within 5 feet of the jelly, dealing 12 damage to all organic or metal characters, and reducing the soak class and damage class of armor and weapons by 2. (If a character or item is somehow both metal and organic, it will take damage twice.) This damage to the items can be repaired during the next breather.

Note: If a jellycloud is out of wounds, it will die without exploding.

Actions

Grab

Acc: +3

Note: This creature cannot make normal attacks. It can only grab.

1 AP

Jellycloud Sting: When an enemy ends their turn in the same space as the jellycloud or grabbed by the jellycloud, they must roll a Tier 2 Brute resist or take 12 damage from poison in the jellycloud's tendrils.

This attack will still activate even if the jellycloud is dead, provided the tendrils of the jellycloud are still touching the creature.

Combat

Jellyclouds do not actively seek combat and are extremely passive. If somebody interacts with the jellycloud, then it will attempt to grab them with its tendrils.

The main threat of the jellycloud is not when they attack but when they get attacked. They explode, often damaging or even destroying vehicles. It is unfortunate that jellyclouds travel in groups, as they are scariest when en masse.

Raja

Raja are massive snakes that inhabit the normally uninhabitable portions of the Izedan desert. They are light brown in color with massive scales along their entire bodies. It is difficult to tell the length of a raja, because they often remain partially burrowed and throw up massive sandstorms as they blaze trails through the desert.

Raja are found only in the deepest parts of the Izeda desert. Little is known about them because so few people have seen them and lived. Many of the Izedan caravans are forced to take long winding routes in order to avoid their hunting grounds. They have adapted to their environments in such a way as to seemingly become one with nature.

The sandstorm that these creatures make alone is enough to destroy anyone caught unprepared. Being noticed by one is usually considered a sign of certain death. They are humongous omnivorous creatures that prey on anything they can find. Some stories tell of entire caravans being devoured in a single gulp.

Combat

Trying to kill a raja is a suicide mission for most. When facing one, victory should be considered an escape with little to no loss of life. The raja is a snake, and as such is immune to many of the called shots of a normal person. The combat listed here is assumed to take place in a desert. While in a desert, a raja is able to generate a massive sandstorm around itself. The sandstorm is naturally occurring, and will begin when a raja bursts out of the sand, or moves along the ground for more than 1000 feet. The sandstorm will follow the raja from that point until the raja burrows into the ground. Raja get many large bonuses for utilizing the sand to their advantage and do not exist outside of the desert. If someone is able to deplete the hit points of the raja listed here, or make it to a place where the desert is no longer prevalent, the raja will stop chasing her.

Raja

AP: 15 **PAR**: 11

Massive-11 Mythical Animal

HP: 815 | **Pri**: -10 | **Spd**: 20 ft (land), 20 ft (burrow)

Note: The raja is able to feel vibrations in the earth and can sense anything in contact with it that moves within 3000 ft.

Brute	Cunning	Dexterity	Spirit	Sciences
+78	+13	+26	+18	-8

Guard

Eva: +27 Def: +15

Soak: 20 | 40 | 60 | 80

Immunities: Blindness, called shots, wounds, and fatals

Weakness: Inside (*see below*)

Guard (outside of sand storm)

Eva: -5 Def: + 5

Soak: 10 | 20 | 30 | 40

Immunities: Blindness, called shots, wounds, and fatals

Weakness: Inside (*see below*)

Guard (against attacks made inside the raja)

Eva: -5 Def: +0

Soak: 5 | 10 | 15 | 20

Immunities: Blindness, called shots, wounds, and fatals

Note: A raja will take wounds and fatal effects if you have a way to dealing them while bypassing hit points. However, since most attacks are from within the stomach, the default wound should be spitting up the adventurer inside. Without a good reason, no other called shot locations should be allowed.

Actions

1 AP — **Crush and Swallow** (*as a move*)
Acc: +41 Stk: +13
Damage: 10 | 20 | 30 | 40
Note: A creature hit by this attack is considered to be inside the raja and will only be subject to Digestion attacks until it escapes.

0 AP — **Digestion** (*once per target per turn*)
Damage: 42 acid

3 AP — **Tail Thwack**
Acc: +41 Stk: +13 Reach: 55 ft
Damage: 32 | 64 | 96 | 128

5 AP — **Smash Down**
Acc: +21 Stk: +13 Reach: 110 ft
Damage: 63 | 126 | 189 | 252
Note: The raja will only use this attack on a Massive-3 or larger vehicle or creature.

Roc

With a wingspan of 240 feet, no known bird (natural or otherwise) even approaches the legendary size of the roc. Rocs are characterized by a brilliant white coloration, their feathers so vibrant that they seem to glow. Their claws are massive, and the size and power of the roc makes it large enough to pick up small whales with ease.

Rocs are beautiful but gargantuan birds, similar in shape to condors but white like gulls and doves. Few have been seen, and scientists know little about them. Many ecologists don't believe that they are naturally occurring creatures, but nobody has been able to prove otherwise. They are often elusive and difficult to hunt, but that doesn't stop people from trying. Their incredible size only makes those who hunt them even more foolhardy or ambitious, depending on who you ask.

