



# SKULKER

HEALTH	ARMOR
28	2

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

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

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

Resolve	H2H	Resolve
1	3	1
1d8	1d10+1d6	1d8

Intimidate	Stealth	Initiative
3	5	1d6
1d10+1d4	2d10	

When things go missing, but no one is around, it is a sure sign that a skulker may be stalking its prey. Those native to Hel know these tell-tale signs. The skulker has been described as having abnormally large ears and eyes, long limbs with sharp claws, and a long snout with rows of sharp teeth.

Completely solitary, this is a creature known for harassing small groups, trying to cause conflict within. As its prey starts to slowly give into strife, the skulker takes full advantage of any opportunity to pick off a solitary member. If cornered, it uses both stealth and illusions combined to elude or take down a target.

Skulkers are consumed by their own greed. They must have everything. They will stop at nothing to eventually wipe out entire bands of travelers just to get the goods they carry. Even when discovered, the skulker will still pursue its prizes to the very end. Skulkers maintain their own hidden cache of goods they have stolen, always extremely well hidden, generally underground and far away from any person that might accidentally stumble upon them.

**SIDESWIPE** ③ SKILL: H2H DAMAGE: 2d6+1

The skulker knocks a target *prone*, swiping at them with their claws and inflicting bleed for 1d4 rounds. The Skulker also steals an item from the target (at the GM's discretion). The pilfered items may be retrieved from the skulker's corpse.

**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.

**NATURAL STEALTH:** Generations of evolution have molded skulkers to be the masters of stealth, and automatically start with a rank 5 in Stealth. Additionally, they incur no movement penalties when attempting surprise attacks.

# SLAG

HEALTH	ARMOR
32	2

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

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

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

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

Intimidate	Stealth	Initiative
3	4	1d8
1d10+1d6	2d10+1d4	

Slags are stealthy, six-legged predators that are capable of shifting their skin's pigment and texture to blend in with their surroundings. They stand between 5 and 8 feet tall and are devoid of any discernable features, save for a disproportionately large, razor-lined maw and two barbed mandibles on either side.

Slags actively maintain a low metabolism and have been known to lie in a near-dormant state for weeks on end while waiting for unsuspecting prey to wander too closely. When they strike, their mandibles inject a specialized venom into their victim. This toxin reacts to lactate, commonly found in muscle tissue, and immediately hardening in a crystalline structure. In low doses, this can behave similarly to a clot in the bloodstream, though these cases are rare. Commonly, because of the physical exertion required to escape a slag, the toxin instead crystallizes entire muscle groups, bringing the victim down through paralysis, suffocation, or cardiac arrest.

While slags are resistant to their own venom, they are not wholly immune. After eating, they must allow time for their digestive systems to break down the poison before they can hunt again. If they move or are otherwise forced to move, they risk suffering the same fate of their victims.

**BITE** ② SKILL: H2H DAMAGE: 3d6+4

The slag bites down on anything it has in its grasp or any unlucky enough to get too close. If successful, victims gain 1 point of *fatigue*.

**SNAP GRAB** ② SKILL: H2H DAMAGE: 3d6+1

The slag tries to grapple its victim in its long clamping pincers.

**BIOMOD (CHAMELEON SKIN):** The slag'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.

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

**WALL CRAWLER:** A slag can climb on walls and ceiling with ease and stay there nearly indefinitely. They gain a +10 to all Athletics tests used for climbing.



## SPINEWRETCH

HEALTH	ARMOR
48	6

**20** SIZE: Medium GENUS: Invertebrate  
 SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	7	4	4	5	6	1
1d10	1d10+1d8	1d10	1d10	1d10+1d4	1d10+1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1	3	5	N/A	N/A	5	N/A
1d10+1d4	1d10+1d6	1d10+1d4	n/a	n/a	2d10+1d8	n/a

Resolve	H2H	Resolve
4	5	4
2d10+1d8	2d10+1d4	2d10+1d4

Intimidate	Stealth
5	1
2d10+1d4	1d10+1d4

Initiative  
 1d10 +  
 1d6

These horrendous creatures start small, but once they latch onto a victim, their ascent is swift and brutal. Starting as small slug-like creatures, once they attach, they feed off of electricity in the nervous system and begin to literally engulf the victim, taking bones and muscle and incorporating them into their own body. The victim never truly dies, they are kept alive inside the “mouth” of the creature. The victim will usually go insane, and it is typical to hear them scream gibberish as the creature moves and stalks more victims.

**DEVOURING EMBRACE** **2** SKILL: H2H DAMAGE: 2d6

The spinewretch grapples with its victim, spraying them with digestive juices in an attempt to envelop and incorporate them into their body, inflicting 1 point of *fatigue*.

**SCREAMS OF THE ENTOMBED** **3** SKILL: Ballistic DAMAGE: 2d6+2

The spinewretch takes advantage of its prior victims, amplifying their wailing gibberish, inflicting everyone within a 2-yard radius with 3 *paranoia*. This ability may not be used while the spinewretch is engaged in a grapple.

**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 spinewretch.

**MULTI-GRAPPLE:** The spinewretch may grapple one additional target.

**REGENERATION:** The spinewretch heals 1d6 health every round.

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

# WENDIGO

HEALTH	ARMOR
38	5

15 SIZE: Medium GENUS: Beast  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	6	5	2	4	3	2
1d10+1d6	1d10+1d6	1d10+1d4	1d6	1d10	1d8	1d6

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
5	4	3	N/A	N/A	5	N/A
2d10+1d8	2d10+1d6	2d10	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	1	3
2d10	1d10+1d6	1d10+1d8

Intimidate	Stealth	Initiative
3	1	1d8
2d10+1d4	1d10+1d6	

Wendigo are large, wolf-like creatures that hunt in the snow-laden regions around Neroth. Unlike normal wolves, they stand on two legs unless pursuing prey. Their charcoal gray coat blends into the night while their eyes gleam like twinkling gemstones. They have four mandibles lined with razor sharp teeth and strong, clawed front legs. Wendigo roam in packs of eight or less, led by an alpha. The Wendigo are exceptionally territorial; when two packs cross paths it always leads to one pack fleeing with their tails between their legs or complete annihilation.

## GNASHING OF TEETH ② SKILL: Melee DAMAGE: 4d6+2

The wendigo ravages its prey with each of its jaws, tearing flesh like paper and inflicting 2 points of *bleed* for 1d4 rounds.

## WAILING TANTRUM ② SKILL: Ballistic DAMAGE: 3d6+3

The wendigo unleashes a cacophony of screams that are loud and discordant enough to *deafen* anyone in a 1-yard radius.

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

**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 (BALLISTIC):** The wendigo has gained 2 bonus ranks to its Ballistic skill (accounted for).

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

## NEMZUL'S NOTE

While my encounters with these beasts have been few and at a distance, a group of trappers did relay their encounter: "It was just a normal day out cultivating our trees when we heard an earsplitting howl. Wendigos. We panicked. Normally these things don't come this far south, they keep to the woods. But something had spooked them, they were scattered and disorganized in their attacks and we slew them easily. As the last lay dying with its belly full of shot, it gave the most mortifying call and in moments there were four more. We weren't ready for that, and we lost Jaymis and Lasshorr in the scrap. And they... they ate their own dead. Just kept coming, it seemed like there was no stopping 'em."

# THE WRAPPED ONES

HEALTH	ARMOR
37	3

10 SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

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

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
5	1	4	N/A	N/A	1	N/A
2d10+1d6	1d8	2d10+1d4	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
2	1	2
1d10	1d10+1d6	1d10

Intimidate	Stealth	Initiative
4	1	1d6
2d10+1d4	1d10+1d6	

The victims of an ancient execution ritual, they bear very little resemblance to the Humans that they once were. After being enveloped in gauze, their arms and legs were broken in eight places then attached to a pole, and their skin melded to a gallow pole through the use of caustic chemicals. Echoes of their agonizing death continue to reverberate throughout the wooded areas of Feneryss as faint sobs followed by jarring and surprisingly violent shrieks. Their limbs have since torn from the gallow-poles, tearing away wooden shrapnel that grafted to their skin. Each one of these tortured souls walks in a strange backward hunch, on all four limbs, wildly swinging each skewered limb in hopes that it can impale would-be victims and spread its eternal anguish.

## SPLINTERING PENDULUM ④ SKILL: Melee DAMAGE: 3d6+2

Wrapped ones charge their victims, gyrating their shattered limbs intent on impaling their target with the bloody, festering stakes of wood embedded in their flesh. Roll the attack and damage check twice and apply the results of each. If either is successful the victim is afflicted with *deadtime*.

