



# HEARTWOOD SLOTH

HEALTH	ARMOR
36	2

**10** SIZE: Medium GENUS: Beast  
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	5	2	1	2	1	1
1d10+1d6	1d10+1d4	1d6	1d4	1d6	1d4	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	3	0	N/A	N/A	0	N/A
2d10+1d4	2d10	1d6	n/a	n/a	1d4	n/a
Resolve		H2H	Resolve			
2		0	2			
1d10+1d8		1d6	1d10			
Intimidate	Stealth		Initiative			
2	0		1d4			
2d10	1d6					

The Heartwood sloths, also known as fisher sloths to the locals, can be found in the colloquially named Fishers' Arbor, more widely known as Heartwood Forest. Heartwood sloths are six-limbed beasts, with the adults reaching approximately 10 feet in their preferred sitting position. Each of their six appendages possesses a rough padding and two sharply clawed toes which serve to grasp the branches of their Heartwood homes while they hunt or hang out for an afternoon nap. Their mottled fur roughly matches the roiling brown-green bark of the heartwood which they call home. They eat by dangling from, or lying upon, the trees and hooking passing birds or fish, if their branch is near a body of water. In this position, it is difficult to differentiate their hides from the branches, especially in the weak light of dawn or dusk.

The sloths are stewards of the trees in which they live, cultivating them carefully to attract potential mates. Heartwood trees do not grow branches naturally. Every branch sprouted from a Heartwood seed that was glued to the trunk with chewn bark and mucus. Mated sloths will then shape their branch and guide its growth toward the other until the branches conjoin or one of the mates dies. This is where the name for both the trees and sloths originates.

## HOOKED ② SKILL: Melee DAMAGE: 3d6+3

The Heartwood sloth reaches its long limbs 2 yards towards their prey, impales them and drags them closer to itself so it can feast. If caught by this attack, the victim is pulled 1 yard towards the heartwood sloth.

**KEEN SENSES:** The Heartwood sloth gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**PERFECT CLIMBER:** Heartwood sloths can climb anything and never have to make a check to sustain itself. Even sheer vertical surfaces or climbing completely upside down is no challenge to a heartwood sloth.

**THERMAL VISION:** This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

## NEMZUL'S NOTE

Watching the heartwood sloth's mating ritual takes your breath away. The tender care these seemingly ferocious creatures put into cultivating their tree and their mate's tree is simply heartwarming. I can tell why they're called heartwood sloths more so than fisher sloths. The trees in the Heartwood Forest are littered with their work, both new and ancient. I'm sure their efforts here have gone on since at least the Reckoning. This old wood forest is too well kept to have been left alone for centuries.

# KS KEELMENDERS

HEALTH	ARMOR
44	3

**15** SIZE: Medium GENUS: Mechanical  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	5	7	1	2	4	1
1d8	1d10+1d4	1d10+1d8	1d4	1d6	1d10	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	2	5	N/A	N/A	0	N/A
1d8	1d10+1d8	3d10	n/a	n/a	1d10	n/a
Resolve	H2H	Resolve				
1	5	1				
1d10+1d6	3d10	1d8				
Intimidate	Stealth	Initiative				
2	0	1d10				
1d8+1d4	1d10+1d8					

These hunched humanoid live within the mechanical guts of dross whales on wire umbilicals like ambulatory organs. Several thin, bony limbs stick out in all directions, working vigorously on all manner maintenance projects. They serve as the creature's hands for more precise manipulations. Their many hands and fingers house an array of tools, some of which are utterly unidentifiable to Feneryans. When one passes, the dross whale can produce a replacement in a few weeks' time.

### DISASSEMBLY ③ SKILL: H2H DAMAGE: 2d6+1

The keelmender grapples its target and begins to wrench it apart, piece by bloody piece, into its base parts. Victims suffer 1 point of *bleed* and lose 1 rank of Toughness, each for 1d4 rounds.

### ELECTROCUTION ② SKILL: H2H DAMAGE: 2d6

The keelmender attacks, discharging a great deal of electricity into its target, *paralyzing* it for 1d4 rounds.

**ARMOR:** Keelmenders gain armor equal to half their Toughness.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**UNSCHEDULED MAINTENANCE:** For 5 AP, a keelmender can repair an adjacent keelmender for 2d6 health.

## NEMZUL'S NOTE

I have been swallowed by a whale. Let me clarify: I have been consumed by a dross whale. Both my wife and I, we had set sail aboard the S.V. Cavern Above for Neroth to visit her family there in the Spindle, when our minnow of a vessel was devoured prow to stern by a dross whale. Well, not entirely. Shindi, my lucky star— for luck comes in threes, does it not?— and those at the stern were either crushed in the jaws of this abhorrent contraption or sent hurtling to their deaths. I hope it was the latter so that she had time to revel in the world's beauty one last time.

# KS KU VASH

HEALTH	ARMOR
30	1

**9** SIZE: Tiny GENUS: Invertebrate  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	2	5	1	2	2	1
1d10	1d6	1d10+1d4	1d4	1d6	1d6	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	0	3	N/A	N/A	0	N/A
2d10	1d6-3	2d10+3	n/a	n/a	1d6	n/a
Resolve	H2H	Resolve				
1	0	1				
1d8	1d10+1d4	1d8				
Intimidate	Stealth	Initiative				
1	0	1d6				
1d10+1d4	1d10+1d4					

The ku vash are an elusive insect-like creature that few have ever come close to. The exact dimensions of ku vash are unknown as they appear to vary with the size of the hive, but they are longer than they are wide with a rough and scaly exoskeleton, giving it the appearance of tree bark. With this camouflage they surround and strip a tree of its bark and interlock with one another when danger is near, making it difficult to distinguish a regular tree from that of a ku vash hive. They have a long and deadly stinger which pumps acid into its victims, allowing for quick and easy digestion. They also have unnaturally strong mandibles, the bite of which is said to be one of the most painful experiences to endure. The ku vash are controlled by a queen who resides within the tree proper, and if she or the hive are damaged in any way, the ku vash swarm the target with a deafening buzz. When they swarm, the rough carapace opens and splits apart, revealing two pairs of bright emerald wings. A large ku vash hive can control an area of up to five square miles.

### BITE ③ SKILL: Melee DAMAGE: 3d6+4

The ku vash tears bits of flesh off its target with its mandibles.

### STING ② SKILL: Melee DAMAGE: 2d6+2

The ku vash stings its target and injects them with a corrosive venom that causes *acid burn* for 1d4 rounds.

**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

**ENHANCED MOVEMENT:** The ku vash have an increased Stride of Agility + 4

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against this ku vash.

**SWARM:** This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkana and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

# MECHANIDIVER

HEALTH	ARMOR
30	2

**7** SIZE: Small GENUS: Mechanical  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	1 1d4	5 1d10+1d4	1 1d4	1 1d4	3 1d8	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0 1d8	0 1d4-1	3 2d10+1	N/A n/a	N/A n/a	0 1d8	N/A n/a
Resolve		H2H	Resolve			
1 1d6		3 2d10	1 1d6			
Intimidate	Stealth		Initiative			
0 1d8	0 1d10+1d4		1d8			

Somewhere in the wastes, there is a madman that abducts birds by the thousands then enhances each of them with prosthetics. No two mechanidivers appear with the same enhancements, and this diversity has forcibly evolved a pack-like hunting behavior. Each of these animals is extremely territorial and will not rest until an intruder has fled or has been killed. It is not uncommon to encounter corpses that have been quite literally torn apart by these violent cybernetic organisms.



## RAZOR'S EDGE ② SKILL: H2H DAMAGE: 2d6+2

Each mechanidiver is built using mechanical parts that have razor honed edges. These twisted avians rarely peck at their foes and instead deal damage through incredibly close flybys that leave deep wounds that *bleed* for 1d4 rounds.

**ARMOR:** Mechanidivers gain armor equal to half their Toughness.

**CALL CREATURE:** The mechanidiver calls 1 additional mechanidiver to its aid, which appears at a location specified by the GM after 2 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FLIGHT:** Mechanidivers may move their stride in any direction, vertically or laterally, and hover indefinitely.



# NECRITE

HEALTH	ARMOR
25	1

**9** SIZE: Small GENUS: Invertebrate  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	5 1d10+1d4	2 1d6	1 1d4	2 1d6	5 1d10+1d4	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0 1d4	3 2d10-1	0 1d6+1	N/A n/a	N/A n/a	4 2d10+1d4	N/A n/a
Resolve		H2H	Resolve			
1 1d10+1d6		0 1d6	1 1d8			
Intimidate	Stealth		Initiative			
1 1d6	0 1d6		1d10+1d4			

In times long since passed, a forgotten cabal of bloodthirsty and vicious necromancers created a horrific new material: necrite. Necrite is a thin, mutable metal, not altogether different in appearance from tin. The metal has a horrific corrupting effect on organic tissue, absorbing the flesh and converting it into more necrite. The flesh begins to warp and decay into grotesque forms during the process. The ancient group utilized the necrite to turn their own flesh into horrific, living weapons. However, their most powerful tool was known as the necrite hulk.

The mutable metal crawled on small, spider-like limbs, and possessed the intelligence of beasts. These creatures seek out fallen Feneryans. They crawl into the corpse and spread through the flesh like a grotesque parody of a nervous system. The dead flesh mutates horrifically as the necrite begins to subsume sections of the corpse. Finally, the newly created necrite hulk awakens, seeking to slay the living and convert the corpses into more of their own. While the cult has long since disappeared, some necrite still remains, the small spider-like creatures still hoping to fulfill their dark purpose. The spiders themselves are weak to UV light and will fizzle into black mist if left in it for more than 6 hours.

## NECROTIZING ② SKILL: Ballistic DAMAGE: 3d6 AMPUTATION

Flinging part of itself at opponents, the necrite suffers 3 points of damage that bypasses DR. If this attack makes contact with its opponent, the opponent must make a Physical Resolve check against the necrite's Physical Resolve to resist being taken over by the necrite. If the target passes their physical Resolve check, they successfully stop the necrite from overtaking their body but lose 1 AP for 1d4 rounds in the process.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FRUITFUL AND MULTIPLY:** The necrite can spend 5 AP to enter any adjacent corpse and turn it into a necrite hulk. The necrite is consumed in the process and the necrite hulk can start taking actions on the next round.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against this creature.

# OOZING CULTIST

HEALTH	ARMOR
18	0

**1** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	3	1	1	1	1
1d4	1d4	1d8	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	0	1	N/A	N/A	0	N/A
1d4	1d4	1d10	n/a	n/a	1d4	n/a

Resolve	H2H	Resolve
0	1	0
1d4	1d10	2d5

Intimidate	Stealth	Initiative
0	0	1d4
1d4	1d8	

These pitiful Humans began worshipping a malevolent deity of "transformation" whose sole requirement for their worship is to slowly turn their blood to acid. Either by ingesting or injecting the acid, oozing cultists become covered in boils, pustules, and seeping wounds. This process horribly disfigures their body and face as they lose hair, nails, teeth, and sometimes patches of skin. These tormented souls slowly succumb to the methods of their adoration, losing their minds and ultimately becoming bloodthirsty apostles of an unknown god. They lash out at anything with their body, popping their acid filled cysts on those around them.

Even neophytes among the cultists will be resolutely brainwashed, completely unwilling to listen to any reasoning. Their existence is strange in a world where supernatural favor is evident elsewhere, such as that bestowed upon marshals; these cultists lack any such gifts, and yet ardently cling to their self-destructive rites and ghastly rituals.