The rocs have been primarily sighted along the eastern Evanglessian and Dalvozeean coasts, and farishtaas treat the rocs nearly as idols. Many ancient elven temples and ruins show rocs in radiant poses, overlooking the people of Dalvozzea.

Combat

Rocs are generally non-aggressive toward humanoids, though they have been known to attack if hungry or sense a threat to their nesting area. A roc's primary method of attack is to dive-bomb enemies from miles above, smashing into their prey with tremendous force. If the target survived the initial attack, the roc grabs them and smashes them into the ground, or lifts them to a great height and drops them. When particularly angry, the roc will often repeat this process, just to ensure the prey is dead.

Roc

AP: 4 **PAR**: 7

Massive-9 Mythical Animal

HP: 258 | **Wnds**: 8 | **Pri**: +2 | **Spd**: 75 ft (flying), 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+18	-4	+10	+0	-12

Guard

Eva: -2 Def: +7

Soak: 2 | 4 | 6 | 8

Immunities: Rough terrain and winds

Actions

2 AP — **Beak or Slam**

Acc: +6 Stk: +12

Damage: 20 | 40 | 60 | 80

Note: If the roc is holding a target, it can smash the target against the ground or hit it with its beak more easily, lowering the cost of this attack down to 1 AP.

1 AP — **Claw**

Acc: +6 Stk: +12

Damage: 12 | 24 | 36 | 48

Claws can be used to make grabs. When a roc successfully grabs somebody, it grabs 1 additional location per size tier that it is over its target. For example, if it is grabbing a normal-sized human, it will grab 5 locations. If it grabs a target that is massive-4, it will only grab 2 locations. These called shot locations must be adjacent to each other.

4 AP — **Divebomb**

The roc must be at least 50 feet away from the victim to Divebomb. The roc rapidly descends upon the target, making an attack with its beak. If the attack is successful, the roc also causes a wound in a location of the roc's choice. If this attack would deal wounds damage, the wound is instead a fatal to the called location.

Ruckus Weeds

Standing only 6 inches tall, ruckus weeds are small sharp-toothed plants that live only to eat. They are composed of a large bulb covered in razor-sharp teeth sitting on top of a thin stem that leads to a mess of moving vines at its base.

Ruckus weeds were originally used as an alternative to pesticides, but that quickly got out of hand. They can be found in most warm environments, eating anything that they run across. Ruckus weeds spend most of their time as dormant bulbs underground. They bloom during the summer months at night and only live about two weeks after emerging. When ruckus weeds bloom, they do so in large gatherings of about 5 to 10. Once above ground, ruckus weeds consume as much as possible before releasing their spores and dying off.

Ruckus Weed

AP: 3 **PAR**: <1

Small Plant

HP: 5 | **Wnds**: 1 | **Pri**: +5 | **Spd**: 50 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	-4	+12	-	-12

Guard

Eva: +5 Def: +1

Soak: 1 | 2 | 3 | 4

Immunity: Called shots

Actions

2 AP

Biting Frenzy

Acc: +10

Damage: 2

Note: Biting Frenzy is 3 attacks, each rolled independently. Each attack can be soaked individually.

Siddeo Flytrap

Similar to a normal flytrap, the only clear difference between the two is that the Siddeo flytrap can grow to sizes exceeding that of a gnome. Well, that and the Siddeo flytrap also actively snaps at potential food when it hasn't had enough to eat. If used in an encounter, Siddeo flytraps should be treated more as an environmental hazard than an actual monster or enemy.

Siddeo Flytrap

AP: 1 **PAR**: <1

Massive-2 Plant

HP: 18 | **Wnds**: 0 | **Pri**: +3

Brute	Cunning	Dexterity	Spirit	Sciences
+2	-4	+2	-	-12

Guard

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Immunities: Called shots, wound effects, and anything that targets Cunning or Spirit

Actions

1 AP

Snap

Acc: +1 Stk: +3 Reach: 10 ft

Damage: 3 | 6 | 9 | 12

Notes: A successful hit with this attack automatically grabs the target for no cost. Grabbed targets take 1 unsoakable damage each turn. Targets that are less than two feet tall are treated as if they are suffocating.

Stymphalian Bird

Stymphalian birds are medium-sized birds, 5 feet from beak to tail, with steel claws and jagged bronze beaks. They fly in circles around their nest, a warning for potential intruders to keep away. They are highly aggressive, attacking anything that gets close to their nest.

The birds are known for their sharp metallic feather and for their accelerated reproductive rates. The average stymphalian lays 100 eggs a year, and over half per clutch will reach adulthood. Stymphalian birds are also incredibly protective of their young, dying before letting a threat reach them. When not dealt with, they can often overwhelm regions. They are also known to bring about terrible disease, as anyone stabbed with their feathers can attest.

Combat

Stymphalian birds attack in flocks by flicking their wings to launch diseased metal feathers at targets. If the subject does not succumb to this assault, they are then attacked by a flurry of beaks, talons, and wings in close combat.