**BIOMOD (FLEXIBLE SKELETON):** Wrapped ones gain the ability to adjust the rigidity of their skeleton from the hardness of steel to the consistency of molten glass in moments. This reduces the difficulty of moving through small spaces with Acrobatics (Contortion) by treating the space as one size larger. When falling, they can treat the distance as 5 yards fewer when determining damage taken.

**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.

**HASTE:** Wrapped Ones have 6 AP per turn.

**IMMUNITY (BLEED):** Wrapped ones ignore the effects of *bleed*.

## NEMZUL'S NOTE

The thought at first sight was that the wrapped ones were undead, given that they were most definitely living people at an earlier time. To the contrary, my necromantic studies suggested that the souls were trapped within these corpses by some arkane means in the aftermath of whatever hideous ritual sacrifice was performed. To date, the cult and their deity remain unidentified.

# LORDS

## ADMIRAL

HEALTH	ARMOR
41	4

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	6	2	3	1	3	4
1d10+1d4	1d10+1d6	1d6	1d8	1d4	1d8	1d10

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
4	5	2	N/A	N/A	4	N/A
2d10+1d4	2d10+1d8	1d10	n/a	n/a	1d10+1d8	n/a

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

Intimidate	Stealth	Initiative	Command
2	2	1d8	6
1d10+1d8	1d10		2d10+1d6

A naval commander typically found aboard a frigate or galleon. Their uniform is tidy and their armor is resplendent. Obtaining such a prestigious position requires impressive combat skills and disarming charisma. Expect a grueling fight.

### CLEAVING STRIKE **2** SKILL: Melee DAMAGE: 5d6

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.

### STUNNING SHOT **3** SKILL: Ballistic DAMAGE: 4d6+1

If caught, the cutpurse pushes their assailant with all their might, knocking them *prone* before slipping into the crowd, reducing their target's Awareness by 1 rank for 1d4 rounds.

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

**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 NON-COMBAT SKILL (COMMAND):** The admiral has 1 bonus rank in the Command skill (accounted for).

**IMMUNITY (BLEED):** The admiral ignores the effects of *bleed*.

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

## ASPER

HEALTH	ARMOR
40	5

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	3	4	3	3	3	7
1d8	1d8	1d10	1d8	1d8	1d8	1d10+1d8

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
4	2	4	N/A	N/A	2	6
1d10+1d8	1d10+1d4	2d10	n/a	n/a	1d10+1d4	3d10+1d4

Resolve	H2H	Resolve
5	2	5
2d10	1d10+1d6	2d10

Intimidate	Stealth	Initiative	Command
2	2	1d8	6
1d10+1d4	1d10+1d6		3d10+1d4

These marshals are normally classified as extremists who tire of the "play nice" mentality that society attempts to enforce upon them. Instead they rally their followers to commit holy acts in their Aspect's name while simultaneously offering sanctuary if you believe. Many of these Marshals idolize Tae'k for his commitment to his calling, even if they resent him for his actions.

### REBUKE **3** SKILL: Melee DAMAGE: 5d6

The asper rushes an adjacent target with their shield, knocking them back 2 yards.

### REPENT **2** SKILL: Melee DAMAGE: 4d6

The asper lashes the legs of any enemies in a 3-yard line, then pulls the whip back, knocking them *prone*.

**CONVICTION:** The asper has an alignment with or has otherwise been chosen by an aspect (of the GM's choosing). The asper has an effective conviction rank of 7 and gains access to miracles and auras in accordance with that rank.

**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 asper has 1 bonus rank in the Resolve skill (accounted for).

# ASSASSIN SAVANT

HEALTH	ARMOR
41	5

**9** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight, Dusk sight

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

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
4	2	5	N/A	N/A	4	N/A
2d10	1d10	3d10	n/a	n/a	1d10+1d8	n/a

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

Intimidate	Stealth	Initiative
3	5	1d8
1d10+1d8	3d10	

The best in the business. Assassin Savants enhance their already lethal repertoire with illusions to make sealing the deal an easy matter. Of course, these skills come with a high price tag. If a contract bears your name, you've made a powerful enemy.

## SAPPER **3** SKILL: Melee DAMAGE: 3d6+3

Assassins are known for weaponizing normally mundane items, but the favorite by far is the tree tap. The assassin savant applies the use of this tool masterfully, leaving their victims suffering from multiple gaping wounds that *bleeds* for 1d4 rounds. Roll the Attack and Damage check twice and apply the results of each.

## DUST EGG **3** SKILL: Ballistic DAMAGE: 3d6

The assassin savant throws a hollow egg filled with fine powder, up to 6 yards, at their enemy. If successful, the target is *blind* and reduces their rank in Awareness by 1, each for 1d4 rounds.

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

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

**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.

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

**HASTE:** The assassin savant has 6 AP per turn.

# CAELESTI

HEALTH	ARMOR
53	7

**17** SIZE: Medium GENUS: Humanoid  
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	4	6	5	5	8	1
1d10+1d4	1d10	1d10+1d6	1d10+1d4	1d10+1d4	2d10	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
2	2	4	N/A	7	5	N/A
1d10+1d8	1d10+1d6	2d10+1d6	n/a	3d10	3d10+1d4	n/a

Resolve	H2H	Resolve
6	5	6
2d10+1d6	2d10+1d8	2d10+1d8

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

Native to the barren spaces between the Glass Forest and Hel, especially the Bonefields of Agorra, caelesti are patient stalkers. They maintain a great distance from their prey, usually nothing more than a small figure on the horizon, still and unmoving.

They follow calmly, instilling their prey with pure, psychic fear. Detecting them requires a UC 25 Awareness check. Once discovered or its prey properly weakened, they reveal themselves. From a distance they bear the visage of the strawmen used to deter cadavians and carrion from raiding fledgling crops. Up close, however, the truth is unsettling. Their round bodies glow with the heat of a bioreactor. Gangly arms and legs end in two curved digits with dangerous claws. Their faces, if it could even be called such a thing, is Human-shaped, but lacks all sensory organs and openings: no eyes, ears, mouth, or nose. They track their quarry only through heat and psychic energy.

Once engaged, foes are kept at a distance while they are barraged with wave after wave of psychic will. Should opponents get too close they will attempt to knock them away, or cover its retreat with fire and noxious smoke from its bioreactor.

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

Caelesti have an effective rank of 7 in the kinesis discipline and may perform any of its sleights.

## CORPSE **2** SKILL: Ballistic DAMAGE: 5d6 COMBUSTION

The caelesti's reactor billows out cloud of corpse ashes and flammable gas in a 2-yard radius, then explodes in the same area dealing fire damage.

## DEBILITATING **3** SKILL: H2H DAMAGE: 4d6 KICK

With a savage kick, the caelesti's claws dig into its target's chest, taking hold of whatever flesh it can grasp before launching the unfortunate victim 1 yard away from the caelesti. If successful, the victim also suffers 1 *fatigue*.

**BIOMOD (BIOREACTOR):** This chemically active tumor provides a +2 bonus against all diseases and banes. It also produces ambient light up to 2 yards away.

**PSY (KINESIS):** Caelesti have an effective rank of 7 in the kinesis discipline.

**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.



# COEURFIN

HEALTH	ARMOR
43	6

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 1d8	4 1d10	5 1d10+1d4	3 1d8	10 2d10+1d6	3 1d8	1 1d4
Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 1d10+1d4	2 1d10+1d6	5 2d10+1d6	N/A n/a	7 4d10+1d4	2 1d10+1d4	N/A n/a
Resolve		H2H	Resolve			
4 2d10		4 2d10	4 3d10+1d6			
Intimidate	Stealth		Initiative			
5 2d10	2 1d10+1d8		1d8			

The Coeurfin is a creature akin to nightmare. It finds a target with the lowest mental fortitude and latches on pykically from a distance. Slowly over days and weeks it drains the will to live from its victim. If the Coeurfin is allowed to finish its meal, the victim is left as nothing more than an immobile husk slowly withering away. Through its influence, the target shuts itself away from the world thus isolating the victim from its safety-net and social network. In order to defeat the Coeurfin, one has to first realize the possible influence, find the creature, and finally kill it. Due to the influences of the parasite and the fact that the Withers will attack those unaffected by the Coeurfin, the target only ever faces the Coeurfin alone. It's best for victims to confront the creature before crippling weakness overcomes their body. Physically, the Coeurfin is a small, pinkish mass without a mouth or a nose. Its beady black eyes are sunk into its flesh exterior almost drawing the victim into its soothing depths. The creature is seemingly amorphous but its agility and size make it hard to hit.