## BLOOD SWAP **2** SKILL: H2H DAMAGE: 1d6

When the oozing cultist attacks an enemy, they inflict *acid burn* condition for 1d4 rounds on the target.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED COMBAT SKILL (DODGE):** The oozing cultist has 1 bonus rank in the Dodge skill (accounted for).



# PHAGE

HEALTH	ARMOR
29	1

**8** SIZE: Medium GENUS: Elemental  
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	1	4	1	1	2	1
1d10+1d6	1d4	1d10	1d4	1d4	1d6	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	0	3	N/A	N/A	0	N/A
2d10+1d4	1d4	1d10+1d8	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
1	0	1
1d6	1d10	1d6

Intimidate	Stealth	Initiative
1	0	1d6
1d10+1d8	1d10	

Phages are four-legged pack hunters built for endurance. Few creatures can outlast their meticulous and patient hunting style. Typically in groups of 6 to 10, they track prey sometimes for miles until it is cornered or exhausted, then coordinate strikes from multiple flanks. A symbol of the phage's adaptability is evident in the number of subspecies inhabiting Feneryss. Near Hel, phages are short-haired and their skin has a melted or diseased appearance even when healthy. Around the Duel Lakes they are hairless and capable swimmers. Up in the heights of the Snapspine Mountains, especially near Whitepillar, they are shaggy beasts with pure white fur. Several other variants exist, and it is speculated there are more yet to be found.

Phage whelps begin hunting around 1 year of age, but prior to this they are delegated to den defense. They possess the same abilities as their adult counterparts, but stats and skills are reduced by 1, damage is reduced by 1d6, and their damage bonuses are reduced to +2.

## IN FOR THE KILL **2** SKILL: Melee DAMAGE: 4d6

A phage's powerful jaws are capable of breaking bones like twigs. They will typically grab their prey's neck and attempt to sever their spinal cord. In their last moments, their victims will see their killer tear open their entrails and begin to feast. When a phage successfully performs this attack, they may attempt a Grapple check for 1 AP.

**ELEMENTAL:** Depending on where they are found, the phage gains an affinity towards one of the following elements: air, cold, earth, electricity, fire, or water. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment (for example, a creature with an affinity for electricity would gain a +2 bonus against a spell with the volt attribute).

**STRENGTH IN NUMBERS:** As long as the number of phages outnumbered that of their targets, they are immune to all fear affects.

**THERMAL VISION:** This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.



# PORCELEEN

HEALTH	ARMOR
33	3

**11** SIZE: Small GENUS: Mechanical  
SENSES: Darksight

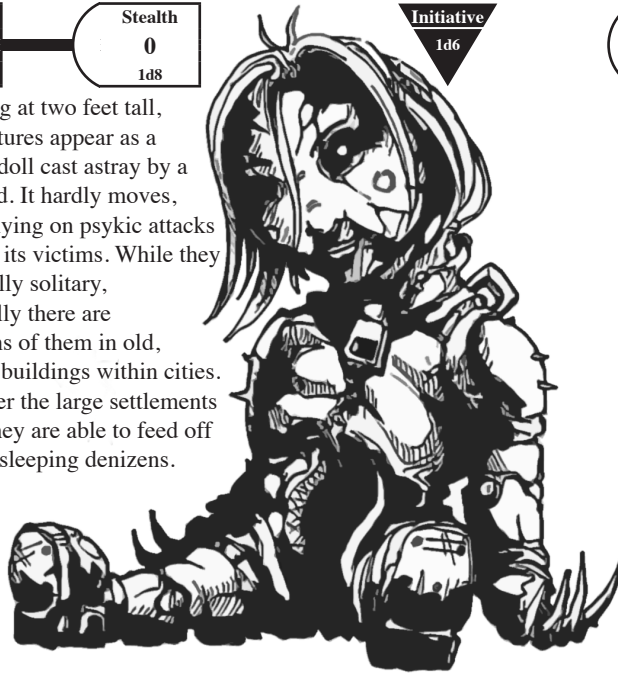
Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	3	3	3	5	2	1
1d6	1d8	1d8	1d8	1d10+1d4	1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0	0	1	N/A	3	0	N/A
1d6	1d8-1	1d8+1	n/a	2d10	1d6	n/a

Resolve	H2H	Resolve
3	2	3
1d10+1d6	1d10+1d4	2d10

Intimidate	Stealth	Initiative
2	0	1d6
1d10	1d8	

Standing at two feet tall, these creatures appear as a porcelain doll cast astray by a small child. It hardly moves, instead relying on psychic attacks to feed on its victims. While they are normally solitary, occasionally there are infestations of them in old, run-down buildings within cities. They prefer the large settlements because they are able to feed off of nearby sleeping denizens.



**DISCIPLINE** (ILLUSION) **2+** SKILL: Psy DAMAGE: Varies

All porceleen have an effective rank of 4 in the illusion discipline and may perform any of its sleights.

**DRAINING BITE** **2** SKILL: H2H DAMAGE: 1d6+2

The porceleen latches onto its victim, draining it of its will to live. The victim loses 1 AP for 1d4 rounds and the porceleen gains health equal to half the damage dealt.

**PSYKIC INTERFERENCE** **2** SKILL: Psy DAMAGE: 2d6

The porceleen hums a soft, deranged tune that drains 1 Willpower from a target within 3 yards for 1d4 rounds.

**ARMOR:** The porceleen gains armor equal to half its Toughness.

**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

**PSY (ILLUSION):** The porceleen has an effective rank of 4 in the illusion discipline.

# PUSFLY

HEALTH	ARMOR
21	1

**5** SIZE: Tiny GENUS: Invertebrate  
SENSES: Daysight

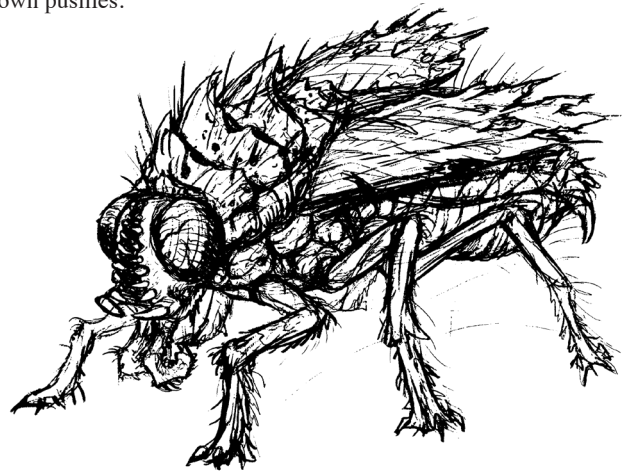
Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	4	2	1	3	1
1d4	1d4	1d10	1d6	1d4	1d8	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0	0	2	N/A	N/A	3	N/A
1d4	1d4-3	1d10+1d6+3	n/a	n/a	1d10+1d6	n/a

Resolve	H2H	Resolve
0	3	0
1d4	1d10+1d8	1d4

Intimidate	Stealth	Initiative
0	0	1d8
1d4	1d10	

The pusfly is a tiny flying insect that is hardly considered a threat but also should be avoided at all costs. Their head is completely split open by a maw of teeth. If it attaches to a living thing with its mouth-head, it implants its larva into the wound and causes a boil to form. The boil soon fills with pus for the larva to eat until they start to mature. If left untreated, the larva will eventually force their way out of the boil as fully grown pusflies.



**PATHOGEN LATCH** **2** SKILL: H2H DAMAGE: 2d6

The pusfly attempts to attach to its target and lay eggs imposing 1 point of *fatigue* and spreading *pox* (page 87).

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the pusfly.

**SWARM:** This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkāna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

# PUTRIFACT

HEALTH	ARMOR
28	1

**9** SIZE: Small GENUS: Invertebrate  
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	3 1d8	3 1d8	1 1d4	2 1d6	4 1d10	1 1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0 1d8	0 1d8-1	4 1d10+1d4+1	N/A n/a	N/A n/a	4 2d10	N/A n/a
Resolve		H2H	Resolve			
2 1d10+1d4		0 1d8	2 1d10			
Intimidate	Stealth		Initiative			
0 1d8	0 1d8		1d10			

These slow-moving, featureless creatures are considered pests by many as they consume whatever lies before them and leave a trail of decaying matter and their digestive enzymes. This also makes them a great source of fertilizer which Lanis has turned to good use. Corpses of criminals and deceased livestock become food for the fields. Some criminal elements turn this to their advantage, making their enemies 'disappear' by tossing them into the fields as they're being fertilized. Otherwise, these creatures are hardly noteworthy. Putrifacts are not aggressive, content to drag themselves along aimlessly until they die. When combined with the obnoxious, rancid odor they exude, most would rather leave them to their disgusting devices.



## NOXIOUS PLUME **2** SKILL: Ballistic DAMAGE: 2d6

While putrifacts have little in the way of defense, they give off an absolutely horrid stench that can make even the most resolute adventurer double over in disgust. This cloud covers a 1-yard radius around the putrifact and inflicts any in the area with 2 points of *fatigue*.

**DUSKSIGHT:** This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against a putrifact.

**REGENERATION:** Putrifacts heal 1d6 health each round.

# KS QATIL(LARVAE)

HEALTH	ARMOR
18	0

**2** SIZE: Tiny GENUS: Invertebrate  
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	1 1d4	2 1d6	1 1d4	1 1d4	1 1d4	1 1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1 1d10	0 1d4-3	0 1d6+3	N/A n/a	N/A n/a	0 1d4	N/A n/a
Resolve		H2H	Resolve			
0 1d4		0 1d6	0 1d4			
Intimidate	Stealth		Initiative			
1 1d10	0 1d6		1d4			

The qatil, or "The Killer," is an insect which begins as a microbial parasite in fetid waters. When ingested, it embeds itself in the intestines and feeds off its host. It uses the oxygen and glucose from the bloodstream that it extracts from the walls of the intestines to begin the rapid growth cycle. Between one and eight qatil are normally ingested when drinking water inhabited by them. Once they grow to around three inches, the larvae search for an exit, normally burrowing through the intestines and tearing through the abdominal muscles. When they emerge, these larvae are weak and often die upon reaching the outside of the host and as such are easily dealt with by stepping on the larvae. If they survive, they gorge themselves on the flesh of their host and carcasses until they reach three feet tall. Then they begin searching for a hiding place to begin metamorphosis such as a cave or tree. They then form a hard, yellow-brown cocoon which protects their bodies until maturity. At this point, they grow sexual organs. If alone, the qatil will always be female then searches for another pod to join to reproduce. If there are more than one larvae maturing, there will only be one male and the others will be female. Once pregnant, the females will spawn in ponds, lakes, and even puddles with fertilized eggs to begin the cycle again.

Adventurers normally run into the larvae which are non-aggressive and easily squashed with a boot or a quick slice of a sword. Occasionally, the pupae are found and are easily hacked to bits in their caves. However, when threatened, the pupae will emit a screech that will attract adult qatils.

## BITE **2** SKILL: Melee DAMAGE: 2d6+3

The qatil larvae bites its prey, imposing *bleed* for 1d4 rounds.

**DUSKSIGHT:** This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against a qatil larvae.

**REGENERATION:** Qatil larvae heal 1d6 health each round.

# REPRESSED

HEALTH	ARMOR
25	1

**8** SIZE: Small GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	1 1d4	3 1d8	4 1d10	5 1d10+1d4	1 1d4	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0 1d4	0 1d4-1	3 1d10+1d6+1	N/A n/a	4 2d10+1d4	0 1d4	N/A n/a
Resolve		H2H	Resolve			
1 1d6		0 1d8	1 1d10+1d6			
Intimidate	Stealth		Initiative			
0 1d4	0 1d8		1d4			

These small beings are believed to be nightmares that have manifested physical form, typically materializing as lost and frightened children. Would-be saviors rarely survive an evening looking after these sadistic creatures. Rescuers are frequently found the following morning twisted into a statue of bone and sinew.