Stymphalian

AP: 4 **PAR**: 3

Animal

HP: 64 | **Wnds**: 12 | **Pri**: +10 | **Spd**: 45 ft (fly)

Brute	Cunning	Dexterity	Spirit	Sciences
+7	+13	+4	+0	-12

Guard

Eva: +6 Def: +0

Soak: 3 | 6 | 9 | 12

Actions

2 AP — **Diseased Feathers**

Acc: +8 Stk: +7 Range: 50 ft

Damage: 7 | 14 | 21 | 28

Note: An adventurer hit by this attack must make a Tier 3 Brute resist or become diseased. A diseased person takes a -4 penalty to all rolls. A Tier 2 Sciences roll can discover a cure with Stymphalian feathers during a breather. Anyone spending time with a diseased person must make a Tier 2 Brute resist or become diseased themselves.

1 AP — **Beak**

Acc: +8 Stk: +7

Damage: 5 | 10 | 15 | 20

2 AP — **Talon and Wings**

Acc: +8 Stk: +7

Damage: 10 | 20 | 30 | 40

Note: An adventurer hit by this attack must make a Tier 3 Brute resist or become diseased. A diseased person takes a -4 penalty to all rolls. A Tier 2 Sciences roll can discover a cure with Stymphalian feathers during a breather. Anyone spending time with a diseased person must make a Tier 2 Brute resist or become diseased themselves.

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Airships

From the narrow hallways of a cargo ship to the larger expanses of luxury travel, the interior of an airship is a wondrous place. It can keep one safe from the outside elements and provide a somewhat stable ground on which to move and do business. Except for airships that have an explicit purpose, most are a random mix of small corridors and open spaces, connected in a vast, organized network. However, if a battle makes its way to the top deck of a ship, the speed of the craft will challenge even the most accurate shots. Cold, biting winds and the occasional lack of visibility from clouds make spotting a target a tricky proposition. Be sure to pack a parachute or two!

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Border Towns

Border towns are small villages on the edge of a country's borders or within contested territory. Their denizens tend to be hard, rugged people unused to the luxuries large cities provide. They bristle with pioneering spirit and the promise of a fresh start. Due to their distance from their respective nations' capitals, border towns generally have minimal law enforcement, sometimes as little as a sheriff and his or her deputy. This makes border towns vulnerable to raids by outlaws or the abominations of mad scientists who operate outside the law.

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Cemeteries

Cemeteries by their very nature bring up visions of death and sorrow. The gravesites of Tephra, however, boast far more haunting threats than mere spooks and campfire tales. Gravesites are common stomping grounds for low-end thugs looking to make a quick prince off the recently deceased. Often novice bioflux engineers can be found desecrating the graves of the recently buried for raw materials. Whether too poor to buy manufactured essence or too unwilling to use anything less than pure essence direct from the source, these "soul merchants" exterminate any who catch them in the act. As if these situations were not grievous enough, wild beasts and even bio-fluxed horrors can sometimes be spotted feasting on bodies whose grave sites were dug just a bit too shallow.

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Deserts & Wastelands

Deserts are harsh deathtraps for unwary travelers. Bands of warring nomads haunt all who dare venture beyond the sheltering verdance of forest and field. When resources and water vanish, so does mercy for the weak. Only the strongest survive Tephra's dry, lonely expanses; the rest become easy prey. And if that were not bad enough, deep beneath the barren sands lurk stranger and far deadlier horrors than wrathful tribesmen and stealthy snakes and scorpions. Forgotten cities and temples of bygone ages dot the the desolate wastes, waiting for foolhardy adventurers to rediscover what brought their once proud inhabitants to ruin.

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Jungles & Forest Ruins

Ruins in both forest and jungle settings are a common staple in many roleplaying games. What sets the ruins area apart from other settings encountered in Tephra is the unique mix of stunning architecture, structural degradation, and the feel of the wild encroaching on a once-great civilization. You can often find clockwork automata, bio-fluxed creatures, natural hazards, and specially crafted traps in these areas. Main attractions include expansive rooms, hidden rooms accessed by moving walls or hitting switches, cave-ins, narrow hallways, and treasure rooms.

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Sun Droplet	2	216
Sylphs	2	150
Time Eater	2	153
Tree Sweeper	2	201
Wereboar	2	151
Adventurer Puppet	3	140
Crazak Ogre	3	118
Hivemind Ants	3	128
Lightning Snake	3	131
Living Fire	3	132
Red Eye	3	187
Stymphalian Bird	3	227
Cockatrice	4	115
Fallen Angel Horror	4	176
Manticore	4	133
Salvager Wrecker	4	195
Shrook, Heavy	4	146
Beastfolk, Large	5	110
Druk	5	222
Werecheetah	5	151
Abaddon Wasp	6	106
Neurosa	6	214
Winged Farishtaa	6	156
Crazak Fury	7	118
Roc	7	225
Zelephant	7	158
Over-Angel	8	136
Salvager Reaper	8	190
Werewolf	9	152
Divine Farishtaa	11	156
Dullahan	11	211
Phoenix	11	137
Werebear	12	152

Junkyards

While rummaging through junkyards, adventurers may uncover piles of automaton parts, airship debris, and items that can be repurposed by clever characters. Often surrounded with high wooden fences to seclude them from the eyes of everyday passersby, with heavy gates to deter looters, junkyards conceal many dangers. Some of the hazards associated with junkyards include wayward automata, bioflux creatures that prefer filth and metal objects, and piles prone to toppling. At night, junkyards tend to have a spooky atmosphere, as they are not well lit. Sometimes the air itself is toxic, and stagnant water teems with diseases.