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

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

**PSYKIC SINGULARITY** **2** SKILL: Psy DAMAGE: 3d6

The coeurfin absorbs all psykic energy in an area with a 2-yard radius. Anyone caught in the area is *stunned* for 1d4 rounds. Additionally, any psykics in the area suffer the loss of 2 Psy ranks 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 coeurfin can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

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

**PSY (KINESIS):** The coeurfin has an effective rank of 10 in the kinesis discipline.

# CORRUPTED MAGE

HEALTH	ARMOR
38	5

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

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

"Rogue" arkänists have become a staple beyond the safety of city-state boundaries. They construct their own little "kingdoms" in poor hamlets and rule through their unrivaled power. Often they are failed students of the Logerra, or Lanisians cast out from their dynasty or guild for dishonorable behavior or malpractice. Even so, they are powerful mages and should be engaged thoughtfully.

**CASTING (PRIMALTHEURGY)** **2** SKILL: Arkäna DAMAGE: Varies

Corrupted mages have an effective rank of 7 in the school of Primaltheurgy and may use any of its abilities.

**SHOCKING CONCLUSION** **2** SKILL: Arkäna DAMAGE: 4d6+1

The corrupted mage, inspired the tyrannical casters and emperors of old, summons lightning through its hand and out in a 3-yard cone in front of them. Enemies caught in this area are *stunned* for 1d4 rounds.

**ICE SQUALL** **3** SKILL: Arkäna DAMAGE: 4d6

The corrupted mage hurls swirling ball of sharpened ice, up to 3 yards at an enemy. When the ice reaches its target it explodes in a 1-yard radius, inflicting *bleed* on anyone caught in the blast for 1d4 rounds.

**ARKÄNA (PRIMALTHEURGY):** The corrupted mage has tapped into the school of primaltheurgy and has an effective rank of 7.

**ARKÄNE RESISTANCE:** The corrupted mage gains a bonus to their DR against arkäne-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.



### NEMZUL'S NOTE

During my time in Caelhelm as an aspiring prosthetist, I witnessed firsthand the terrifying power of these creatures. They are swift, and brutal, and elegant. I dare not call them beasts. There is a keenness hidden behind those placid faces that shame most men and women I know. I surrendered my aspirations after a week of living under threat of their desires.

# HANGEL

HEALTH	ARMOR
31	7

**15** SIZE: Medium GENUS: Humanoid  
 SENSES: Daysight, Soulsight

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

There is no creature more infamous across Feneryss than the hangel. Stories of entire hamlets and towns slaughtered are well known, and an ongoing clash between the residents of Caelhelm and a fist of hangels keeps them from fading into legend and myth. These fearsome Reckoning-born horrors are easily recognized by the pair of wings sprouting from their back comprised entirely of hands.

To extend their wingspan they hunt Feneryans mercilessly. After indiscriminately murdering their victims, they take delicate care in excising the hands from the dead. Hangels take only hands that are in perfect condition. Once they've returned to their nest or den, the hands are treated in a highly sensual ritual with fragrant oils and preservatives before being sewn into the hangel's wings with tendon threads. There are also rumored stories of hangels having their own hands removed and added to their wings, or killing each other out of jealousy about the beauty or size of another hangel's wings.

**HUNDRED HANDS** **2** SKILL: H2H DAMAGE: 5d6+1 OF DEATH

The hangel uses the many hands of its wings to overpower its enemies, knocking anyone in a 1-yard radius *prone* while also imposing 1 point of *fatigue*.

**BROKEN NAILS** **3** SKILL: Ballistic DAMAGE: 4d6+1

The hangel flicks the fingertips of its wings, launching a hail of dagger-like fingernails up to 3 yards away, 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.

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

**FLIGHT:** A hangel may move their Stride in any direction, vertically or laterally, and hover indefinitely.

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

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

# KING CADAVER

HEALTH	ARMOR
34	3

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

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

A king cadaver is a roiling, tumbling morass of corpses caught up in one another. They are rare, but places that see lots of death or undead, such as Pulse's death pits, Hel, or the Undead Tide, are more likely to witness their formation. Hands, legs, and other limbs flail wildly in search of the living, that they might drag them in, consume their share, and add another body to the madness.

Their multitudinous nature makes them hard to kill, and every corpse they come across only serves to make them larger. Even once they're broken up, the still functioning undead are free to rise up and pursue the living individually. Uncontained, king cadavers and their multitudes can sow chaos and discord in even the most resolute troops.

**CACOPHONY OF LIMBS** **3** SKILL: H2H DAMAGE: 5d6+2

The king cadaver flails about, hitting anything and anyone in a 1-yard radius, knocking them back 1 yard.

**FLESH GORGE:** King cadavers can spend 1 AP to consume a corpse and regain 1d6 health. Every 6 corpses consumed increases king cadaver's size category by one.

**MANY FROM ONE:** Upon reaching 0 health, the king cadaver splits into 1d6 shamblers (page 225). This number increases by 1d6 for every size category greater than large.

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

**UNASSAILABLE:** King cadavers can grapple all adjacent enemies thanks to its many limbs. Initiating a grapple still requires 2 AP per enemy.

# MOLTEN SHIVA

HEALTH	ARMOR
53	8

**16** SIZE: Large GENUS: Fragment  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	5	5	4	4	4	2
2d10	1d10+1d4	1d10+1d4	1d10	1d10	1d10	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
6	5	2	N/A	N/A	6	N/A
3d10+1d6	2d10+1d6	1d10+1d8	n/a	n/a	2d10+1d6	n/a

Resolve	H2H	Resolve
5	2	5
2d10+1d6	1d10+1d8	2d10+1d4

Intimidate	Stealth	Initiative
6	2	1D10
3d10+1d6	1d10+1d8	

When the Aल्पse sacrificed themselves to Ragnarok and the door between dimensions briefly opened, horrifying beings gushed through like blood from a wound. Some were shards of Ragnarok himself, which obtained physical form in the crossing. Among those shards were the molten shivas: shapeshifters forged from the god's febrile frustrations. They were burdened with the singular purpose of filling the lakes and rivers with blood and fire. Although they most frequently appear with six weaponized limbs and feminine features, they may shift their form dozens of times over the course of an encounter.

## BREATH OF RAGE ② SKILL: Ballistic DAMAGE: 5d6+1

The molten shiva utters a howl of anger and breathes fire at its enemies in a 6-yard cone.

## RAGING INFERNO ③ SKILL: Melee DAMAGE: 4d6+2

The molten shiva swings each of its weapons, flinging the physical manifestation of hatred at each of its opponents. These charges explode in a 1-yard radius, centered on each 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.

**EXTRACT OF RAGNAROK:** These creatures were once part of Ragnarok himself, special connection to all Aल्पse. As such, any Aल्पse within 20 yards cannot perform surprise attacks against the creature.

**IMMUNITY (ABLAZE):** The molten shiva cannot be set *ablaze*.

**MULTI-ATTACK:** The molten shiva incurs no penalty for secondary attacks, and may make up to 4 attacks in a round (2 AP + 1 per additional strike).

**RAGE INCARNATE:** The molten shiva eschews pure rage from every pore, dealing 1d6 damage to all adjacent creatures each round which bypasses armor.

## NEMZUL'S NOTE

I have been tasked to chart the northeastern perimeter of the continent and to detail explicitly the civil dimensions of Hel. Today, while delineating the Maw's encroachment, I saw one out in the lake of fire. Six arms swirling in an entrancing dance, igneous streamers streaking from her glistening weapons. At once she ceased, and for all the world I would have sworn she was staring at me. The wiser half of my mind convinced me to flee at full haste. This shall be my last day as a cartographer.

# PHASED

HEALTH	ARMOR
48	6

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	5	3	4	6	5	1
1d10+1d6	1d10+1d4	1d8	1d10	1d10+1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	5	4	N/A	N/A	2	N/A
2d10+1d6	2d10+1d6	1d10+1d8	n/a	n/a	1d10+1d8	n/a

Resolve	H2H	Resolve
4	4	4
2d10+1d4	1d10+1d8	2d10+1d6

Intimidate	Stealth	Initiative
4	2	1d10+1d4
2d10+1d6	1d10+1d4	

Phased are phantom Aल्पse with great gaps in their form that are filled with a chaotic, fizzling magic. They move instantaneously from one position to the next, and their arrival is premonished by a translucent silhouette and strange noises, like voices murmuring near a crashing waterfall. When they depart a space, it leaves behind arcs of arkäne lightning that do no harm, but touching or being touched by a phased or this arkäne force leaves the character with the taste of copper, the smell of funerary incense, and mild dizziness for several hours. It also allows the phased to pursue the character by tracing its arkäne marking.