Once revealed, repressed will revert to their true form. That being a twisted amalgamation of string-like darkness and a substance that can only be described as “bones”, hollow, mishapen solid matter with a red hue akin to dried blood. They have no discernable body or anatomy of any kind to speak of. Although physically weak due to their inhuman structure, they are quite agile and exceptional psykics; they should not be taken lightly in combat as they can twist and warp the minds of the weak with overwhelming psykic illusions.

**DISCIPLINE** **2+** SKILL: Psy DAMAGE: Varies  
**(ILLUSION)**

All repressed have an effective rank of 4 in the illusion discipline and may perform any of its sleights.

**PSYKIC** **2** SKILL: Psy DAMAGE: 2d6+2  
**INTERFERENCE**

Repressed can assault any enemies within a 1-yard radius with a series of subtle manipulations that imposes 1 *paranoia* to anyone caught within.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**PSY (ILLUSION):** The repressed have an effective rank of 4 in the illusion discipline.

# SHAMBLER

HEALTH	ARMOR
16	0

**1** SIZE: Medium GENUS: Undead  
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	1 1d4	1 1d4	1 1d4	1 1d4	1 1d4	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1 1d10	0 1d4	0 1d4	N/A n/a	N/A n/a	0 1d4	N/A n/a
Resolve		H2H	Resolve			
0 1d4		0 1d4	0 1d4			
Intimidate	Stealth		Initiative			
1 1d10	1 1d6		1d4			

With every death in Feneryss comes the possibility of undeath. Sometimes immediately and other times long after the body has begun to fester. Every undead is equipped with the insatiable hunger for the living, to jealously rend those who possess what they once also possessed.

**WRENCHING** **2** SKILL: Melee DAMAGE: 2d6+2  
**GNAW**

The undead bites their victims, wrenching flesh free from limb, inflicting bleed for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**CORPSE FEAST:** The shambler can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

**SOULSIGHT:** This type of perception allows the shambler to determine if creatures within 100 yards are living, dead, or undead.

## NEMZUL'S NOTE

These are your typical denizens of Feneryss. No, I do not mean the mindless fools surrounding you. I mean the zombies, the mass of the Undead Tide. Having witnessed them firsthand more times than one with any sense ought to, it seems more than probable there are far more of them than there are living souls. Which leads me to posit an interesting hypothesis: The Tide is the necessity that births our collective inventive genius. Reflect for a moment, our calendar revolves around their movements; our weapons are designed to strike them down; our architects build to withstand them; the laborer earns his wages to rectify the Tide's misdeeds. They are what drives us, and we owe them our gratitude for the modern amenities we enjoy. Or so this old man believes.

# SKOURGE

HEALTH	ARMOR
23	3

**15** SIZE: Tiny GENUS: Invertebrate  
 SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	6	2	3	2	1
1d10	1d10	1d10+1d6	1d6	1d8	1d6	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	0	6	N/A	N/A	0	N/A
2d10	1d10-3	3d10+3	n/a	n/a	1d6	n/a
Resolve	H2H	Resolve				
3	0	3				
1d10+1d8	1d10+1d6	1d10+1d6				
Intimidate	Stealth	Initiative				
2	0	1d6				
1d10+1d6	1d10+1d6					

Skourge are flying arachnids that travel in vast swarms and have been known to encase their prey in a sticky resin. Once trapped, victims are injected with toxins and bile to start predigestion. Depending on the size of the swarm, this process can take between 3 and 6 hours. After softening up the prey, their biological soup is slurped up greedily. Only a hollow, resinous effigy is left behind.

**IN THE CLOUD** **2** SKILL: Melee DAMAGE: 2d6+2

Anyone caught in the swarm of skourge suffers an unfathomable number of bites and stings.

**TERROR SPEW** **3** SKILL: Melee DAMAGE: 2d6+2

The skourge swarm encases its victims in embalming resin, reducing the Agility of their target by 1 and reducing their actions by 1, each for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the skourge.

**SWARM:** This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkana and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

## NEMZUL'S NOTE

Yesterday I was awarded the unique opportunity to experience a skourge swarm secondhand. The following is the true accounting of one young man's experience:

*"I saw our caravan swallowed whole by these tiny insects. One by one they covered us in resin, they flew faster than we could run. I watched in horror from my hiding spot inside a partially drained keg, using the alcohol to mask my scent, as my friends and colleagues were liquefied and eaten. I dream of it every night and awaken to screams. I see them in the hallways, the skies, they're after me to finish the job!"*

Having finished his tale, the boy abruptly fled my company. I have not seen him since.

# SOLDIER

HEALTH	ARMOR
26	1

**6** SIZE: Medium GENUS: Humanoid  
 SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	1	1	3	1	1
1d10	1d8	1d4	1d4	1d8	1d4	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	2	0	N/A	N/A	0	N/A
1d10+1d8	1d10+1d4	1d4	n/a	n/a	1d4	n/a
Resolve	H2H	Resolve				
1	0	1				
1d10	1d4	1d10				
Intimidate	Stealth	Initiative				
0	0	1d4				
1d10	1d4					

This footsoldier is paid one way or another for their services to a leader or a city. Being the lowest of the ranks, soldiers are clad in rudimentary armor and second-hand weapons. They are more dangerous in groups, especially when given direction from a sergeant or an admiral.

**PHALANX** **3** SKILL: Melee DAMAGE: 3d6

Soldiers ram their targets with their shield, knocking them back 2 yards.

**COUNTERATTACK:** If a soldier suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

## THE LONG GARB OF THE LAW

Soldiers are readily identified wherever one goes. Warriors of Pulse proudly display their rank, unit emblem, awards, and years served on their vestments of leather. Higher ranking officers are also granted pompous headgear for ceremonial occasions. Lanis is a wild contrast with its flurry of colors. Every legion possesses its own traditions. Tabards and flowing capes or cloaks are the norm, with the legion's symbol or pattern emblazoned in bold colors. Guildless mercenaries wear their earthen brown code or risk vicious harrassment by proper legionnaires. Lokori Soldiers are marked and ranked solely by their contributions: years, battles, and campaigns. Otherwise, the only real distinguishing features are the deep azure sashes of the city guard and soft sky sashes of airship crew. Nerothi soldiers bear the medallion of the house they serve around their neck; no other uniformity exists. Lastly, Hel marks its combatants with blood painted on their faces in wild, often terrifying patterns that most often imitate skulls or beasts. Surprisingly, Sylvan Hollow soldiers are some of the most dazzling. As leather tends to be rather expensive, they lean on their natural supply of ores to armor their ranks. Iron and steel plates or chain over a padded doublet are nearly as iconic as their etched spears.

# THRASK

HEALTH	ARMOR
35	2

**10** SIZE: Large GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	2	2	1	2	1
1d10	1d10+1d6	1d6	1d6	1d4	1d6	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	3	0	N/A	N/A	0	N/A
1d10+1d6	2d10+1d4+1	1d6-1	n/a	n/a	1d6	n/a
Resolve	H2H	Resolve				
0	0	0				
1d10+1d6	1d6	1d4				
Intimidate	Stealth	Initiative				
2	0	1d6				
1d10+1d6	1d6					

These massive, bow-backed reptilian creatures can be found in great numbers throughout the eastern Wastes of Galaam. The thrask are one of the few creatures on Feneryss that can survive the molten rock of the Maw and have been observed wading into the shallows in order to complement their own natural armor with cooled lava. Every year, the thrask migrate into the Maw, well beyond eyesight of even airship scouts. Where they go remains a mystery for men of science and sky to wonder. Thrask are generally calm unless you happen upon their buried nest. When provoked they use their considerable size and weight to crush anything foolish enough to tread near their offspring.

**OBSIDIAN GNAW** ② SKILL: Psy DAMAGE: 2d6+1

Thrask use molten rock to form obsidian “teeth” in their mouths since they have no true teeth of their own. These razor sharp implements can strip flesh from bone in seconds and inflict victims with bleed for 1d4 rounds.

**ROLLING BOULDER** ② SKILL: Psy DAMAGE: 2d6

A thrask barrels towards an enemy, knocking anyone in a 3-yard line prone.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED STAT (TOUGHNESS):** Each thrask has 1 bonus rank in Toughness (accounted for).

**IGNORE TERRAIN:** The thrask may move over difficult terrain without hindrance.

**KEEN SENSES:** The thrask gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

## NEMZUL'S NOTE

Having come to terms with my fate as the world's eminent academic on the matters of Feneryan flora and fauna, I have taken up the task to find these so-named thrasks out in the Wastes of Galaam. It has been three days and already I am bereft of supplies and direction. Should this be found upon my corpse, mark my grave with but one word: Idiot.

# THUG

HEALTH	ARMOR
16	0

**1** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	1	1	1	1	1	1
1d6	1d4	1d4	1d4	1d4	1d4	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	0	0	N/A	N/A	0	N/A
1d10	1d4	1d4	n/a	n/a	1d4	n/a
Resolve	H2H	Resolve				
0	0	0				
1d4	1d4	1d4				
Intimidate	Stealth	Initiative				
0	0	1d4				
1d4	1d4					

This brutish individual is a potential employee for anyone with a few Notes and flimsy morals. They flex their exposed muscles or brandish crude weapons to carry out simple orders. They dress roughly and poorly.

Thugs are among the weakest and most common members of gangs and cults, but they can vary from pathetically malnourished to brutish muggers. Their loyalty also can vary greatly from cowardly to fanatical. Most thugs fall in line based on their fear of their boss more than anything.

**WALLOP** ② SKILL: Melee DAMAGE: 2d6+1

Thugs are known to beat people senseless, knocking their victims unconscious for 1d4 rounds, when provoked.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED COMBAT SKILL (MELEE):** Thugs have 1 bonus rank in the Melee combat skill (accounted for).



# VERMIN

HEALTH	ARMOR
19	0

**1** SIZE: Small GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	1	2	1	1	1	1
1d6	1d4	1d6	1d4	1d4	1d4	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1	0	0	N/A	N/A	0	N/A
1d8	1d4-1	1d6-1	n/a	n/a	1d4	n/a
Resolve	H2H	Resolve				
0	0	0				
1d4	1d6	1d4				
Intimidate	Stealth	Initiative				
0	0	1d4				
1d6	1d6					

These small to medium-sized rodents have done well in the years since the Reckoning, infiltrating every city, town, and village from Lanis to Neroth. They commonly carry a multitude of diseases, spreading them through open sores and leaking abscesses. Although the greatest threat the vermin bring is the blights they carry, they can still be a deadly threat if outnumbered.

## 1 GNAW 2 SKILL: Melee DAMAGE: 2d6+2

Vermin ravenously bite their target, tearing off portions of flesh to feast upon, while also inflicting the victim with *gnaw*.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**KEEN SENSES:** The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**SWARM:** This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkana and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

## GNAW

This disease infects the victim's central nervous system, eventually taking up residence in their brain. Symptoms present with headaches, fever, and moderate to severe lethargy separated by incredibly violent outbursts. At the onset, characters suffering from this malady must make a mental resolve check against the UC of this disease in order to perform any offensive combat actions. If any of the dice rolled result in a 1, the character gains 1 point of fatigue, but acts as if their Strength was twice what it is for the duration of their turn.