Suggested Encounters

Creature	PAR	Page Number
Carcinoflage	1	113
ClampShell Welder	1	164
Drudgebot	1	169
Failsafe Cat	1	122
Gremlins (2)	1	126
Illumiped (4)	1	178
Oilblood	1	179
Salvager Scouts (6)	1	191
Spinetapper	1	149
Ticker (8)	1	200
Frail Vampire	2	154
Oilblood Fanatic	2	180

Creature	PAR	Page Number
Peacework	2	185
Quarry Smasher	2	187
All-Devouring Blob	3	108
ChainDrill	3	163
DemoRave	3	168
Fabrication	3	170
Flesh Thing	3	173
Hivemind Ants	3	128
Lewiston's Oil	3	130
Metal Mites	3	134
Arachnoforge	4	162
Behemoth	5	111
Oilblood Fighter	5	180
Salvager Devourer	10	188
Salvager Titan	12	192

Laboratories

Laboratories are among the most iconic adventuring locations within Tephra. Existing on the cutting edge of modernity, they are in many ways a blank canvas for a narrator. Most tend toward themes of electricity and fire and follow a few basic trends. Laboratories have long trenching hallways with massive open rooms. These often hastily-constructed metal walls house high-tech hazards, biofluxed creatures, and malfunctioning automata. Even when abandoned, some laboratories teem with life, ranging from the products of grotesque experiments to marauders looking to make a quick buck.

Suggested Encounters

Creature	PAR	Page Number
Anarch	1	204
Carcinoflage	1	113
ClampShell Welder	1	164
Creepler Hatchling	1	206
Drudgebot	1	169
Failsafe Cat	1	122
Fireflies (6)	1	172
Grav-Arms (4)	1	174
Gremlins (2)	1	126
Homunculus	1	129
Illumiped (4)	1	178
Neurosan Convert	1	215
Oilblood	1	179
Rayburn Grav-Arm	1	175
Salvager Scouts (6)	1	191
Small Beastfolk (3)	1	110
Spinetapper	1	149
Teslindril	1	198
Ticker (8)	1	200
Brackim	2	112
Frail Vampire	2	154
Grav-Arm Sentinel	2	175
Medium Beastfolk	2	110
Oilblood Fanatic	2	180
Peacework	2	185
All-Devouring Blob	3	108
Fabrication	3	170
Flesh Thing	3	173
Lewiston's Oil	3	130
Lightning Snake	3	131
Cockatrice	4	115
Creepler Adolescent	4	207
Failed Protector	4	171
Hive	4	199
Revolting Anarch	4	204
Large Beastfolk	5	110
Oilblood Fighter	5	180
Thoughtform	5	218
Neurosa	6	214
Well-Fed Vampire	6	154
Creepler Adult	7	208
Over-Angel	8	136
Time Shard	9	217
Creepler Elder	10	209

Mansions

Mansions are always lavishly decorated with unique artworks, plates and silverware made of rare metals, and valuable oddities from all corners of Tephra. They are a veritable thief's paradise, especially when they have been abandoned. In addition, mansions often have secret passages linking various rooms together. These passages are mostly intended to hide the household staff moving between rooms, although these tunnels and passages can also be used as escape routes or entrances to secret rooms. Modern mansions have massive basements with underground tunnels that house service lines and gas pipes as well as additional wait staff. Some mansions even include escape tunnels that emerge miles away. The most common threat encountered within most mansions, abandoned or otherwise, include escaped exotic pets or malfunctioning security automata. While never confirmed, many mansions also carry tales of spectral poltergeists and other haunts that curse and harm those looking to reside in the home.

Suggested Encounters

Creature	PAR	Page Number
Drudgebot	1	169
Failsafe Cat	1	122
Grav-Arms (4)	1	174
Homunculus	1	129
Illumiped (4)	1	178
Rayburn Grav-Arm	1	175
Squawk Box	1	198
Teslindril	1	198
Crock-bot	2	167
Frail Vampire	2	154
Fabrication	3	170
Lewiston's Oil	3	130
Failed Protector	4	171
Glimmergeist	4	124
Cookbot	5	166
Haudite Guard	5	127
Sibrius Hound	6	147
Well-Fed Vampire	6	154
Winged Farishtaa	6	156
Over-Angel	8	136
Divine Farishtaa	11	156
Dullahan	11	211

Mines and Caves

If caves and mines could speak, many would say, "Come in here and clear out these monsters." Subterranean corridors have been a mainstay of tabletop roleplaying games from the beginning. . The narrator can toss pretty much whatever he pleases into the dark tunnels; mad scientists do. Caves are dark and damp, with interesting native flora and fauna too. Caves can have almost any configuration of cramped quarters and open spaces, allowing the narrator nearly limitless freedom in creating a believable play area.