## CORRUPT TOUCH ② SKILL: Melee DAMAGE: 4d6+4

The touch of the phased leaves behind a trace of their chaotic energy and lasts up to 8 hours. Targets of this attack suffer damage and are *nauseated* until the trace dissipates or the *nausea* is healed.

## MATERIALIZE ② SKILL: H2H DAMAGE: 4d6+3

A phased can shift to any location up to their maximum Stride instantaneously, past obstacles and even through walls. Being semi-incorporeal, they may share the same 1 yard space as another creature. Materializing into another creature's space allows the phased to initiate a grapple as a free action. This can also be used during a grapple to immediately free themselves.

## PHASE BEAM ② SKILL: Ballistic DAMAGE: 4d6+4

These arkäne creatures can gather the energy that binds them to expel it in a powerful blast that deals damage and *nauseates* all characters in a line up to 3 yards away.

**ARMOR:** The phased 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 MOVEMENT:** Increases the creature's Stride to Agility + 4.

**INSTANTANEOUS TRAVEL:** For every 15 yards fallen, reduce it by 5 for the purpose of determining fall damage.

# PONDERFLEISCH

HEALTH	ARMOR
45	6

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

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

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

Resolve	H2H	Resolve
5	2	5
2d10	2d10+1d4	2d10

Intimidate	Stealth	Initiative
4	2	1d10
1d10+1d6	2d10+1d4	

These long-limbed terrors can be found meditating on balanced boulders in the Snap Spine Mountains. They are not typically prone to violence but have been known to lash out at passers-by if the mood suits them. Each of their eight vestigial limbs split off into more limbs that are persistently shifting to represent geometric shapes. Their meditation brings with it incredible potential for arkäne ability; which they use to great effect.

**CASTING** ② SKILL: Arkäna DAMAGE: Varies (PRIMALTHEURGY)  
All ponderfleisch have an effective rank of 7 in the school of primaltheurgy and may use any of its abilities.

**SOUND OF SILENCE** ③ SKILL: Arkäna DAMAGE: 4d6  
The ponderfleisch summons its power and claps each of its hands together, surrounding itself with arcs of electricity in a 1-yard radius. Any caught within are *deafened* and *paralyzed* for 1d4 rounds.

**PURITY OF ARKÄNA** ③ SKILL: Arkäna DAMAGE: 3d6  
The ponderfleisch throws a torrent of arkäne orbs at their 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.

**ARKÄNA (PRIMALTHEURGY):** The ponderfleisch has tapped into the school of primaltheurgy and has an effective rank of 7.

**ARKÄNE RESISTANCE:** Ponderfleisch gain a bonus to their DR against arkäne-based damage equal to half their Toughness.

# QATIL (FEMALE)

HEALTH	ARMOR
37	4



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

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

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	5	2	N/A	N/A	2	N/A
2d10+1d6	2d10+1d4	1d10	n/a	n/a	1d10	n/a

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

Intimidate	Stealth	Initiative
3	2	1d6
2d10	1d10	

After maturing and hatching from its pupae, most qatil emerge as females measuring three feet from stinger to head. They are oversized, wingless insects distinguished from the males by their yellow stripes, which are smaller and greater in number.

They immediately seek out the nearest male qatil to fertilize their eggs. Once fertile, they seek out a body of water in which to deposit their brood. During this time, they are hypersensitive to potential threats and will strike preemptively to ensure a chance for their unborn by injecting them into the victim.

**DEADLY STING** ② SKILL: Melee DAMAGE: 5d6  
The female qatil strikes with its stinger, which *paralyzes* the target for 1d4 rounds.

**VICIOUS SLASH** ② SKILL: Melee DAMAGE: 4d6+1  
The qatil lashes out at its target with its clawed forelegs, causing 1 point of *bleed* for 1d4 rounds and knocks the target *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.

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

**MANY FROM ONE:** When a female qatil dies with fertilized eggs still inside, 1d6 qatil larvae burst out.

**PARASITIC IMPLANT:** If the qatil's eggs are fertile, it's deadly sting attack injects 1d4 eggs into the target. If the eggs are not removed with a Medicine check made against a UC of 5 per egg, they hatch in one week, immediately reducing the character to 0 health.

# RHACHIS

HEALTH	ARMOR
44	5

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

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

Rhachis are freakishly agile humanoids with a single arm projecting from the center of their chest with a hollow fang on the end designed to pierce bone and suck out marrow and spinal fluids. They have strong legs, each as long as the rest of their body that maintain a squatting posture when the creature is not chasing after a target. Their head is little more than a sloping, featureless lump marked by a pair of slits that mark its nostrils. There are no eyes and no mouth, but its sense of smell allows them to track prey up to half a mile away. They communicate with each other via a rattling or clicking sound they generate while breathing. When attacking they are undisciplined, stabbing wildly and slurping up whatever fluids they encounter. Blood and viscera they spit back at their prey in a powerful and disorienting stream. Rhachis do not relent until their prey ceases to move.

## BONESPEW ② SKILL: Ballistic DAMAGE: 4d6

The rhachis pressurizes residual blood in its digestive system, spraying bits of bone at high speeds at an enemy. Anyone adjacent to this creature when this attack is used is *deafened* for 1 round.

## SPINEFEAST ④ SKILL: H2H DAMAGE: 5d6+1

The rhachis stabs its single hollow-boned arm at its target multiple times, causing massive hemorrhaging. Roll the Attack and Damage check twice and apply the results of each. Additionally, each successful attack inflicts the victim with one point of *fatigue*.

**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.

**ENHANCED MOVEMENT:** Increases Stride to Agility + 4

**HASTE:** Rhachis have 6 AP.

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

# SANDMAN

HEALTH	ARMOR
39	5

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

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

The sandman is a favorite “scary story” for Wretched mothers who are desperate to wrangle some obedience from their children. These mothers threaten to leave their mischievous youths alone in the Wastes to fall prey to the sandman. “Don’t you dare shut your eyes,” they warn, “lest he eat you in your dreams, and suck out your soul!” More often than not, it works, but more importantly, this anecdote is frighteningly close to the truth.

The sandman is ‘Human’ only by the loosest definitions of the word. He looks much like a sunburnt, starved corpse at first glance with leather-dry skin stretched taut over bulbous joints, a malnourished belly, and a sharply protruding rack of ribs. His eyes are either so deeply sunken that light cannot find them or are missing entirely, and the skin around their sockets is charred black in radial streaks. His jaw dangles loosely, unfettered by tendons, and sways side to side with every lurching stride.

Physically, the sandman poses little threat, and has no desire for a tangible meal; no, he much prefers to feast upon his victims’ dreams, nourishing his weak frame with their psychic energies.

## DISCIPLINE ②+ SKILL: Psy DAMAGE: Varies (KINESIS/ILLUSION)

Sandman has an effective rank of 4 in both the kinesis and illusion disciplines and may perform any of their sleights.

## HOLLOW STARE ② SKILL: Psy DAMAGE: 4d6+1

The sandman looses a torrent of psychic energy that, in addition to damage, renders the target *unconscious* for 2d4 rounds.

## THOUGHT FOR FOOD ② SKILL: Psy DAMAGE: 4d6

Looming over those it has knocked *unconscious*, the sandman wrenches apart its victim’s mental defenses in order to feed on their thoughts. This assault leaves the target *confused* 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.

**PSY (KINESIS & ILLUSION):** A sandman has an effective rank of 4 in both the kinesis and illusion disciplines.

# SANGUINE KNIGHT

HEALTH	ARMOR
63	9

**23** SIZE: Large GENUS: Humanoid  
SENSES: Daysight

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

Only the gods know the number of lives lost to war. The sanguine knights are the incarnations of those souls discarded on the battlefield. They are veterans of a thousand battles and of a single battle waged a thousand times over. They possess two dire instincts: a soldier's grit, and intent to kill everyone.