# WITHER

HEALTH	ARMOR
27	2

**12** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	5	3	1	2	3	1
1d10+1d4	1d10+1d4	1d8	1d4	1d6	1d8	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	2	1	N/A	N/A	0	N/A
2d10+1d4	1d10+1d8	1d10	n/a	n/a	1d8	n/a
Resolve	H2H	Resolve				
2	2	2				
1d10+1d8	1d10+1d4	1d10				
Intimidate	Stealth	Initiative				
1	0	1d8				
1d10+1d6	1d8					

Withers were once men and women with hopes and dreams and lives of their own, but they have been sapped of all willpower by a skathe. Now they are mindless beasts that serve the skathe's every demand through its direct control. When not being managed, they stand idle. They do not eat, they do not sleep, they merely continue to wither away until they die or they are freed from the skathe's control. Attacking will awaken them, and cause them to call out for other nearby withers.

## MASTER'S DEFENCE 2 SKILL: H2H DAMAGE: 2d6

The wither flails its limbs in all directions, dealing damage to anyone in a 1-yard radius.

## SLAMDANCE 2 SKILL: Melee DAMAGE: 2d6

In order to defend their master, the wither rushes its target, knocking them back 1 yard and leaving them stunned for 1d4 rounds.

**CORPSE FEAST:** A cadavian can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**MASTER'S PRESENCE:** When within 20 yards of a skathe, providing they have line of sight, the wither gains +2 bonuses to all checks and has twice the armor.

# VETERANS

## AIRSHIP BRIGAND

**5** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

HEALTH	ARMOR
30	2

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	1	2	1	3	2
1d10	1d8	1d4	1d6	1d4	1d8	1d6

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	1	1	N/A	N/A	2	N/A
1d10+1d8	1d10	1d6	n/a	n/a	1d10+1d4	n/a

Resolve	H2H	Resolve
2	1	2
1d10+1d4	1d6	1d8

Intimidate	Stealth	Initiative
2	1	1d8
1d10+1d6	1d6	

Normally a pompous braggart who weasels their way into looting and pillaging other's hard work, airship brigands are skilled sailors with a penchant for dirty fighting. They bring slightly more sophisticated weaponry and finesse to an otherwise slugfest of a situation. They are clothed in higher class attire, normally with a funny hat adorned on their head.

### BLEEDING SLASH **2** SKILL: Melee DAMAGE: 2d6

The airship brigand swings their serrated blade at their target, inflicting *bleed* for 1d4 rounds.

### FIREBOMB **3** SKILL: Ballistic DAMAGE: 2d6

The airship brigand throws a molotov cocktail 3 yards towards its foes. The cocktail bursts and lights anything in a 1-yard radius *ablaze* for 1d4 rounds.

**CALL CREATURE:** The airship brigand calls 1 airship pirate to their aid, which appears at a location specified by the GM after 2 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**IMMUNITY (STUN):** The airship brigand ignores the effects of stun.

## ARMORED BRUTE

**13** SIZE: Large GENUS: Beast  
SENSES: Daysight

HEALTH	ARMOR
45	6

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	6	4	1	2	2	1
2d10	1d10+1d6	1d10	1d4	1d6	1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
7	5	2	N/A	N/A	1	N/A
3d10+1d8	2d10+1d8+1	1d10+1d6-1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	1	1
1d10+1d8	1d10+1d4	1d8

Intimidate	Stealth	Initiative
4	1	1d6
3d10	1d10+1d4	

During the War of Duel Lakes, Pulse experimented with what was then referred to as mutagenics: the science of selective biogenesis in living hosts. It is known to modern Feneryans as biomodification. At the time of the war, the study was in its infancy; efforts were trial and error founded entirely on theory. The first successful product of this mad experiment was the armored brute. Serial criminals and traitors are transformed into bestial hulks with superhuman power and resiliency. Once the biomods have fully matured, cheap metal plates are bolted into bones. Armored brutes are used as living battering rams, charging enemies to sow discord in the ranks. An unfortunate side effect of the procedure is the wildness it instills. They are difficult to control and several have escaped captivity to terrorize the countryside.

### HAYMAKER **3** SKILL: Melee DAMAGE: 3d6

The brute slams its armored limbs down on a single enemy, dealing massive damage and knocking its victim *prone*. Anyone within a 1-yard radius is knocked back 1 yard away from the armored brute's target.

### TURKEY **2** SKILL: Melee DAMAGE: 2d6

The armored brute barrels indiscriminately towards a single target up to 6 yards away. Anyone in the caught in the path of this raging behemoth is knocked *prone*.

**BIOMOD (CALLUSED ARM):** One of the armored brute's arms has skin so thick and tough that it can serve as a shield with 3 DR.

**BIOMOD (MUSCLE MASS):** Preternaturally massive muscles increase the armored brute's lifting, carrying, and pushing limits by two times.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**IGNORE TERRAIN:** The armored brute may move over difficult terrain without hindrance.

**KEEN SENSES:** The armored brute gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

# ASSASSIN

HEALTH	ARMOR
29	3

**9** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight, Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	2	3	1	1	5	1
1d6	1d6	1d8	1d4	1d4	1d10+1d4	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	1	1	N/A	N/A	3	N/A
1d10+1d6	1d8	1d10	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
1	1	1
1d8	1d10	1d6

Intimidate	Stealth	Initiative
1	4	1d10 + 1d4
1d8	1d10+1d8	

They are rarely seen, but the effects of their work are felt throughout civilization. They strike quickly, quietly, and violently. There is a certain level of professionalism that can be expected from assassins compared to thugs and other seedy types that work violence for pay; their gear is appropriately dark and of sturdy quality. Versatility is also a common trait: a good assassin can strike from any distance effectively.

**SICK SUPRISE** ② SKILL: Melee DAMAGE: 3d6

The assassin uses a blade coated with a poison that leaves its victims nauseated for 1d4 rounds.

**THROWING KNIVES** ③ SKILL: Ballistic DAMAGE: 2d6+1

The assassin throws a number of weighted blades at their foes. Roll the Attack and Damage check twice and apply the results of each.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**DUSKSIGHT:** This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

**ENHANCED NON-COMBAT SKILL (STEALTH):** Assassins have 1 bonus rank in the Stealth non-combat skill (accounted for).

**HASTE:** Assassins have 6 AP per turn.

# BROODHIVE

HEALTH	ARMOR
27	2

**4** SIZE: Large GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	3	2	1	1	5	1
1d6	1d8	1d6	1d4	1d4	1d10+1d4	1d41d6

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1	2	1	N/A	N/A	3	N/A
1d8	1d10+1d4+1	1d8-1	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	1	2
1d10+1d4	1d8	1d8

Intimidate	Stealth	Initiative
2	1	1d10 + 1d4
1d10	1d8	

Each of these lumbering creatures is both the queen and host to several parasitic colonies of smaller insects. They roam the landscape devouring corpses, refuse, and other rotting debris in order to break the materials down into their base, nutrient-rich components. They are not territorial, but will viciously attack anything that interferes with its next meal. When provoked, the broodhive will vomit streams of ravenous insects that can dissolve even the most resilient of foe in minutes.

**SPAWN** ② SKILL: Ballistic DAMAGE: 2d6

The broodhive spews swarms at the target damaging them and inflicting the *bleed* condition for 1d4 rounds.

**SWARM** ② SKILL: Ballistic DAMAGE: 2d6

Hurls a swarm and deals damage to all creatures within a 1-yard radius of the target. The swarm lingers in that area for 3 rounds and damaging all creatures that enter this space.

**CALL CREATURE:** The broodhive calls 1 additional broodhive to its aid, which appears at a location specified by the GM after 2 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**KEEN SENSES:** The broodhive gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**MANY FROM ONE:** Upon reaching 0 health, the broodhive splits into 1d6 pusfly swarms (page 223). This number increases by 1d6 for every size category greater than large.

# CHIRSHUN

HEALTH	ARMOR
38	3

**10** SIZE: Large GENUS: Humanoid  
SENSES: Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	5	3	2	2	1
1d10	1d10	1d10+1d4	1d8	1d6	1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	4	2	N/A	N/A	3	N/A
1d10+1d8	2d10+1	1d10+1d8-1	n/a	n/a	1d10+1d4	n/a

<table border="1"> <tr> <th>Resolve</th> <th>H2H</th> </tr> <tr> <td>1</td> <td>3</td> </tr> <tr> <td>1d10+1d4</td> <td>2d10</td> </tr> </table>	Resolve	H2H	1	3	1d10+1d4	2d10	<table border="1"> <tr> <th>Resolve</th> </tr> <tr> <td>1</td> </tr> <tr> <td>1d8</td> </tr> </table>	Resolve	1	1d8
	Resolve	H2H								
1	3									
1d10+1d4	2d10									
Resolve										
1										
1d8										
<table border="1"> <tr> <th>Intimidate</th> <th>Stealth</th> </tr> <tr> <td>2</td> <td>1</td> </tr> <tr> <td>1d10+1d6</td> <td>1d10+1d6</td> </tr> </table>	Intimidate	Stealth	2	1	1d10+1d6	1d10+1d6	<table border="1"> <tr> <th>Initiative</th> </tr> <tr> <td>1d6</td> </tr> </table>	Initiative	1d6	
Intimidate	Stealth									
2	1									
1d10+1d6	1d10+1d6									
Initiative										
1d6										

Formerly a sapient race, these cave dwellers were driven into a feral state of mind with the sundering of the world. They tend to amble on all fours, but are capable of bipedal movement and possess a humanoid silhouette. They are omnivores with a predilection toward carnivorous behavior. The species is solitary and docile so long as their home is without threat. Threatening one, however, will attract an entire burrow or more, depending on proximity. One burrow is typically 20-40 strong.

They are strange creatures in that they display both daytime and nocturnal behaviors depending on their lineage. Certain families within a burrow will hunt and forage within their massive cave systems. As they settle in for the night, others arise to seek sustenance on the darkened surface. This dualism also ensures a constant alertness for threats regardless of the hour. Perhaps a hint of their former intelligence can be witnessed in their occasional use of tools.

## ACID SPIT **2** SKILL: Ballistic DAMAGE: 4d6+1

Chirshun are able to shoot a stream of powerful acid, generally used to dissolve any rocky material they can not claw through, but have been known to use it as a defensive weapon when cornered. If hit, the target suffers from the *acid burn* condition for 1d4 rounds.

## AMBUSH **2** SKILL: H2H DAMAGE: 2d6

While burrowed, chirshun lash out from beneath the ground in an attempt to trip up their foes. If successful, their target is knocked *prone*.

## CHITIN SCRATCH **2** SKILL: Melee DAMAGE: 2d6+2

A chirshun's chitinous armored exoskeleton can shred light armor with ease and will inflict *bleed* for 1d4 rounds on any victims of this attack.

**TREMORSENSE:** The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

**CALL CREATURE:** The chirshun calls 1 additional chirshun to its aid, which appears at a location specified by the GM after 2 rounds.

**BURROW:** The chirshun can hide underground to ambush foes. Spotting them while burrowed requires an Awareness check with a UC of 14 or tremorsense.



## NEMZUL'S NOTE

While we humanoids were cowering in our caves and ancient structures, the magic of the land gave birth to the chirshun. These now feral humanoids built grand caverns and passageways with articulate patterns and symbols carved into the walls. Their domiciles, while fairly crude, give rise to the idea that they were a fledgling race at some point. A few speculate that the chirshun were sent by Ragnarok to colonize the world in his name, others believe they were slaves escaping from the horror of Ragnarok's dimension. Either way, I believe we will never know their true origin. Sometime in their past, before we humanoids reemerged, their sentience was ripped from them, either through magic or through societal collapse. These now dumb beasts are our best source of knowledge of what happened directly after the Reckoning and before we ventured out of hiding. Yet, I fear we are too late, whatever damage was done to them seems to be irreversible and we truly never know what happened to them, to the world, or to ourselves during the long gap in written history.