Suggested Encounters

Creature	PAR	Page Number
Drudgebot	1	169
Fireflies (6)	1	172
Illumiped (4)	1	178
Neurosan Convert	1	215
Shrook	1	146
Ticker (8)	1	200
Burrowing Locusts	2	221
Nightbats	2	134
Quarry Smasher	2	187
Sun Droplet	2	216
Time Eater	2	153
Yeti	2	157
All-Devouring Blob	3	108
ChainDrill	3	163
DemoRave	3	168
Fabrication	3	170
Lightning Snake	3	131
Cockatrice	4	115
Glimmergeist	4	124
Heavy Shrook	4	146
Manticore	4	133
Raflosia Mite	4	142
Neurosa	6	214
Sibrius Hound	6	147
Desert Vengeance	8	120
Raflosia	8	142
Werebear	12	152

Mountains

On the horizon, majestic mountains stand vigil, robed in purple. To fugitives and refugees alike, the jagged heights provide shelter and shadow. Indeed, rich and poor alike frequent the rainy side of the range, establishing quaint hamlets, fabulous resorts, and well-hidden lairs and laboratories. The dry side, however, is decidedly unfriendly to human life. Only predators and vermin frequent the sun-scorched perches that overlook the desert below. At their peaks, the mountains conceal an even more inhospitable environment. Arctic beasts prowl across frigid, windblown tundras, seeking hot meat to devour.

Suggested Encounters

Creature	PAR	Page Number
Jellyclouds (6)	1	223
Ripper Moths	1	143
Shrook	1	146
Burrowing Locusts	2	221
Cloudrifter	2	114
Deathless Locusts	2	220
Nightbats	2	134
Plague-Carrying Locusts	2	223
Sun Droplet	2	216
Wereboar	2	151
Yeti	2	157
ChainDrill	3	163
Eygor Vulture	3	121
Red Eye	3	187
Stymphalian Bird	3	227
Cockatrice	4	115
Eygor Vulture & Rider	4	121
Heavy Shrook	4	146
Manticore	4	133
Behemoth	5	111
Haudite Guard	5	127
Sibrius Hound	6	147
Sky Serpent	6	145
Roc	7	225
Desert Vengeance	8	120
Phoenix	11	137
Werebear	12	152

Sewers

Wet, putrid, dark, confining, foreboding: These adjectives don't seem to describe the most complicated and triumphant of all modern architecture. However, ask any normal citizen on the street to describe their local sewer system and you may hear the same words come out of their mouths. Most sewer pipes are just big enough to hold a small party of adventurers --provided that the water level hasn't risen due to recent storms. Even a well-maintained sewer system may have unwanted residents such as roaming vagrants, rats, and the occasional mutant. In extreme cases, infestations of ripper moths, steam gels, and even death rollers have been reported dwelling among the filth and refuse of unsuspecting townships.

Suggested Encounters

Creature	PAR	Page Number
Carcinoflage	1	113
Drudgebot	1	169
Gremlins (2)	1	126
Homunculus	1	129
Illumiped (4)	1	178
Octogrock	1	135
Oilblood	1	179
Salvager Scouts (6)	1	191
Spinetapper	1	149
Ticker (8)	1	200
Frail Vampire	2	154
Nightbats	2	134
Oilblood Fanatic	2	180
Slime Spider	2	148
Attractor Fluid	3	109
ChainDrill	3	163
Deathroller	3	119
Fabrication	3	170
Lightning Snake	3	131
Sea Serpent	3	144
Angler Horror	4	177
Cockatrice	4	115
Glimmergeist	4	124
Raflosia Mite	4	142
Aeon Demon	5	106
Oilblood Fighter	5	180
Corpse Whale	6	116

Creature	PAR	Page Number
Raflosia	8	142
Salvager Reaper	8	190

Slums

The slums reek of decay, disease, and corruption. The discarded dregs of society live alongside lucrative yet seedy criminal enterprises. Police often avoid these areas, probably due as much with bribes as general disgust for the residents . If adventurers are caught in a battle in the slums, the main issue will be dealing with the cramped alleyways that force movement along a forward path. Ambushes from gangs are common when turning corners, and one often has to be very careful of pickpockets.

Suggested Encounters

Creature	PAR	Page Number
Gremlins	1	126
Oilblood	1	179
Salvager Scouts (6)	1	191
Spinetapper	1	149
Units of Mass	1	202
Crock-bot	2	167
Cultist	2	210
Frail Vampire	2	154
Oilblood Fanatic	2	180
Plague-Carrying Swarm	2	223
Wearboar	2	151
All-Devouring Blob	3	108
Fallen Angel Horror	4	176
Glimmergeist	4	124
Behemoth	5	111
Cultist Champion	5	210
Oilblood Fighter	5	180
Salvager Reaper	8	190
Paladin-X	9	183
Werewolf	9	152
Salvager Devourer	10	188
Salvager Titan	12	192

Theaters & Opera Houses

Opera houses generally consist of a main room selling entice their clientele with hors d'oeuvres,drinks, and networking opportunities for the well-to-do. . While usually peaceful spots, whispers of murders, thefts, and even rumors of phantoms have haunted many an opera house. Rogue security bots and creatures making their homes in the steam tunnels below are the most common threat to adventurers hired for "pest control" services.