Also known as warborn, they are unmistakable, giant warlords comprised entirely of blood. In one or both hands they wield their weapon of choice, their blades and hilts blood-forged in the fires of loss. Blood oozes down them in viscous sheets, dripping from contours of armor and boots, or spattering in wide arcs with every swing of the arms. Every drop that falls away to the ground audibly sizzles, boiling with the anguish of the dead as it struggles to reunite with its brethren. Inevitably, every last bead makes its way back to the sanguine knight.

## HOLLOW STARE **2** SKILL: Psy DAMAGE: 4d6+1

The sandman looses a torrent of psychic energy that, in addition to damage, renders the target *unconscious* for 2d4 rounds.

## BONESPEW **2** SKILL: Ballistic DAMAGE: 4d6

The rhachis pressurizes residual blood in its digestive system, spraying bits of bone at high speeds at an enemy. Anyone adjacent to this creature when this attack is used is *deafened* for 1 round.

## ENGULF **3** SKILL: Melee DAMAGE: 3d6+3

A unique grapple maneuver. The knight draws the opponent into their body and begins *suffocating* them. When this succeeds, the knight is free to engage additional targets. Victims may still attempt Disengage checks on their turn to free themselves.

**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.

**BLOODBORNE:** When any of the sanguine knight's opponents drop to half health it's health is restored by 5. This lasts for the remainder of the encounter, and can be gained once per enemy present in the encounter.

**MULTI-GRAPPLE:** The sanguine knight may grapple one additional target.

**IMMUNITY (BLEED):** The sanguine knight ignores the effects of *bleed*.



# SKATHE

HEALTH	ARMOR
43	6

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	4	6	2	9	3	3
1d8	1d10	1d10+1d6	1d6	2d10+1d4	1d8	1d8
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	2	5	N/A	7	2	N/A
1d10+1d4	1d10+1d6-1	2d10+1d8+1	n/a	4d10	1d10+1d4	n/a
Resolve	H2H	Resolve	Intimidate	Stealth	Initiative	
5	5	5	3	2	1d8	
2d10+1d4	2d10+1d8	3d10+1d6	1d10+1d6	2d10		

Skathe are psychic parasites that feed on the negative emotions of Feneryans. They are drawn to places that attract suicidal and emotionally drained individuals, such as cliffs overlooking the Maw or Bogdoran slave camps. They take control of a host by luring them to a secluded area and slipping past their eyes to take up residence in their brains.

Once they've established themselves in a host, they begin to spread their influence, taking control of other weak-minded Feneryans, or weakening minds until they are ready to be subjugated. Once subjugated, the victims, known as withers (page 228), can be freed only by slaying the skathe. Withers obey the commands of their skathe unerringly, but have no volition. They can't do anything without the instruction of their master. Their sole purpose is to defend the skathe while it reproduces. The skathe is dormant during this process, which leaves it and its host vulnerable. Once the skathe has grown large enough, typically after three to six weeks, the replicant splits off, removes itself from the host, and sets off to establish its own kingdom of withers.

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

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

## KISS OF DEATH **3** SKILL: H2H DAMAGE: 6d6

When the skathe finds itself in dire straits, it will attempt to grapple the nearest opponent, wrapping its tendrils around the opponent to siphon life from them. If successful, it gains health equal to half the damage dealt. If this kills the target, they become a wither (page 228).

## WAIL OF THE DEAD **2** SKILL: Ballistic DAMAGE: 4d6

The parasite's host grabs hold of the target and channels its psychic force with enough strength to cause physical and mental harm. The target's Toughness is reduced by 1 for 1d4 rounds.

**CALL CREATURE:** The skathe calls 1 wither (page 228) 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.

**ENHANCED STAT (WILLPOWER):** The skathe has gained a bonus rank to Willpower.

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

**PSY (KINESIS):** The skathe has an effective rank of 4 in the kinesis discipline.



# SKYWHALE

HEALTH	ARMOR
71	11

28 SIZE: Massive GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	11	6	3	5	10	3
1d10+1d6	2d10+1d8	1d10+1d6	1d8	1d10+1d4	2d10+1d6	1d8

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
2	10	5	N/A	N/A	7	N/A
2d10	5d10+1d4+5	2d10+1d8-5	n/a	n/a	4d10+1d4	n/a

Resolve	H2H	Resolve
5	9	5
4d10	3d10+1d8	2d10+1d6

Intimidate	Stealth	Initiative
6	2	2d10+1d6
3d10	2d10	

**BODY SLAM** ② SKILL: H2H DAMAGE: 6d6  
If the target is a vehicle, the gunners and other offensive crew lose their balance and are unable to shoot for 1 round.

**PIERCING CRY** ② SKILL: Ballistic DAMAGE: 6d6  
Skywhales sing in beautiful harmonies to communicate. When threatened, their mighty sounds can be weaponized, injuring and deafening everyone within 50 yards.

**SWALLOW** ② SKILL: H2H DAMAGE: 5d6+1  
If the target is at least 2 sizes smaller, the skywhale can enclose them in their mighty jaws, chew them up, and spit them out. They can spit victims up to 4 \* Strength in yards.

**COUNTERATTACK:** After damage is dealt to the skywhale, if in range, it can retaliate with a basic attack once per round.

**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.

**FLEE:** After a surprise action, roll a d6. If the roll is even, the skywhale may move 6 times its stride as a free action to attempt to flee combat.

**HASTE:** The skywhale has 6 AP per turn.

**IGNORE TERRAIN:** Skywhales move over difficult terrain without hindrance.

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

These great beasts are a rare sight to spot in the skies of Feneryss. Found in groups called pods, these skywhales feed off of tall trees and flying animals that stray too close to their mouths. They lackadaisically float through the air via a ballast system in their chest cavity. These beasts are able to breathe air into both their lungs and a secondary air bladder. Using this bladder, the whales “exhale” air in large gusts to keep themselves afloat and navigate the skies. Couple that with hollow bones, they are light enough to seemingly “float” in the skies. Normally, skywhales sleep in the skies by keeping a rhythmic breathing pattern to keep itself in place. As babies, they do not possess this ability and are often found hidden on top of mesas and mountains until old enough. Young skywhales are precious commodities, protected at all costs and rarely spotted in the wild.

Their leathery stark gray hide does well to disguise themselves as fast moving clouds when alone, but as a pod, the sight is astounding. The skywhales have four leathery fins attached to tiny limbs keeping these massive creatures balanced in flight as well as help them turn in the skies. Their eyes are as large as dinner plates, and their mouth is riddled with enough teeth to even harm a dragon with a bite.

All that said, skywhales are peaceful creatures who attempt to flee from their few aerial predators. Prior to airships becoming as popular as they are, the denizens of Feneryss could fly up next to a pod and pet them or toss them food. Nowadays, skywhales flee from airships and on rare occasions, attack and cripple airships before flying away. On the rare occasion, skywhales have been seen taking down a dragon as a pod and feasting upon its remains. It has been speculated that pods of skywhales are a Dragon’s only true adversary of the skies, aside from the talented Shades.

I stood at the starboard rail, the growing wind of the approaching storm tugged at my leathers and sent the ship’s tension lines and lightning rods to thrumming. On the horizon, a storm head approached. My intense gaze was focused on the approaching storm, not with the apprehension most captains would feel at such a storm but anticipation. The raging lightning storms of the glass forest were feeding grounds for sky whales, and I intended to drive this ship into the teeth of the storm at the first flashing blue glints of a skywhale’s bio-luminescent storm glands. An image flashed into my mind, a pod breaching the cloud cover, a young bull on the edges with fresh talon-like scars down its flank. The image was the look-out’s call. I turned to the wheel deck, where Remie stood with her hair whipping in the wind.

Her eyes gleamed a vibrant green and energy seemed to emanate from her as the ship lunged and rose to her Command. The gentle growl of the ark-drive became a snarl as she laid on power and angled the ship into the storm. If anyone owned the heart of this ship, it was her. Her magic’s and tinkering weaved through every facet of the Shade Wolf, and it leapt to obey her like no other. I arrowed the image to the crew and issued my orders. I could not compete with the roar of the wind or the roar of the ship but spoke to the hearts and the minds of my men. For, if the ship belonged to my sister, the crew belonged to me. “Signal the ground crews, affix lanterns to anchor chains and drag lines. Ready the harpoons and grapples. You’ve seen our prize... Now let’s bring it down!” In unison men, Shade and Wretched raised their minds and voice into the approaching storm. The deep throated baying of wolves by the Wretched and men were joined by the telepathic howl of the Shade. The hunt had begun.