# KS CHRONOGHAST

HEALTH	ARMOR
34	3

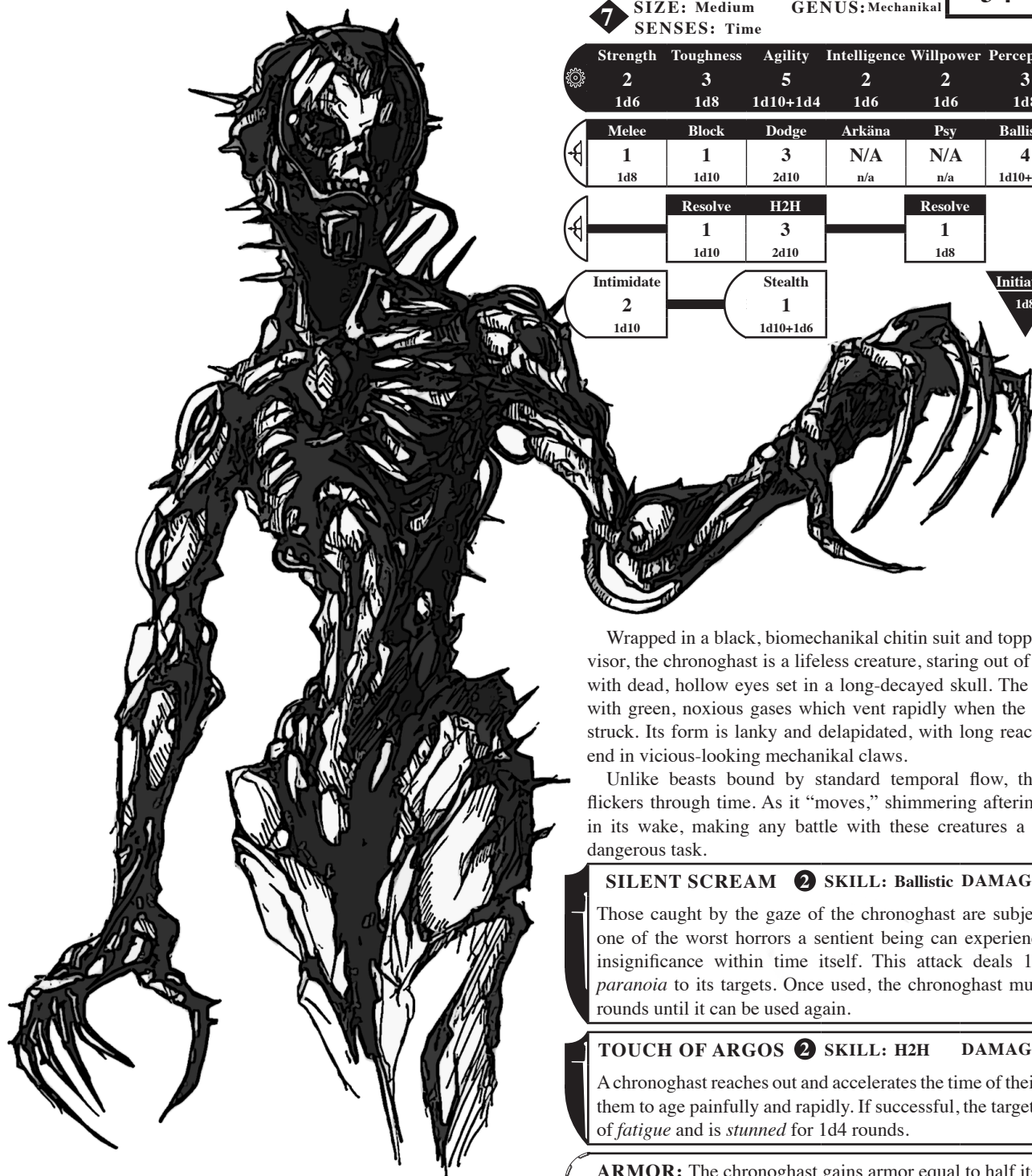
**7** SIZE: Medium GENUS: Mechanical  
 SENSES: Time

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 1d6	3 1d8	5 1d10+1d4	2 1d6	2 1d6	3 1d8	1 1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1 1d8	1 1d10	3 2d10	N/A n/a	N/A n/a	4 1d10+1d8	N/A n/a

Resolve	H2H	Resolve
1 1d10	3 2d10	1 1d8

Intimidate	Stealth	Initiative
2 1d10	1 1d10+1d6	1d8



Wrapped in a black, biomechanical chitin suit and topped with a glass visor, the chronoghost is a lifeless creature, staring out of the glass visor with dead, hollow eyes set in a long-decayed skull. The suit is flooded with green, noxious gases which vent rapidly when the chronoghost is struck. Its form is lanky and delapidated, with long reaching arms that end in vicious-looking mechanical claws.

Unlike beasts bound by standard temporal flow, the chronoghost flickers through time. As it “moves,” shimmering afterimages manifest in its wake, making any battle with these creatures a confusing and dangerous task.

### SILENT SCREAM ② SKILL: Ballistic DAMAGE: N/A

Those caught by the gaze of the chronoghost are subject to perhaps one of the worst horrors a sentient being can experience: their own insignificance within time itself. This attack deals 1d4 points of *paranoia* to its targets. Once used, the chronoghost must wait 2 full rounds until it can be used again.

### TOUCH OF ARGOS ② SKILL: H2H DAMAGE: 3d6+3

A chronoghost reaches out and accelerates the time of their foe, causing them to age painfully and rapidly. If successful, the target takes 1 point of *fatigue* and is *stunned* for 1d4 rounds.

**ARMOR:** The chronoghost gains armor equal to half its Toughness.

**REGENERATION:** At the start of its turn, the chronoghost regenerates 1d6 health.

**RESET:** At the start of the turn, a chronoghost may choose to expend all 5 Action Points to blink backward in time by 1 round. All changes to location, health, conditions, etc. are reset to that point. It as if the last round never occurred.



# GATLING BEETLE

HEALTH	ARMOR
32	3

**6** SIZE: Medium GENUS: Mechanikal  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	3	5	1	2	4	1
1d4	1d8	1d10+1d4	1d4	1d6	1d10	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	2	3	N/A	N/A	3	N/A
1d6	1d10+1d4	2d10	n/a	n/a	1d10+1d8	n/a
Intimidate	Resolve	H2H	Resolve	Stealth	Initiative	
1	2	3	2	1	1d10	
1d6	1d10+1d4	2d10	1d10	1d10+1d6	1d10	

These constructs, which are rumored to be created by the same source that produced the mechani-divers, are found predominantly in the northern Glass Forest. They are fiercely territorial and defensive, but do not hunt. When the perimeter of their home is breached, they charge recklessly at their foes while firing large caliber bullets from their gunhorn. In typical clockwork fashion, they are susceptible to wear and debris. It is not uncommon to find one stuck in place, its cogs and gears jammed up with obsidian fragments. Expect no gratitude for freeing one, however, unless you appreciate point blank gutshots.

**BARRAGE** ③ SKILL: Ballistic DAMAGE: 3d6

The gatling beetle fires its mounted gun at its target, the force of which knocks the target back 1 yard.

**SHELLING** ② SKILL: H2H DAMAGE: 4d6

As a last line of defense, the gatling beetle extends its protective wing covers and flails about, attempting to knock their foes *prone*.

**ARMOR:** The gatling beetle gains armor equal to half its Toughness.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED COMBAT SKILL (DODGE):** The glass beetle has 1 bonus rank in the Dodge skill (accounted for).

**ENHANCED MOVEMENT:** The glass beetle's Stride is equal to Agility + 4

**IMMUNITY (ABLAZE):** The gatling beetle is immune to the effects of being lit *ablaze*.



# HAMOUR

HEALTH	ARMOR
29	2

**5** SIZE: Large GENUS: Beast  
SENSES: Sonar

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	3	1	2	4	1
1d8	1d6	1d8	1d4	1d6	1d10	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	2	3	N/A	N/A	1	N/A
1d10	1d10+1	1d10+1d6-1	n/a	n/a	1d10+1d4	n/a
Intimidate	Resolve	H2H	Resolve	Stealth	Initiative	
1	1	5	1	1	1d10	
1d10	1d8	2d10	1d8	1d10	1d10	

The hamour is one of the rare partially aquatic creatures that lives on Feneryss. It can be found within the One Path Lakes near Neroth. It is sleek, agile, and exceptionally aggressive. This creature has no eyes and instead tracks movement in the water. Its fins are large and muscular enough to support its weight out of water, and even allow it to leap at landborne enemies to bite with its three rows of pointed teeth.

**BITE** ② SKILL: H2H DAMAGE: 4d6

Hamours' mouths are full of hundreds of needle-like teeth. When a hamour bites its target, it begins to thrash wildly; ripping any bits of muscle and sinew.

**FISH SLAP** ② SKILL: H2H DAMAGE: 2d6+2

The hamour uses its powerful tailfin to knock enemies *prone*.

**COUNTERATTACK:** If the hamour suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

**ENHANCED COMBAT SKILL (HAND-TO-HAND):** The hamour has 1 bonus rank in the Hand-to-Hand combat skill (accounted for).

**KEEN SENSES:** The hamour gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**SONAR:** More an aural than visual, this allows for observation using reverberating sound waves which build a three-dimensional map of the surrounding area.

## NEMZUL'S NOTE

In the wake of the loss of the fourth great passion of my heart, darling Karrlerras, I discovered that she was not only Alypse, but that her family were fierce missionaries of the flagellant One Path loons. Ever the gentleman, I respected her wishes to be given back to the waters. It ate at her skin faster than any concoction I have ever witnessed, but the hamour were still faster yet. It was awful to watch as they tore her apart. When an arm was flung ashore, I had the distinct displeasure of watching one greedily waddle ashore to claim its meal before slithering back into its acid bath.



## HARVESTER

HEALTH	ARMOR
37	3

**11** SIZE: Large GENUS: Undead  
SENSES: Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	3	4	3	3	2	1
1d10+1d6	1d8	1d10	1d8	1d8	1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	2	4	N/A	N/A	4	N/A
2d10+1d4	1d10+1d4+1	2d10-1	n/a	n/a	2d10+1d6	n/a

Intimidate	Resolve	H2H	Resolve
	1	1	1
2d10+1d6	1d10	1d10+1d4	1d10
Stealth	Initiative		
	1	1d6	
1d10+1d4			

Harvesters are the reapers of the damned and blessed alike. Their imposing, corpse-like figure stands 10 feet tall and bears 4 lanky, handless, arms; each of which has a scythe strapped to the underside of its forearm. They have no eyes, although they do have eye sockets. The rest of their face, from the nose down, is covered by a metal, featureless mask that has been drilled and bolted into the bone. From this mask, gurgles black ichor. Chained to their collar bones hangs a stone tablet that reads a different epitaph for each of those it has come to kill. They wear deep blue or purple robes from their waist down, usually tattered and grimy.

**WIND RAKE** ② SKILL: Melee DAMAGE: 3d6+2  
The harvester whips its scythed arms, sending sharp blades of wind up to 2 yards, towards a target.

**GURGLING PERDITION** ② SKILL: Ballistic DAMAGE: 3d6+1  
The black ichor gurgling from the harvester's mask becomes a black cloud of toxic gas with a 1-yard radius, *suffocating* its victims for 1d4 rounds while slowly dissolving them.

**COUNTERATTACK:** If the harvester suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FLURRY:** The harvester incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

**IMMUNITY (NAUSEATED):** The harvester ignores the effects of *nausea*.

**SOULSIGHT:** This type of perception allows the harvester to determine if creatures within 100 yards are living, dead, or undead.