Suggested Encounters

Creature	PAR	Page Number
Drudgebot	1	169
Illumiped (4)	1	178
Squawk Box	1	198
Cultist	2	210
Frail Vampire	2	154
Nightbats	2	134
Fabrication	3	170
Lewiston's Oil	3	130
Apparition	4	205
Clock-Knocker	4	165
Glimmergeist	4	124
Cookbot	5	166
Cultist Champion	5	210
Haudite Guard	5	127
Well-Fed Vampire	6	154
Oraclon	7	181
Werewolf	9	152
Oraclon Master	10	182
Dullahan	11	211

Trains and Train Stations

Train stations vary in size and style, as do the encounters they provide adventurers! One distinction that separates this environment from many others is the large number of innocent civilians who could get caught in the crossfires of a skirmish. On a passenger train, the situation becomes more dire with civilians and combatants crammed into tight spaces. Fighting on top of the train requires stability checks (Brute, Dexterity - at the narrator's discretion) to avoid falling to a likely gruesome death.

Suggested Encounters

Creature	PAR	Page Number
Carcinoflage	1	113
ClampShell Welder	1	164
Drudgebot	1	169
Failsafe Cat	1	122
Oilblood	1	179
Salvager Scouts (6)	1	191
Spinetapper	1	149
Squawk Box	1	198
Teslindril	1	198
Ticker (8)	1	200
Oilblood Fanatic	2	180
DemoRave	3	168
Fabrication	3	170
Lewiston's Oil	3	130
Metal Mites	3	134
Arachnoforge	4	162
Behemoth	5	111
Cookbot	5	166
Oilblood Fighter	5	180
Well-Fed Vampire	6	154
Salvager Reaper	8	190
Salvager Devourer	10	188
Salvager Titan	12	192

Warehouse and Factories

Warehouses are basically any area that houses a large amount of, well, stuff! The building layout of a warehouse is usually one large open space with no corridors or hallways. However, when packed with various items, the inner layout can quickly become a labyrinth. They're also a favored spot for criminal deals and other nefarious activities (add in docks for extra seediness!). Abandoned warehouses may also shelter vicious packs of wild animals and even some bioflux monstrosities.

Suggested Encounters

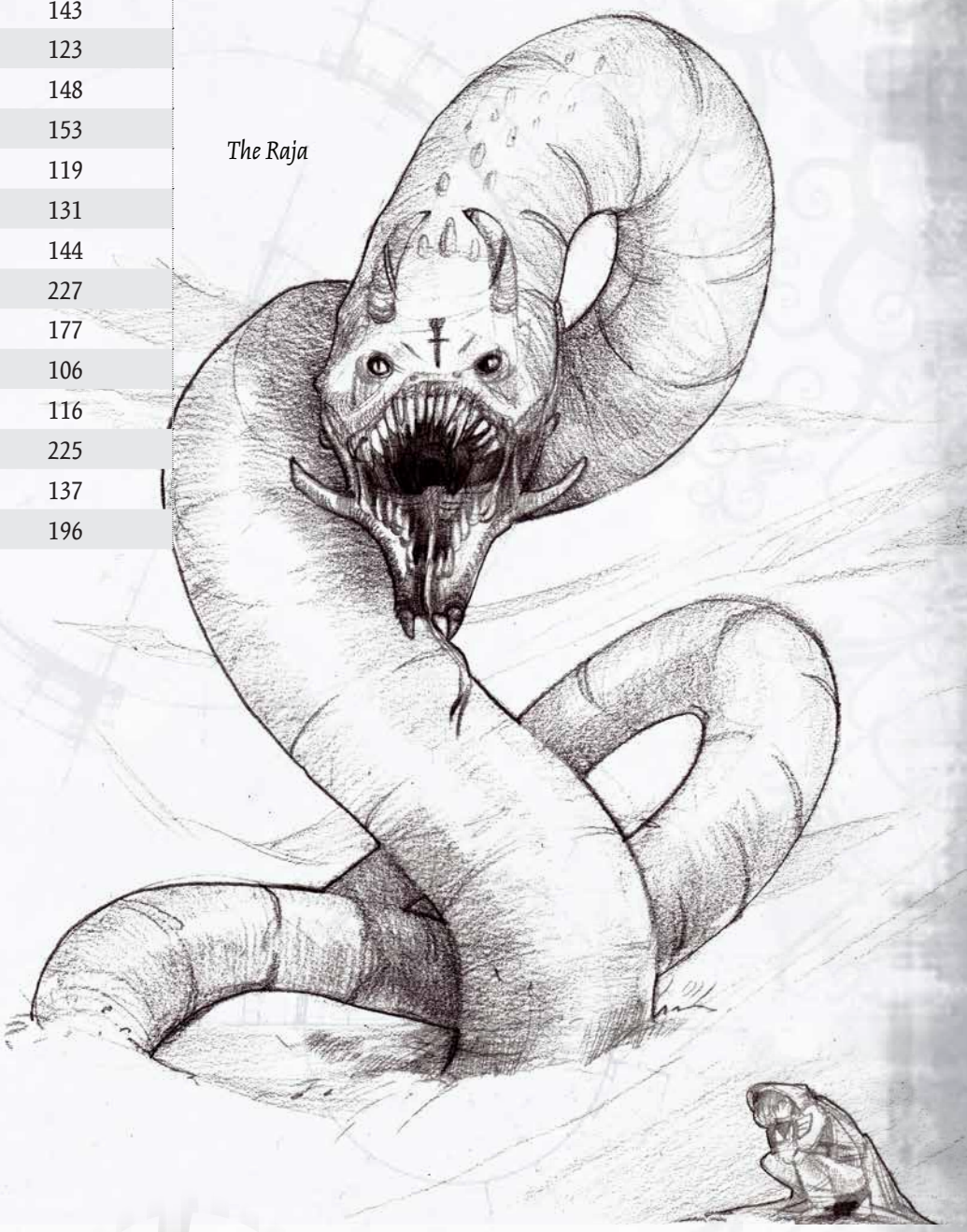
Creature	PAR	Page Number
Carcinoflage	1	113
ClampShell Welder	1	164
Drudgebot	1	169
Failsafe Cat	1	122
Grav-Arms (4)	1	174
Homunculus	1	129
Illumiped (4)	1	178
Rayburn Grav-Arm	1	175
Salvager Scouts (6)	1	191
Spinetapper	1	149
Squawk Box	1	198
Teslindril	1	198
Ticker (8)	1	200
Units of Mass	1	202
Grav-Arm Sentinel	2	175
Peacework	2	185
Tree Sweeper	2	201
All-Devouring Blob	3	108
ChainDrill	3	163
DemoRave	3	168
Fabrication	3	170
Lewiston's Oil	3	130
Metal Mites	3	134
Arachnoforge	4	162
Glimmergeist	4	124
Hive	4	199
Salvager Devourer	10	188
Salvager Titan	12	192