— EXCERPT FROM REMUS CASSIAN’S JOURNAL

# SMOKE REAVERS

HEALTH	ARMOR
31	2

**2** SIZE: Large GENUS: Beast  
SENSES: Thermal Vision

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

These heavily shrouded beasts are the embodiment of dread itself; each tripod creature is perpetually surrounded by an inky, smoke-like film that obscures their true form and location. Should an attacker become entangled in the film, they fall victim to illusions of dead or dying loved ones attacking and accusing them of unthinkable transgressions.

**ENVELOP** **2** SKILL: Ballistic DAMAGE: 4d6+1

The reaver vents a huge plume of their iconic shroud in a 1-yard radius. In addition to the effects of Reaver's Shroud, any caught within suffer damage from the toxic fumes.

**VISCERA TWIST** **2** SKILL: Melee DAMAGE: 5d6+2

If desperate, a smoke reaver will grab at its prey with the twisted entrails of its body and squeeze at them with significant force, crushing most anything in an instant.

**EXTRACT OF RAGNAROK:** These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

**IGNORE TERRAIN:** Smoke reavers may move over difficult terrain without hindrance.

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

**REAVERS SHROUD:** The smoke after which these creatures are named blinds and suffocates anything caught within. Smoke Reavers are immune to the effects of their own shrouds, or that of other reavers.

**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.



# SNARLER

HEALTH	ARMOR
60	8

**19** SIZE: Large GENUS: Beast  
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	7	8	3	4	5	3
1d10+1d4	1d10+1d8	2d10	1d8	1d10	1d10+1d4	1d8
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
2	7	6	N/A	N/A	2	N/A
1d10+1d8	3d10+1d6	3d10+1d6	n/a	n/a	1d10+1d8	n/a
Resolve	H2H	Resolve				
4	9	4				
2d10+1d8	2d10+1d4	1d10				
Intimidate	Stealth	Initiative				
5	2	1d10 + 1d4				
2d10+1d6	2d10+1d6					

The snarler is a rare and solitary feline hunter. It is feared and respected by the Shades who share its home in the Glass Forest and hunt it only when necessary. It is six-legged with a furless gray hide that blends well with the mirror shine of its surroundings. Thickly padded and thumbed paws make it an excellent climber, even among the jagged spires and a fearsome combatant when its prey refuses to accept their fate. Its prehensile tail it wields like a whip to trip up larger foes and ensnare smaller ones. After capturing its prey, the snarler often eats them whole by separating the two mandibles of its lower jaw.

Its sight is lacking, but a superb sense of smell more than compensates for this shortcoming. However, this strength comes with a glaring weakness: overpowering aromas can stun or drive away the beast, making it easy to kill or capture.

**CONTRICT** **2** SKILL: H2H DAMAGE: 6d6+2

The snarler whips its tail to attempt to grapple an opponent 2 yards away.

**ENGULF** **2** SKILL: H2H DAMAGE: 6d6

The snarler's jaw unhinges as it attempts to eat a medium or smaller target. If the attack is successful, both the snarler and opponent roll a Physical Resolve check. If the opponent fails, they are engulfed by the snarler and lose half their actions.

**DIGESTIVE CALAMITY:** If an opponent has been engulfed by the snarler, they may make a Physical Resolve check once per round against the snarler's Physical Resolve to escape. If they fail, they take 4d6 damage and remain engulfed. Others may, for 2 AP, attempt to make an Athletics check against the snarler to attempt to free the engulfed victim.

**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 MOVEMENT:** The snarler's Stride is equal to its Agility + 4.

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

**MULTI-GRAPPLE:** The snarler is able to grapple one additional target.

# REMNANTS

## ABSOLOX

HEALTH	ARMOR
68	15

**19** SIZE: Large GENUS: Humanoid  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
10	6	6	6	6	7	1
2d10+1d6	1d10+1d6	1d10+1d6	1d10+1d6	1d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
10	3	8	N/A	N/A	3	N/A
5d10	2d10+1d4+1	3d10+1d6-1	n/a	n/a	2d10+1d6	n/a

Resolve	H2H	Resolve
6	7	6
3d10	3d10+1d4	

Intimidate	Stealth	Initiative
6	3	1d10+1d8
4d10	2d10+1d4	

While Ragnarok is little more than a false god to the Vampires, they acknowledge the existence demons. Deep in the subterranean caverns of Feneryss, one of these demons, Absolox, was born of the collective souls of the Vampires' cannibalized victims. It is said to be a lanky, shadowy creature black as rage with eyes that beam with the vibrant colors of revenge and soulfire. Its gaunt features perpetually shift between expressions of terror and anguish which are accompanied by a chorus of dissonant screams and wails.

It prefers isolated targets, and appears by leaking from their victim's eyes, then flays them; skin from nerve; nerve from muscle; and muscle from bone. It is said that if someone witnesses one of its kills, Absolox curses the observer with a desire to imitate his ghastly murders.

### BUTCHER'S BLOCK **3** SKILL: H2H DAMAGE: 7d6+4

Absolox knows full and well that it will wipe eternity clean of the Vampires, it is the only possible outcome. So, with that in mind, it chooses its targets methodically, dismembering each one in a new way to inflict pain and terror so that it is a unique experience for each victim.

The first time a victim is touched by Absolox, they immediately begin to *suffocate*. Additionally, each time a victim is struck by this attack, they gain 3 points of *paranoia*.

### LIQUID ESSENCE **3** SKILL: Melee DAMAGE: 6d6+3

Absolox marks its victim and begins draining their blood from every orifice. This process also begins to slowly liquefy their bones and muscle tissue, eventually turning the victim into nothing but a bag of skin and sinew.

After being marked, each round a move action is taken, their Agility is reduced by 1. Maintaining this mark requires 3AP per turn and Absolox may only mark one target at a time. If a target is released of the mark they regain all of their Agility in the following round.



**ARMOR:** Absolox gains armor equal to half its Toughness.

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

**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.

**HASTE:** Absolox has 6 AP per turn.

**INCORPOREAL FLIGHT:** Absolox travels from victim to victim in the form of a nigh invisible spectre and can travel through the air, as well as solid objects at will. However, this is not an unlimited ability. Noc'shala can repel Absolox with a UC 8 Mental Resolve check. On success, he is banished and flees haphazardly in the opposite direction.

**REGENERATION:** Absolox heals 1d6 health every round.

# ANNALIS MISELLUS

24 **SIZE:** Medium **GENUS:** Fragment  
**SENSES:** Daysight

HEALTH	ARMOR
62	15

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	5	6	10	10	6	3
1d10	1d10+1d4	1d10+1d6	2d10+1d6	2d10+1d6	1d10+1d6	1d8

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0	5	5	10	10	3	N/A
1d10	2d10+1d6	2d10+1d8	5d10	5d10	2d10+1d4	n/a

Resolve	H2H	Resolve
7	3	7
3d10	2d10+1d4	4d10+1d4

Intimidate	Stealth	Initiative
5	3	1d10+1d6
2d10+1d6	2d10+1d4	

In every version of the legend of Annalis Misellus, it is also known as the Historian of All Time, and a psychic emissary of Ragnarok. Annalis Misellus is a bulbous multi-limbed creature that hordes a vast wealth of knowledge. It plucks out and consumes the eyes of every creature it finds, to see everything they have seen, and know all they have known. It does not desire to kill but will go to any length to collect on its obsession. The most popular tales claim that one is able to strike a bargain with Annalis Misellus and trade information for knowledge of the past, but be warned that meager offerings will be repaid with a swift death.

## CASTING (ALL) 2 SKILL: Arkāna DAMAGE: Varies

Annalis Misellus has an effective rank of 10 in all schools of arkāna may use abilities of each.

## DISCIPLINE (ALL) 2+ SKILL: Psy DAMAGE: Varies

Annalis Misellus has an effective rank of 10 in all psychic disciplines and may perform any of their sleights.

## OCULAR EXTRACTION 3 SKILL: Psy DAMAGE: 7d6

Singular in its purpose as Historian, Annalis seeks to extract the eyes of every sentient creature it encounters, especially those of power and importance. Upon finding a target of interest, Annalus psychically tears a single eye from their socket from a range as far as 6 yards. The victim immediately suffers 1 point of *fatigue* but also gains a talent called *Sight of Omens* (shown below).

## THE PAIN OF SENTIENCE 2 SKILL: Psy DAMAGE: 6d6

Annalis Misellus subdues all characters within a 1-yard radius, *blinding* them for 1d4 rounds and bestowing 5 *paranoia* to each of them.