# HEL KNIGHT

**15** SIZE: Large GENUS: Mechanikal  
SENSES: Daysight

HEALTH	ARMOR
51	7

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	7	4	1	2	3	1
2d10	1d10+1d8	1d10	1d4	1d6	1d8	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
5	5	1	N/A	N/A	1	N/A
3d10+1d4	3d10+1	1d10+1d4-1	n/a	n/a	1d10	n/a

Resolve	H2H	Resolve
3	1	3
2d10+1d6	1d10+d14	1d10+1d4

Intimidate	Stealth
7	1
3d10+1d8	1d10+d14

Initiative  
1d8

**SHIELD WALL** ② SKILL: Melee DAMAGE: 2d6

The hel knight slams its shield into the ground, creating difficult terrain around itself with a radius of 1 yard. Anyone who passes through this area gains 2 *fatigue*.

**SKEWER** ② SKILL: Melee DAMAGE: 3d6+2

The hel knight lunges forward in a 3-yard line, attempting to impale their targets on its sword. Anybody caught in the line of the attack suffers *bleed* for 1d4 rounds.

Often referred to as Keepers of the Dead, hel knights are massive biomechanical war machines of a bygone era. The rumble of their heavy footsteps can be felt throughout the city of their namesake as they march in uncanny sync. Each roams the desolate home of the undead alone, but they always fight in unison. The purpose of their patrol was lost with the rest of pre-Reckoning history three millennia ago.

Typically passive, these lumbering behemoths have been known to attack unsuspecting bypassers seemingly without reason. It is wise to give them a wide berth as it is quite common for unwary undead to be trampled underfoot without pause in a hel knight's perfectly measured route.

While seeming to guard nothing, the term knight aptly details their appearance. Each is burdened with thick plates of armor, a tower shield strapped to their left arm, and a greatsword in their right. These accoutrements have been stained black by eons of unwashed ash and soot but were once a brilliant ivory.

Perhaps a day will come when rain falls on Hel to reveal the truth buried beneath all that grime; or perhaps their ancient origin will remain a forgotten mystery.



**ARKĀNE RESISTANCE:** The creature gains a bonus to their DR against arkāne-based damage equal to half their Toughness.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ARMOR:** Hel knights gain armor equal to half their Toughness.

**NEVER ALONE:** Hel knights attack in groups and often use sophisticated attack patterns to effectively dispatch a target. Because of this, hel knights gain a +1 Bonus to Attack and Damage checks equal to the number of hel knights in combat.

# HORRORTANK

HEALTH	ARMOR
52	9

**22** SIZE: Large GENUS: Undead  
 SENSES: Soulsight, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	7	2	5	8	1
1d10	1d10+1d6	1d10+1d8	1d6	1d10+1d4	2d10	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1	4	3	N/A	N/A	6	N/A
1d10+1d4	2d10+1d6+1	2d10+1d6-1	n/a	n/a	3d10+1d6	n/a
Resolve	H2H	Resolve	Initiative			
3	6	3	2d10			
2d10+1d4	3d10+1d4	2d10	2d10			
Intimidate	Stealth					
7	1					
2d10+1d8	2d10					

Goliaths of splintered bone, mangled flesh, and sinew, horrortanks are failed mutagenic projects of all kinds. These freaks exist in a state of perpetual agony and are avid to share their pain with everything in sight. As such, there is no unified description of a horrortank; however, one can spot a horror tank by the grisly and seemingly random grafts of flesh and machine all rolled into one as it barrels toward you with inhuman speed. They dismember anything they can grab hold of, and think only of breaking every last body until the end of their pain.

## BONE TRAP ② SKILL: H2H DAMAGE: 4d6

The horrortank charges forward in a 3-yard line, attempting to impale its opponents on the grasping limbs and sharpened bones that line its body. If successful, its opponents are *grappled*.

## SHELLING ③ SKILL: Ballistic DAMAGE: 3d6+2

The horrortank bombards an area with a 1-yard radius with cannonfire of coagulated blood and gore, and exposing anyone caught in the area to *hydropathy*.

## SQUEALING FLESH ② SKILL: Ballistic DAMAGE: 2d6

The horrortank unleashes a barrage of fleshy rockets that emit high pitched sounds that *deafen* their target for 1d4 rounds before impact. Targets hit with this attack suffer a -1 penalty to their rank in Resolve for 1d4 rounds.

**EXPLOSIVE DEATH:** Everything within 1 yard of the horrortank takes 1d6 damage upon its death, which bypasses armor.

**IGNORE TERRAIN:** The horrortank moves over terrain without hindrance.

**SOULSIGHT:** This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

**UNASSAILABLE:** The horrortank can grapple all adjacent enemies thanks to multiple limbs. Initiating a grapple still requires 2 AP per enemy.

**TREMORSENSE:** The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

# KU VASH QUEEN

HEALTH	ARMOR
32	3



**10** SIZE: Small GENUS: Invertebrate  
 SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	3	5	3	2	1
1d10	1d8	1d8	1d10+1d4	1d8	1d6	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	1	4	N/A	N/A	5	N/A
1d10+1d8	1d10-1	1d10+1d8+1	n/a	n/a	1d10+1d8	n/a
Resolve	H2H	Resolve	Initiative			
1	1	1	1d6			
1d10	1d10	1d10	1d6			
Intimidate	Stealth					
4	1					
2d10	1d10					

The ku vash queen is a substantially larger version of the ku vash, with an enlarged abdomen, a smoother exoskeleton, no stinger, an even more dangerous pair of mandibles, and two pairs of dull gray wings. The Queen is able to command the ku vash from within the tree. If the queen comes under immediate danger, she releases a pheromone to all creatures around her, bolstering her drones and inducing a psychotic rage to other creatures. When this happens, she commands a portion of the remaining ku vash to collect the leaf-like eggs which hang from the branches and move to a new location. The best way to notice if a tree is infected with the ku vash is by looking at the leaves, if they do not sway in the breeze it may be an active hive. The larger the tree, the larger the swarm.

## MANGLE ② SKILL: Melee DAMAGE: 5d6

The ku vash queen bites its target with its mandibles, wrenching away armor and flesh.

## PARALYTIC SECRETION ② SKILL: Ballistic DAMAGE: 3d6

The ku vash queen sprays a potent concoction of chemicals that *paralyzes* its victims for 1d4 rounds. When the paralytic agent wears off victims suffer the loss of 1 rank of Agility for 1d4 rounds.

**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

**ENHANCED COMBAT SKILL (DODGE):** The ku vash queen has 1 bonus rank in the Dodge skill (accounted for).

**ENRAGE THE SWARM:** Any time the Queen is damaged, she will release pheromones that induce a state of berserk in any around her. All creatures within 4 yards around the queen become *confused* for 2 rounds. If the creature affected is a ku vash, they gain a +2 bonus to attack, +1d6 bonus to damage, and are immune to the *confused* condition from this attack. this state for ku vash last 4 rounds, but if the ku vash queen dies while this effect is on them, they lose all their bonuses and become *confused* for 4 rounds.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against this creature.

# MANTICORE

HEALTH	ARMOR
27	1

**2** SIZE: Medium GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	1	1	1	1	1
1d10	1d10	1d4	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	2	1	N/A	N/A	1	N/A
1d10+1d6	1d10+1d6	1d8	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
1	1	1
1d10+1d4	1d6	1d6

Intimidate	Stealth	Initiative
2	1	1d4
1d10+1d6	1d6	

The manticore was once a humanoid in nature until it was infected with a highly mutagenic fungus. Now the manticore look nothing like their original species. The fungus has taken over most aspects of the host's mind, and has instilled a need to search for other creatures to copy any favorable mutations and traits of that creature.

Manticore possess a pair of proboscis bone structures that extend out from the bottom of their arms. When injected into a living specimen they inject acids that break down the blood, marrow, and sinew before greedily slurping up the primordial juices. This process can take a few minutes or several hours, depending upon the size of the victim. Once it completes the transfer, the subject is left dead, drained of all vital fluids. The manticore will then "digest" the fluids and mutate itself with any features of the original subject that the manticore finds useful.

## PIERCE **3** SKILL: Melee DAMAGE: 3d6+2

The manticore are able to extend their a bony proboscis from under their arms at an incredible speed, piercing flesh, bone, and armor with ease. Roll the Attack and Damage check twice and apply the results of each.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FLIGHT:** Manticore may move their stride in any direction, vertically or laterally, and hover indefinitely.

**HASTE:** Manticore have 6 AP per turn.

**KEEN SENSES:** Manticore gains their rank in Perception as a flat bonus when opposing Stealth checks in combat.

# NECRITE HULK

HEALTH	ARMOR
36	3

**KS**  
**11** SIZE: Large GENUS: Invertebrate  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	5	5	3	2	4	1
1d6	1d10+1d4	1d10+1d4	1d8	1d6	1d10	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	4	2	N/A	N/A	4	N/A
1d8	2d10+1d4+1	1d10+1d8-1	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	4	2
1d10+1d8	2d10+1d4	1d10

Intimidate	Stealth	Initiative
2	1	1d10
1d10	1d10+1d6	

Once a necrite inhabits a body, it mutates and warps the body into an abomination against nature itself. The body grows to a substantial size. Its flesh begins to decay and rot as cancerous growths cover the flesh. Many of these horrific growths have the same, metal necrite ore sprouting out of them. As the body changes, some parts may become misshapen or twisted. For example, one necrite hulk might possess a massive oversized arm, with the necrite ore jutting out of it to form a crude blade. Another might possess a grotesque hump on its back where the ore juts out in cruel barbs. Yet another might have long, gangly limbs that it swings like clubs. The necrite metal inside the creature forms a crude armor, while the flesh itself becomes unnaturally tough. Each necrite hulk may appear different, but all are incredibly aggressive and dangerous.

The necrite hulk's corruptive process destroys the carcass it inhabits quickly. They can only stay in a single body for about a month, before the growths change, making it collapse into a pile of gore and metal. This oftentimes forms more necrite spiders. The spiders themselves are weak to UV light and will fizzle into black mist if left in it for more than 6 hours. The spiders are also fairly easy to manipulate. A piece of dead flesh can it keep it occupied for much time, and they can be tricked into jars or cages. Some particularly cruel (and foolish) creatures trap the spiders and unleash them.

## NECRITE TOSS **3** SKILL: Ballistic DAMAGE: 3d6

The necrite hulk throws a chunk of its body as a projectile, dealing damage to an area with a 1-yard radius. The necrite hulk takes 4 damage that bypasses its damage reduction from this attack. 1d4 necrites are spawned around where the chunk landed.

## REND **2** SKILL: H2H DAMAGE: 3d6+1

The necrite hulk slams the limbs of its rotting host against a target.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**IGNORE TERRAIN:** The necrite hulk may move over difficult terrain without hindrance.

**IMMUNITY (STUNNED):** The necrite hulk ignores the effects of being *stunned*.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the necrite hulk.

**MANY FROM ONE:** Upon reaching 0 health, the necrite hulk splits into 1d6 necrites (page 221).

# PALE RAIDERS

HEALTH	ARMOR
54	6

**22** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	6 1d10+1d6	8 2d10	5 1d10+1d4	2 1d6	3 2d10	1 1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1 1d10	4 2d10+1d6	6 2d10+1d6	N/A n/a	N/A n/a	4 3d10	N/A n/a
Resolve	H2H	Resolve				
6 3d10	3 2d10+1d8	6 2d10				
Intimidate	Stealth	Initiative				
7 2d10+1d6	1 2d10+1d4	2d10				

These large, sallow humanoids, often also called duskmen, are a precipitous breed of nigh indomitable warriors that have no fear of dying. The moors spanning the open spaces northeast of the Alecian Plains and Lokoran are where they spend their days raiding and dueling and warring with one another.