Waterside

Waterside encounters encompass beaches and ships alike. BCommon threats include natural and biofluxed sea creatures, such as cloud jellies and corpse whales, and weather hazards. Pirates are a familiar presence on the high seas, as are attacks from ayodin marauders.

Suggested Encounters

Creature	PAR	Page Number
Carcinoflage	1	113
Octogrock	1	135
Ripper Moths	1	143
Flash Bugs	2	123
Slime Spider	2	148
Time Eater	2	153
Deathroller	3	119
Lightning Snake	3	131
Sea Serpent	3	144
Stymphalian Bird	3	227
Angler Horror	4	177
Aeon Demon	5	106
Corpse Whale	6	116
Roc	7	225
Phoenix	11	137
Slaughterbot-5000	12	196



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Grav-Arm	174
Gremlin	126
Illumiped	178
Jellycloud	223
Laborer Puppet	138
Monk Acolyte	212
Propogandroid	186
Ruckus Weeds	226
Salvager Scout	191
Siddeo Flytrap	226
Small Beastfolk	110
Ticker	200
Void	155

PAR 1

Creature	Page
Anarch	204
Carcinoflage	113
ClampShell Welder	164
Crazak	117
Creepler Hatchling	206
Drudgebot	169
Eygor Rider	121
Failsafe Cat	122
Fireflies (6)	172
Grav-Arms (4)	174
Gremlins (2)	126
Homunculus	129
Hunter Puppet	139
Illumiped (4)	178
Jellyclouds (6)	223
Laborer Puppets (3)	138
Neurosan Convert	215
Octogrock	135
Oilblood	179
Rayburn Grav-Arm	175
Ripper Moths	143
Salvager Scouts (6)	191
Salvager Worker	194
Shrook	146
Small Beastfolk (3)	110
Spinetapper	149
Sprite	150
Squawk Box	198
Teslindril	198
Ticker (8)	200
Units of Mass	202
Voids (5)	155

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Creature	Page
Brackim	112
Burrowing Locusts	221
Cloudrifter	114
Crock-bot	167
Cultist	210
Deathless Locusts	220
Flash Bugs	123
Frail Vampire	154
Giant	150
Medium Beastfolk	110
Grav-Arm Sentinel	175
Monk	212
Nightbats	134
Oilblood Fanatic	180
Peacework	185
Plague-Carrying Locusts	223
Quarry Smasher	187
Slime Spider	148
Sun Droplet	216
Sylph	150
Time Eater	153
Tree Sweeper	201
Wereboar	151
Yeti	157

PAR 3

Creature	Page
Adventurer Puppet	140
All-Devouring Blob	108
Attractor Fluid	109
ChainDrill	163
Crazak Ogre	118
Deathroller	119
DemoRave	168
Eygor Vulture	121
Fabrication	170
Flesh Thing	173
Hivemind Ants	128
Lewiston's Oil	130
Lightning Snake	131
Living Fire	132
Metal Mites	134
Oilblood Fighter	180
Red Eye	187
Salvager Transport	193
Sea Serpent	144
Stymphalian Bird	227