**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.

**EXTRACT OF RAGNAROK:** These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

**FORGED OF ARKĀNA:** Annalis Misellus expelled from Ragnarok in the Leyline Heart, where the streams of pure and viscous arkāne essence gather. It is innately entwined with the development of all arkāne knowledge and thus is considered to have 10 ranks in each casting school.



**LEARN FROM HISTORY:** Annalis Misellus can reflect upon its knowledge of history to anticipate the actions of its enemies. Regardless of the situation, for the purposes of initiative Annalis Misellus acts as an entity separate from any other creatures, and always wins initiative.

**PSYKIC PLASTICITY:** The mind of Annalis Misellus is ever changing. Warping and stretching to accommodate newly acquired knowledge. This has brought with it a boundless propensity for the psychic arts, which Annalis Misellus employs frequently to its benefit. It is considered at all times to have 10 ranks in each psychic discipline.

**SIGHT OF OMENS:** The victims of Annalis Misellus gain a unique sight in their missing eyes, which shows them horrors beyond imagining. They are frequently exposed to the dark opposite of whatever good may appear before them. To look upon another living thing may show its death in agonizing detail. Every session this sight persists inflicts its victims with 1 point of *paranoia*.

Currently, the only method of depriving these tortured souls of this vision is through pain, most typically bloodletting or ritual scarring. If a victim of this talent damages themselves for 1d6 damage that bypasses armor at the start of each session, they may bypass the *paranoia* gain until the beginning of the next session.

## NEMZUL'S NOTE

During my final trip to Neroth as the Lokori ambassador there, my airship was struck from the skies by a most rapacious firestorm. It consumed ship and sailors alike, with only a handful of us spared its total wrath. For my luck, I was left half a leg less, severed raggedly just below the left knee. My fate accepted, I was surprised to encounter what I know now to be Annalis Misellus. In exchange for my intimate knowledge of Lokoran, I was granted a way to stymie my wound and preserve my life. It was then I committed myself to the study and report of Feneryss's beasts, both mundane and mythical.

# DRAGON WHELP

HEALTH	ARMOR
81	18

**21** SIZE: Large GENUS: Dragon  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
11	10	8	5	4	7	1
2d10+1d8	2d10+1d6	2d10	1d10+1d4	1d10	1d10+1d8	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
10	7	5	N/A	N/A	7	N/A
5d10+1d4	4d10+1d4+1	3d10+1d4-1	n/a	n/a	3d10+1d6	n/a

Resolve	H2H	Resolve
5	3	5
3d10+1d8	2d10+1d8	3d10+1d8

Intimidate	Stealth	Initiative
8	3	1d10+1d8
4d10+1d8	2d10+1d8	

As fearsome as their adult counterparts, dragon whelps are rarely seen throughout most of the world, although they may occasionally be spotted wandering outside Dragonskeep, or south near the Glass Forest. These youngsters are clumsy, scampering on two winged forelimbs while using their two muscular hind legs for the majority of their momentum. Due to their underdeveloped senses, they are very aggressive, often lashing out at friend or foe alike. Their primary defense is a long, counterweighted tail that can be used to bludgeon would be attackers. Although they are rarely seen, dragon whelps are highly sought after not only for their hides but for study as the whelps are the only version of dragons that is the same across all sightings.

## EMBER **2** SKILL: Ballistic DAMAGE: 8d6+1

Even young dragons can unleash incredibly powerful flames from their mouths which can obliterate almost anything in a 3-yard line.

## LASH OUT **3** SKILL: Melee DAMAGE: 4d6

When cornered, the dragon whelp will thrash about at all opponents in a 1-yard radius, knocking them back 1 yard and also knocking them prone.

## TERROR SCREECH **2** SKILL: Ballistic DAMAGE: 4d6

The dragon whelp unleashes an ear shattering screech that inflicts 2 paranoia to anyone in a 1-yard radius.

**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:** Dragon whelps gain armor equal to their Toughness.

**HASTE:** Dragon whelps have 6 AP per turn

**IMMUNITY (VARIOUS):** The dragon whelp cannot suffer from the following conditions: *stunned*, *blinded*, *ablaze*, and *bleed*.

# DROSS WHALE

HEALTH	ARMOR
63	9

**15** SIZE: Colossal GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	8	6	6	5	6	1
1d10+1d6	2d10	1d10+1d6	1d10+1d6	1d10+1d4	1d10+1d6	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
8	8	4	N/A	N/A	3	N/A
3d10+1d6	4d10+7	2d10+1d6-7	n/a	n/a	2d10+1d4	n/a

Resolve	H2H	Resolve
5	3	5
3d10+1d4	2d10+1d4	2d10+1d6

Intimidate	Stealth	Initiative
8	3	1d10+1d6
3d10+1d6	2d10+1d4	

The dross whale is a hulking biomechanical leviathan whose massive girth is propelled across the land with uncanny quickness on a multitude of sharp-tipped mechanical legs that are grafted onto the bottom of its body. While its main body in general shape resembles a massive crustacean, it is clearly some manner of aberrant construct. Its skin is a patchwork amalgamation of assorted colors and textures of flesh, stitched together along various winding lines. It is interspersed with occasional holes that show a twisting interior composed of organs intermixed with machinery and tunnel-like capillaries. The smell of raw meat and oils emanate in a cloying mix. Dross whales prowl ruins and fields of junk that lie between bastions of civilization, devouring piles old machinery and living beings that come too close to their foraging grounds with equal gusto.

Within the cavernous frames of dross whales lurk numerous servants, called keelmenders (page 220), who maintain its inner systems. While they lack grand designs or the ability to enact complex plans or goals, dross whales possess an innate cunning. They are canny enough to restrict their territory to regions far enough from major cities to avoid massed attempts to eliminate their presence.

## IMPALE **2** SKILL: Melee DAMAGE: 8d6

The dross whale tramples its target, attempting to crush them.

## SWIPE **2** SKILL: Melee DAMAGE: 6d6

The dross whale swipes at its victims with its legs, knocking anything in front of it back 5 yards.

**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:** The dross whale gains armor equal to half its Toughness.

**BIOMOD (ENVIRONMENTAL ADAPTATION):** The dross whale's The character's body has developed a subdermal thermal mesh that helps them resist the harsh environment. As such, they treat any environmental hazard as being one UC category lower than it is to a minimum of the weakest category. This does not lower the UC of the environmental hazard but rather lessen the effect on the dross whale.

**IMMUNITY (PARALYSIS & STUNNED):** The dross whale cannot be *paralyzed* or *stunned*.

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

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



# IMPEDANCE

HEALTH	ARMOR
59	11

**16** SIZE: Medium GENUS: Undead  
 SENSES: Soulsight, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	5	8	10	5	1
1d10	1d10+1d6	1d10+1d4	2d10	2d10+1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	5	5	7	8	3	N/A
1d10+1d8	2d10+1d8	2d10+1d6	3d10+1d8	4d10+1d6	2d10	n/a

Resolve	H2H	Resolve
5	3	5
2d10+1d8	2d10	3d10+1d8

Intimidate	Stealth	Initiative
5	3	1d10+1d4
2d10+1d4	2d10	

**CASTING (PRIMALTHEURGY)** ② SKILL: Arkāna DAMAGE: Varies  
 The Impedance has an effective rank of 4 in the school of primaltheurgy and may use any of its abilities.

**DISCIPLINE (KINESIS)** ②+ SKILL: Psy DAMAGE: Varies  
 The Impedance has an effective rank of 4 the kinesis discipline and may perform any of its sleights.

**MIND NUMB** ③ SKILL: Psy DAMAGE: 7d6  
 As the Impedance searches through its target's mind, their memories become inverted so that your good memories feel like nightmares and nightmares seem comforting. On a successful hit, the target gains 2 *paranoia* then makes a Mental Resolve check against the Impedance's roll. On failure, the target turns against its friends for 2 rounds and attacks them instead.

**ARKĀNA (PRIMALTHEURGY):** Impedance has an effective rank of 4 in the school of primaltheurgy.

**INVERSE REACTION:** While not attached to a body, the Impedance only takes damage from magical sources and is immune to physical. Once the Impedance has claimed a body for its own, it no longer fears arkāne attacks and only takes damage from physical sources and is immune to magic.