These pale raiders are a violent, impulsive race and are thought to be a failed offshoot of either Humans or Wretched. Their lexicon is small, their sentences curt. Words serve only to inform, emotions expressed entirely through gesticulation. Where the majority of Feneryans speak to discuss and debate ideas, they settle any and all disputes through physical, often violent contact. As combat is, for pale raiders at least, a form of communication, there are many forms and a variety of rulesets contingent upon the source of the issue. Simpler arguments, such as those of ownership, might be settled by first blood or a superior display of force. On the other hand, two pale raiders clashing over leadership will typically fight bare-handed and to the death to clearly determine indisputable dominance.

This leads to obvious issues when the duskmen come into contact with races attempting civilization and law. Raids are common on smaller settlements beyond the protective veils of the greater city-states, but they have learned a grudging respect for the strength of numbers, technology, and arkana possessed by Pulse and its counterparts.

**PALE DRIVE** ② SKILL: H2H DAMAGE: 5d6

The pale raider slams into its opponent knocking them back 1 yard and *stunning* them for 1d4 rounds.

**VIOLENT BARRAGE** ③ SKILL: Ballistic DAMAGE: 4d6

The pale raider throws whatever it finds within arms reach at the target. Roll the attack and damage check twice and apply the results of each.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED COMBAT SKILL (RESOLVE):** The pale raiders have 1 bonus rank in the Resolve skill (accounted for).

**SHOUT OF STRENGTH:** When in groups of at least 3, pale raiders will all spend 1 AP to give a fierce warcry, which bestows +2 to movement, +1 to Strength, and +1 to natural DR. This shout affects each duskman that participates, is not cumulative, does not stack with itself, and lasts for the duration of the combat encounter.



# PARIAH

HEALTH	ARMOR
34	3

**9** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	2 1d6	5 1d10+1d4	3 1d8	4 1d10	2 1d6	1 1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1 1d10	1 1d8	3 2d10	N/A n/a	4 2d10	1 1d8	N/A n/a
Resolve	H2H	Resolve				
1 1d8	5 2d10+1d6	1 1d10+1d4				
Intimidate	Stealth	Initiative				
2 1d10+1d4	1 1d10+1d6	1d6				

Rekindling is a difficult and torturous process. The loss of memory, the haunt of what few remain, and many other factors may torment them for all their days. A fractured mind is a dangerous thing, and often drives many Rekindled to madness. These are known as pariahs, souls that are lost to a place of horror rivaling the Lost Abyss. They seek some portion of their past, often members of their former race, and work to become them. This may be something as simple as stalking them, learning their routine, and attempting to replace them. More frequently this results in absurd and extreme behaviors like skinning victims and wearing them to 'become them.'

**DISCIPLINE (KINESIS)** ②+ SKILL: Psy DAMAGE: Varies

Pariahs have an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

**SKIN DREAD** ② SKILL: Ballistic DAMAGE: 3d6+4

A pariah stalks its potential victim before attempting a grapple with them to peel off their skin. If successful, the target suffers from *bleed* for 1d4 rounds.

**MARK OF THE COVENANT** ② SKILL: Psy DAMAGE: 2d6

The pariah may select one enemy as the target of its obsession. This forceful connection carries with it a psychic burden that weighs the target down, forcing them to lose 1 rank of Agility for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**IMMUNE (BLEED):** The pariah takes no damage from *bleed*.

**PSY (KINESIS):** Pariah have an effective rank of 4 in the kinesis discipline.

## NEMZUL'S NOTE

In my travels north I happened upon a small curio shop in White Pillar and the sight was far worse than any description I might muster. The Pariah wore the rotting flesh of the owner, held to her body by nails, stitches, and other unsettling implements. Curiosity—the damnable curse of mine—led me to an excruciating flurry of inquiries, which I have documented in a separate script, "Interviews with a Pariah: Stirken Undst."



# QATIL (PUPAE)

HEALTH	ARMOR
24	2

**4** SIZE: Small GENUS: Invertebrate  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	1	1	1	1	1
1d10	1d10+1d6	1d4	1d4	1d4	1d4	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
4	2	1	N/A	N/A	1	N/A
2d10	2d10-1	1d6+1	n/a	n/a	1d6	n/a
Resolve	H2H	Resolve				
2	1	2				
2d10	1d6	1d8				
Intimidate	Stealth	Initiative				
1	1	1d4				
1d10+1d4	1d6					

After bursting from their host, they search for a hiding place to start their metamorphosis. They then form a hard, yellow-brown cocoon which protects their bodies until maturity. At this point, they grow sexual organs. If alone, the qatil will always be female than then searches for another pod to join to become pregnant and reproduce. If there are more than one larvae maturing, there will only be one male and the others will be female. Once pregnant, the females will spawn in ponds, lakes, and even puddles with fertilized eggs to begin the cycle again.

### RAPID SPIN **3** SKILL: Melee DAMAGE: 1d6

Given its limited mobility it has little in the way of offensive potential. That said, when endangered, the Pupae will spin rapidly anyone adjacent to it, knocking them back 1 yard and reducing their actions by 1 for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**CALL CREATURE:** The qatil pupae calls 1 qatil larvae (page 224) to its aid, which appears at a location specified by the GM after 2 rounds.

**IMMUNITY (PARALYZED):** The qatil pupae ignores the effects of one of the *paralyzed* condition.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the qatil pupae.

**REGENERATION:** Qatil pupae heal 1d6 health each round.



# RAIDWOLFE

HEALTH	ARMOR
38	2

**10** SIZE: Medium GENUS: Beast  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	5	2	3	3	1
1d10	1d6	1d10+1d4	1d6	1d8	1d8	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	2	4	N/A	N/A	1	N/A
1d10+d14	1d10+1d4	2d10+1d4	n/a	n/a	1d10	n/a
Resolve	H2H	Resolve				
2	4	2				
1d10+1d4	2d10+1d4	1d10+1d4				
Intimidate	Stealth	Initiative				
3	1	1d8				
1d10+1d8	1d10+1d6					

The raidwolfe begot its name from how it frequently raids unsuspecting camps scavenging for any food it can get ahold of. These creatures are found to be solitary at times but will band together if its food source is scarce. Alone they are dangerous, but as a pack, they are truly lethal. They possess uncanny cunning for a "simple animal" as has been observed with the ability to coordinate their attacks. In lean times they graze off of the local flora and occasionally resort to eating the weakest member of the pack.

It is difficult to gauge the raidwolfe population as packs often fracture and merge. They have a type of speech of eerie vocalizations, but all who have studied these creatures have been unable to decipher it. On rare occasions, a raidwolfe can be born with two heads which think independently of each other. These are always the leader of a pack and are normally a bit more aggressive than normal. Legend has it that when these heads argue, the result is fatal. These creatures possess jaws capable of crushing skulls and claws sharp enough to slice through flesh.

### AMBUSH **4** SKILL: H2H DAMAGE: 3d6+2

The raidwolfe jumps out of the shadows and attempts to grapple and drag its target to the ground. Victims are knocked *prone* and lose 1 rank of agility for 1d4 rounds.

**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

**COUNTERATTACK:** If the raidwolfe suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

**ENHANCED MOVEMENT:** The raidwolfe's Stride is Agility + 4

**KEEN SENSES:** The raidwolfe gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**IGNORE TERRAIN:** The raidwolfe is able to move over terrain without hindrance.



## RED EYE

HEALTH	ARMOR
39	4



SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	3	5	3	5	4	1
1d10+1d4	1d8	1d10+1d4	1d8	1d10+1d4	1d10	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	2	4	N/A	4	1	N/A
2d10+1d4	1d10+1d4	2d10+1d4	n/a	2d10+1d4	1d10+1d4	n/a

Resolve	H2H	Resolve
2	1	2
1d10+1d4	1d10+1d6	1d10+1d8

Intimidate	Stealth	Initiative
3	4	1d10
2d10	2d10+1d4	

A creature of nightmare, the Red Eye stalks the homesteads of the Alecian Plains. Roughly Human-sized, it has a long, slender form with claws and teeth to match. This creature, however, has no bones anywhere in its body, allowing it to slip and contort itself into otherwise unreachable places. This bonelessness also lends to the Red Eye's odd, lurch of a walk. It blends in almost perfectly with any form of darkness, but if it allows itself to be seen, its cycloptic gaze is known to paralyze its prey.

**DISCIPLINE (KINESIS)** 2+ SKILL: Psy DAMAGE: Varies

The red eye has an effective rank of 1 in the kinesis discipline and may perform any of its sleights.

**GORE** 2 SKILL: Melee DAMAGE: 6d6+2

Red Eye attempts to spear its prey with its claws or teeth, inflicting them with *bleed* for 1d4 rounds.

**STARE** 2 SKILL: Psy DAMAGE: 2d6

Red Eye stares into and through a potential victim up to 3 yards away. If successful, the target gains 2 *paranoia*.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**BIOMOD (CHAMELEON SKIN):** The red eye's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks.

**BIOMOD (MUSCLE MASS):** Preternaturally massive muscles increase the red eye's lifting, carrying, and pushing limits by two times.

**PSY (KINESIS):** The red eye have an effective rank of 1 in the kinesis discipline.

### NEMZUL'S NOTE

In my travels I am grateful to have missed the opportunity to witness a red eye. However, I did meet a man who claims to have seen one:

*"I was sitting on my porch around dusk like I do. Sun almost gone, but not quite. Figured it was just a trick of the light or some such, but I saw a spot of red dancing through the dark. I watched until it meandered out of sight, behind my neighbor's house. Not long after, their lights went out, and I headed to bed, not thinking a thing of it. Next morning, we found 'em both. Well, not really them. Mostly just the blood, all over the house."*

# SCOUNDREL

HEALTH	ARMOR
23	1

**2** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	1	3	2	1	1
1d8	1d6	1d4	1d8	1d6	1d4	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	1	2	N/A	N/A	1	N/A
1d10+1d4	1d8	1d8	n/a	n/a	1d6	n/a
Resolve	H2H	Resolve				
2	1	2				
1d10	1d6	1d10				
Intimidate	Stealth	Initiative				
1	1	1d4				
1d10	1d6					

Scoundrels can be found across all strata of society, but gravitate toward areas of corruption and poverty, like the Downtrod or Lanisian guild politics. They come in all shapes and sizes and from all races, dressing rags, rich silks, and everything in between. Many self-made Feneryans will have a custom-made coin or token emblazoned with their personal motif. It often symbolizes their values, goals, and affiliations. It was a tradition that began with Downtrod gangs, and has since made it all the way to Neroth. Thugs and the like in such an individual's employ are usually given one of these tokens as a symbol of their allegiance after enduring an initial test or hazing. These might grant access to otherwise unavailable attractions, shops, and services. These can also get a person killed if they flash it to the wrong people. Pulse Pathfinders in particular have their own tradition of collecting and displaying the coins of criminals they've arrested or "subdued." When drinking, pathfinders will often issue each other a "coin challenge," and whoever has the most valuable coin to display is owed a drink. If someone does not have a coin, the next round is on them.

## KNEECAPPER **2** SKILL: Melee DAMAGE: 3d6

The scoundrel strikes their target's knee with a hammer, reducing their agility by 1 for 1d4 rounds

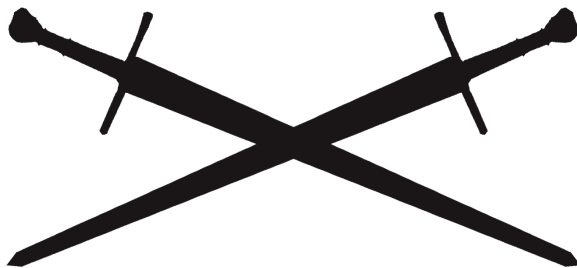
## WHIPPED **2** SKILL: Melee DAMAGE: 2d6

The scoundrel flails their whip and trips a single opponent within 2 yards, knocking them *prone*.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**CALL CREATURE:** The scoundrel calls 1 thug (page 227) to their aid, which appears at a location specified by the GM after 2 rounds.