PAR 4

Creature	Page
Apparition	205
Arachnoforge	162
Clock-Knocker	165
Cockatrice	115
Creepler Adolescent	207
Eygor Vulture & Rider	121
Failed Protector	171
Glimmergeist	124
Heavy Shrook	146
Hive	199
Manticore	133
Raflosia Mite	142
Revolting Anarch	204
Salvager Wrecker	195
The Angler (Horror)	177
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PAR 5

Creature	Page
Aeon Demon	106
Behemoth	111
Cookbot	166
Cultist Champion	210
Druk	222
Haudite Guard	127
Large Beastfolk	110
Thoughtform	218
Werecheetah	151

PAR 6

Creature	Page
Abaddon Wasp	106
Corpse Whale	116
Neurosa	214
Salvager Mammoth	189
Sibrius Hound	147
Sky Serpent	145
Well-Fed Vampire	154
Winged Farishtaa	156

PAR 7

Creature	Page
Crazak Fury	118
Creepler Adult	208
Grand Monk	213
Oraclon	181
Roc	225
Zelephant	158

PAR 8

Creature	Page
Desert Vengeance	120
Over-Angel	136
Raflosia	142
Salvager Reaper	190

PAR 9

Creature	Page
Paladin-X	181
Time Shard	215
Werewolf	150

PAR 10

Creature	Page
Creepler Elder	183
Oraclon Master	217
Salvager Devourer	152

PAR 11

Creature	Page
Divine Farishtaa	156
Dullahan	211
Phoenix	137
Raja	224

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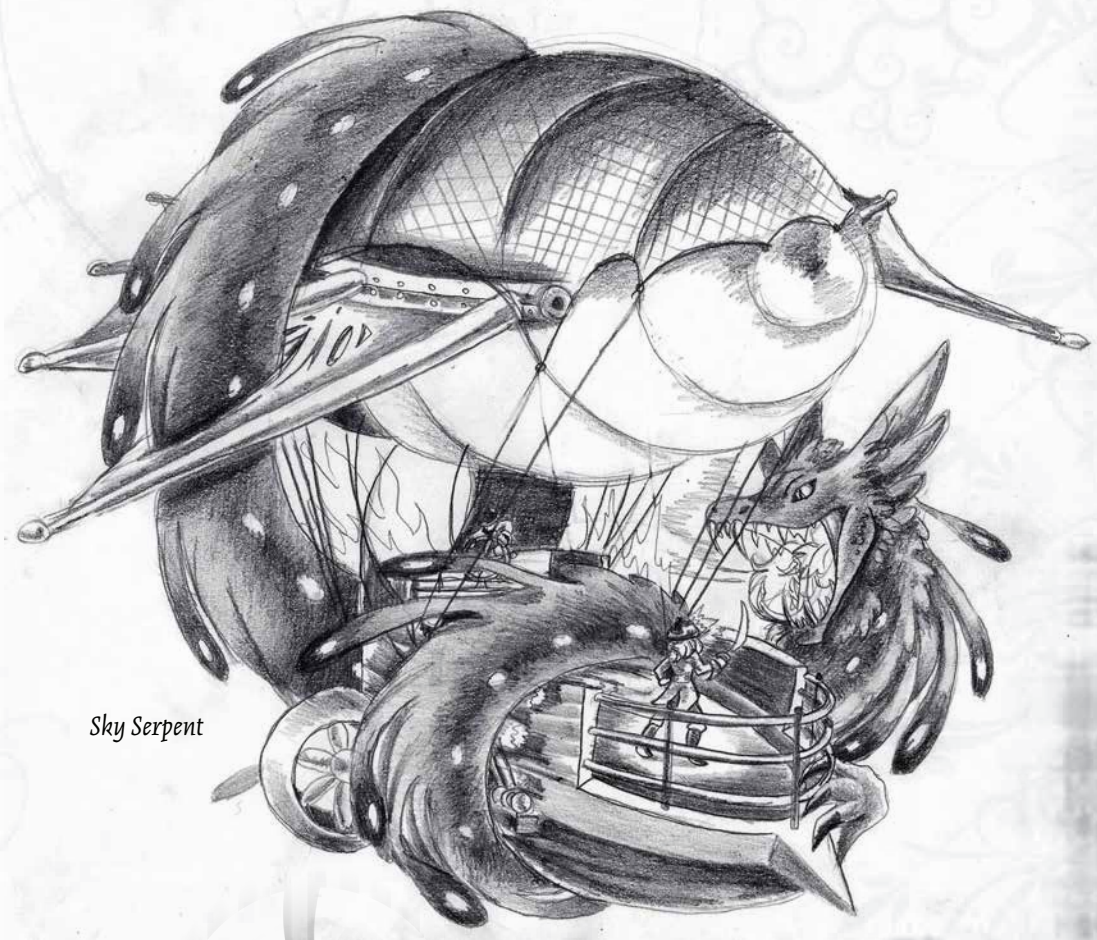
Creature	Page
Sage	213
Salvager Titan	192
Slaughterbot-5000	196
Werebear	152



Sky Serpent