**KEEN SENSES:** The scoundrel gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

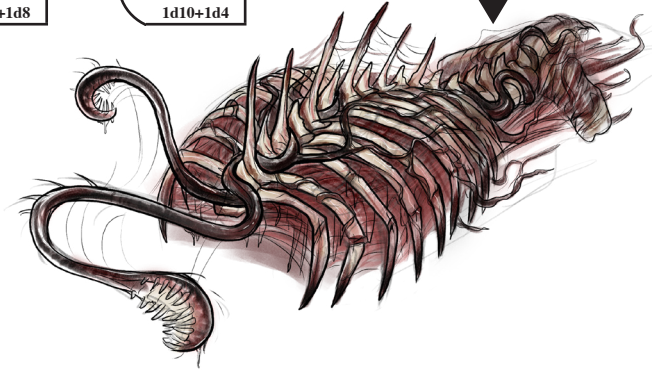


# SEPSIS

HEALTH	ARMOR
35	3

**10** SIZE: Small GENUS: Invertebrate  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	3	4	3	3	2	1
1d10+1d6	1d8	1d10	1d8	1d8	1d6	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	1	5	N/A	N/A	1	N/A
1d10+1d8	1d10-1	2d10+1d4+1	n/a	n/a	1d8	n/a
Resolve	H2H	Resolve				
3	3	3				
1d10+1d6	1d10+1d8	1d10+1d6				
Intimidate	Stealth	Initiative				
4	1	1d6				
2d10+1d8	1d10+1d4					



Although these hideous beasts appear undead to the untrained eye, they are actually flesh-eating shapeshifters. They inhabit a host's chest cavity until ready to reproduce. After killing the host, a sepsis will break open the rib cage and use the broken ribs as makeshift legs. It controls the remainder of the host with slim yet sturdy tendrils. It is common to see the host's pelvis and entrails dragging behind it with the head and neck hanging limply in front. Out of the mouth hangs a long, bulbous tongue, which is actually its larvae waiting for the opportunity to penetrate a potential host's skin or armor with incredible force. Once inside a new victim, the larvae begins to feed on the host and repeat the deadly cycle.

## BONESLICE **2** SKILL: H2H DAMAGE: 4d6+3

If the target is *unaware* of the anklebiter, it is immediately *grappled* as if the target did not resist. If it is aware, roll Grapple check as normal.

## TONGUE LASH **2** SKILL: H2H DAMAGE: 2d6+4

A sepsis has an exceptionally long, barbed tongue that it uses to bludgeon foes and then implant them with its larvae. Victims of this attack are *stunned* for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED MOVEMENT:** The sepsis' Stride is Agility + 4

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the sepsis.

**REGENERATION:** Sepsis feed off of its hosts corpse to heal itself 1d6 health

**TAPROOT:** If the sepsis is killed, and 3 rounds pass before the encounter ends, the sepsis resurrects once, returning with half its maximum health.

# SERGEANT

HEALTH	ARMOR
27	2

**7** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	4	1	1	3	1	3
1d10+1d4	1d10	1d4	1d4	1d8	1d4	1d8
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	3	1	N/A	N/A	1	N/A
2d10+1d4	1d10+1d8	1d6	n/a	n/a	1d6	n/a
Intimidate	Stealth	Initiative	Command			
1	1	1d4	4			
1d10+1d6	1d6		1d10+1d8			

A Sergeant possesses more combat experience and better equipment than his subordinates. They improve the performance of a squad through coordination and tactical wit born of time in conflict. Their experience also makes them more formidable and much less prone to errors.

**STAB HAPPY** ③ SKILL: Melee DAMAGE: 2d6  
Using a combat knife, the sergeant stabs its victim repeatedly. Roll the attack and damage check twice and apply the results of each.

**INTO THE FRAY** ② SKILL: Melee DAMAGE: 3d6  
The sergeant charges forward in a 3-yard line, slashing any opponents it comes in contact with, causing *bleed* for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**CALL CREATURE:** The sergeant calls 1 soldier (page 226) to their aid, which appears at a location specified by the GM after 2 rounds.

**FLURRY:** The sergeant incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

## THE RANK & FILE

Sergeants of Pulse are marked by their unit's insignia on their right shoulder. Another widely permitted tradition is to keep a tally of confirmed kills on their chestplate. The infamous Sergeant Fin Laelius's chestplate ran out of room, so he affixed a standard to his back embroidered with his squad's symbol and the rest of his tallies. Most Lanisian Dynasties are led by those with greatest experience, and two Dynasties are rarely organized alike. Lokoran does not adhere to ranks, but instead identifies individuals by years of service. As examples, a Nilkrato has served less than a year and a Decrato has served ten years. Thanks to the force's small size, Sylvan Hollow's military has five ranks: cadet, regular, sergeant, captain, and a lone general who answers directly to the city's administration. Neroth likewise has no uniform system for the rank & file fighters thanks to the three-way split and abundant mercenary groups. Finally, Hel's soldiers acquire their prestige and placement from their place within the coven. It is rare to hold station within the soldiery that exceeds one's place among fellow Vampires.

# SHADOWFIEND

HEALTH	ARMOR
31	3

**9** SIZE: Medium GENUS: Invertebrate  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	5	2	3	4	1
1d8	1d6	1d10+1d4	1d6	1d8	1d10	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
1	3	4	N/A	N/A	3	N/A
1d10	1d10+1d4	2d10+1d4	n/a	n/a	1d10+1d8	n/a
Intimidate	Stealth	Initiative				
2	3	1d10				
1d10+1d4	2d10					

Often called the dark marshals' familiar, they are literal shadows given life, and possess the ability to bind themselves to other pools of darkness. While bound to a shadow of a living being, horrible, unshakable nightmares become commonplace; sleep becomes a fearful thing, and rest is forever out of reach. When the time is right, the shadowfiend will rise and reform to its true self: a looming, jet-black beast with elongated features and a patient bloodlust. If a shadowfiend sates its bloodlust, another shadowfiend will spawn and join its progenitor on the hunt.

**CONSUMING SHADOW** ② SKILL: H2H DAMAGE: 3d6  
A dark bladed claw slashes from the shadows, inflicting its victim with 1 point of *paranoia*.

**SHARDS OF DARKNESS** ② SKILL: Ballistic DAMAGE: 2d6+1  
A shadowfiend can launch sharp, solidified dark matter that can pierce some of the strongest armor. They dissipate shortly after impact, leaving a wound that bleeds for 1d4 rounds.

**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

**ENHANCED COMBAT SKILL (HAND-TO-HAND):** The shadowfiend has 1 bonus rank in the Hand-to-Hand skill (accounted for).

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against the shadowfiend.

**SHADOW FORM (4 AP):** A shadowfiend can hide inside a shadow of small creature or larger. While bound to this shadow, it gains a +6 to stealth checks, but can only attack with Consuming Shadow.

# SILICOR

HEALTH	ARMOR
28	4

**4** SIZE: Large GENUS: Elemental  
 SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4 1d10	5 1d10+1d4	1 1d4	1 1d4	1 1d4	2 1d6	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3 1d10+1d8	2 1d10+1d8+1	1 1d6-1	N/A n/a	N/A n/a	1 1d8	N/A n/a
	Resolve	H2H		Resolve		
	1 1d10+1d6	1 1d6		1 1d6		
Intimidate		Stealth		Initiative		
3 1d10+1d8		1 1d6		1d6		

The silicor are silicon-based and carbonate-based creatures which masquerade as large rock outcroppings. Using this camouflage, they provide ample natural shade from the ambient ultraviolet radiation and physical protection to those foolhardy enough to camp beneath them. Silicor aren't bright creatures, merely instinctual. They have no defined strategy for catching prey. Once they believe the victim has relaxed their guard, the silicor pivots their body rapidly in an attempt to crush or maim enough to cripple. If successful, they secrete digestive enzymes which liquefies their victims and absorbs the slush through their porous outer shell. While silicor are normally solitary, they have been known to work with other silicor to form canyons and makeshift caverns.

**ROLLING GOLEM** ② SKILL: Melee DAMAGE: 2d6+1

The silicor attempts to smother any opponents in a 1-yard radius centered on a single target, anyone caught underneath is knocked prone and is stunned for 1d4 rounds.

**ARMOR:** The silicor gains armor equal to half its Toughness.

**CORPSE FEAST:** The silicor can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are blinded in darkness.

**ELEMENTAL (EARTH):** The silicor has an affinity towards the earth element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

**IGNORE TERRAIN:** The silicor is able to move over terrain without hindrance.



# SKLO'MEČ

HEALTH	ARMOR
35	4

**8** SIZE: Medium GENUS: Humanoid  
 SENSES: Blind, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	5 1d10+1d4	4 1d10	2 1d6	3 1d8	1 1d4	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1 1d10	1 1d10+1d6	4 2d10	N/A n/a	N/A n/a	1 1d6	N/A n/a
	Resolve	H2H		Resolve		
	2 1d10+1d8	6 2d10+1d6		2 1d10+1d4		
Intimidate		Stealth		Initiative		
2 1d10+1d4		1 1d10+1d6		1d4		

The sklo'meč were born as the rare and revered noc'shala but gave into madness brought on from interacting with the spirits of the dead and the corruption that follows. Their constant interaction with spirits has morphed this once great person into something no longer recognizable. In order to "stop" the incessant chatter of the spirits, the sklo'meč resort to pain and self-mutilation. They insert shards of obsidian into the webbing between their fingers and toes which help them concentrate as well as make them deadly combatants. They also scar their skin as they attempt to slide obsidian spikes into places all over their body. In addition, the sklo'meč gouge out their eyes in a feeble attempt to no longer "see" the spirits, but the images persist in their mind's eye.

It is assumed that the sklo'meč kill so that in some twisted way they are satiating the spirits that haunt them. They are nimble beings which lack the subtlety of stealth due to the clacking of their embedded obsidian "claws." While their connection to spirits has robbed them of their vision, it has granted them Soulsight. They are capable of bipedalism but prefer to be on all fours for better crawling and climbing as well as a lower profile. These beings often group together and kill as small packs by hanging above with their legs' obsidian spikes embedded in a ceiling and attacking with their arms and spikes.

**AMBUSH FROM ABOVE** ② SKILL: H2H DAMAGE: 3d6

The sklo'meč grapples its target, increasing the target's fatigue by 1.

**SLASH** ② SKILL: H2H DAMAGE: 3d6

The sklo'meč slices at its target with obsidian spikes causing them to bleed and lose 1 rank of Dodge for 1d4 rounds each.

**ARKĀNE RESISTANCE:** The sklo'meč gains a bonus to their DR against arkāne-based damage equal to half their Toughness.

**BIOMOD (RAZORBACK):** Tiny barbs or quills grow along the sklo'meč's body that deter foes. Every time the mutant succeeds in an opposed Grapple check (initiate, move, tackle, disengage) this biomod deals 1d6 damage. This occurs regardless of whether they are the offender or defender.

**ENHANCED COMBAT SKILL (HAND-TO-HAND):** The sklo'meč has an additional rank in Hand-to-Hand (accounted for).

**SOULSIGHT:** This type of perception allows the sklo'meč to determine if creatures within 100 yards are living, dead, or undead.