**PSY (KINESIS):** The Impedance has an effective rank of 4 in the kinesis discipline.

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

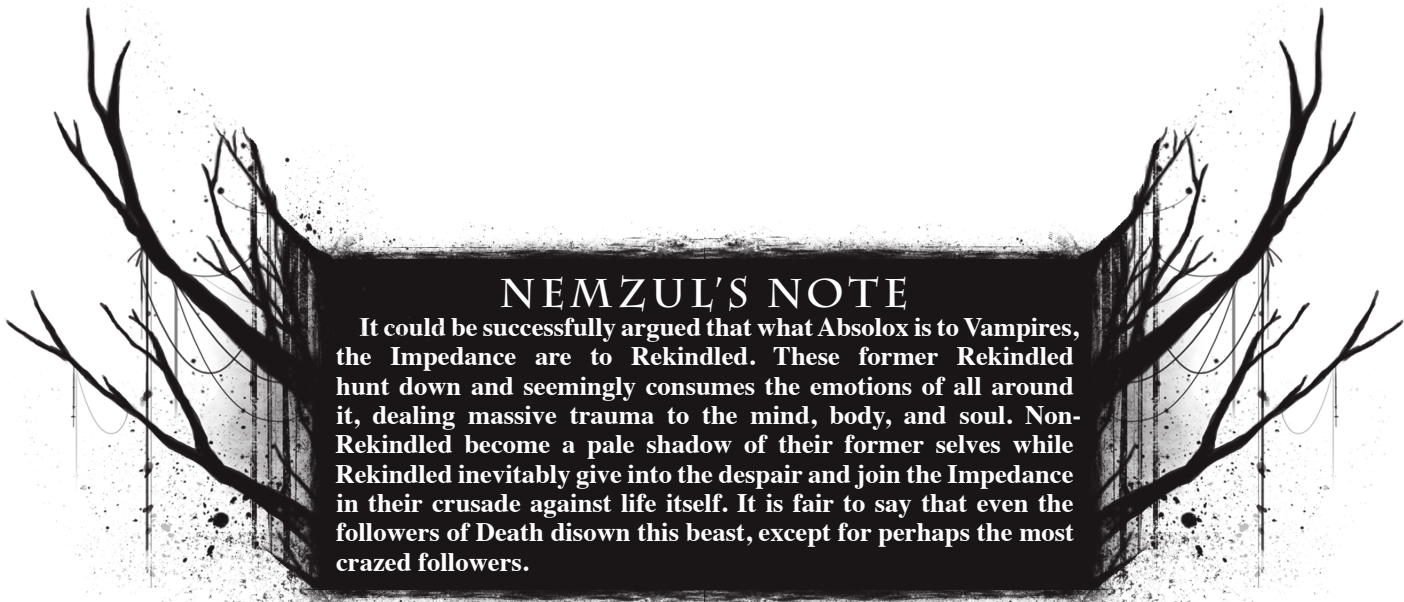
**TREMORSENSE:** The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number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

Impedance is the name given to the stalker of the Rekindled. Most who have encountered an Impedance claim that it appears as a blinding ball of white light with misty, milky tendrils seeping out from the light. However, the Rekindled witness an entirely different appearance, seeing a corporeal ball of broken dreams and nightmares.

In truth, the Impedance were Rekindled whose death and rebirth tapped them into the deep well of despair and hatred that oozes from the Lost Abyss. Driven mad by such emotions, they seek out the ones who suffered a much kinder fate.

When it attacks, the Impedance appears to grapple its target, boring into its mind, and attempting to fill its target with the same tortured emotions that pervade its existence. If left unchecked, it will convert a Rekindled into another Impedance. The results of the attack on a non-Rekindled will leave the target as a mere husk of its former self, a being devoid of all emotion and will.

What little is known about the Impedance is that their own numbers reflect that of the Rekindled. They are incorporeal and invulnerable to normal weapons, fearing only the powers of the arkāne until they attach to a target. Once attached, they are capable of sustaining physical damage but no longer take damage from magical sources.



## NEMZUL'S NOTE

It could be successfully argued that what Absolox is to Vampires, the Impedance are to Rekindled. These former Rekindled hunt down and seemingly consumes the emotions of all around it, dealing massive trauma to the mind, body, and soul. Non-Rekindled become a pale shadow of their former selves while Rekindled inevitably give into the despair and join the Impedance in their crusade against life itself. It is fair to say that even the followers of Death disown this beast, except for perhaps the most crazed followers.



# KRAVAA

HEALTH	ARMOR
57	10

**15** SIZE: Large GENUS: Beast  
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	6	8	5	7	6	1
1d10+1d4	1d10+1d6	2d10	1d10+1d4	1d10+1d8	1d10+1d6	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	7	5	N/A	N/A	3	N/A
2d10	3d10+1d4+1	3d10+1d4-1	n/a	n/a	2d10+1d4	n/a

Resolve	H2H	Resolve
5	9	5
2d10+1d8	4d10+1d4	3d10
Intimidate	Stealth	Initiative
7	3	1d10+1d6
3d10	2d10+1d8	

Kravaa are elongated, multi-pedal creatures that possibly originated in the Demon's Walk. On their lower section of their body, they have a dozen long, slender legs that place it roughly four to five feet off the ground. The rest of the body makes it stand in total about 20-25 feet tall and the body, overall, about three feet wide. The kravaa is covered in bone-like exoskeleton and thick, scaly hide underneath the bones. Along the front upper body are rows of semi-vestigial arms, that act as chelicerae and contain a paralytic agent. The arms are still used if it has to crawl or to hold its dead victims while it eats. The head of the kravaa is armored and lacking any visual sensory organs but can sense thermal signatures with its multiple pit organs along its head. Its mouth is overflowing with long pointed teeth, stretching back unnaturally far into its head and giving the kravaa an unnerving smile. While it does not actually use its mouth for digestion, but just to injure or kill resisting prey, it does have an open digestion system. At its center straight down the body is a highly absorbent organ that seeps with digestive acids, slowly sliding its prey down the track until there is nothing of use left.

### DEATH GRIP **3** SKILL: H2H DAMAGE: 8d6+1

The kravaa grapples its prey and crushes them for easier digestion. Victims gain 2 *fatigue* and lose 1 action for 1d4 rounds.

### PARALYZING STING **2** SKILL: H2H DAMAGE: 5d6

The kravaa relies in-part on applying a powerful sedative to *paralyze* its prey for 1d4 rounds.

**HASTE:** The kravaa has 6 AP per turn.

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

**REACTIVE FLESH:** For every 2 times the kravaa takes damage, it gains 1 point of armor until the start of its next turn.

**REGENERATION:** The kravaa heals 1d6 health every round. This can be taken multiple times to increase the number of dice per round.

**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.

**UNASSAILABLE:** The kravaa can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.

# LAND KRAKEN

HEALTH	ARMOR
80	17

**28** SIZE: Massive GENUS: Beast  
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	8	10	9	10	7	1
1d10+1d6	2d10	2d10+1d6	2d10+1d4	2d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
3	8	7	N/A	N/A	3	N/A
2d10+1d4	4d10+5	4d10+1d4-5	n/a	n/a	2d10+1d6	n/a

Resolve	H2H	Resolve
8	7	8
4d10	4d10+1d4	4d10+1d6
Intimidate	Stealth	Initiative
10	3	1d10+1d8
4d10	3d10+1d4	

This psychic creature haunts the interconnected caves around Neroth. With its plethora of slimy tentacles, The land kraken, as it is called, preys on anything that ventures too close to its domain; pulling the unsuspecting prey into the darkness. Other than a mass of tentacles, it is hard to pinpoint this creature's appearance. At first, the Neroth city watch thought the travelers and explorers to be insane as the creature appeared differently to each of the few survivors. However, enough people have gone missing that the city watch has taken upon itself to warn travelers and explorers to avoid sleeping in caves as this beast is a creature of opportunity. All those who have born witness to this creature remember terrible dreams the night of the attack and are permanently scarred thereafter from this horrific encounter.

### BEYOND THE DARKNESS **2** SKILL: Psy DAMAGE: 6d6

The land kraken expels pure gelatinous psychic essence at its prey, damaging all within a 1-yard radius.

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

The land kraken has an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

### SPIN CYCLE **2** SKILL: H2H DAMAGE: 7d6+1

The land kraken spins its body, striking everything in a 1 yard radius, knocking anyone in the area back 1 yard and *prone*.

### TENTACLE GRASP **4** SKILL: H2H DAMAGE: 6d6+1

The land kraken grapples a target up to 3 yards away.

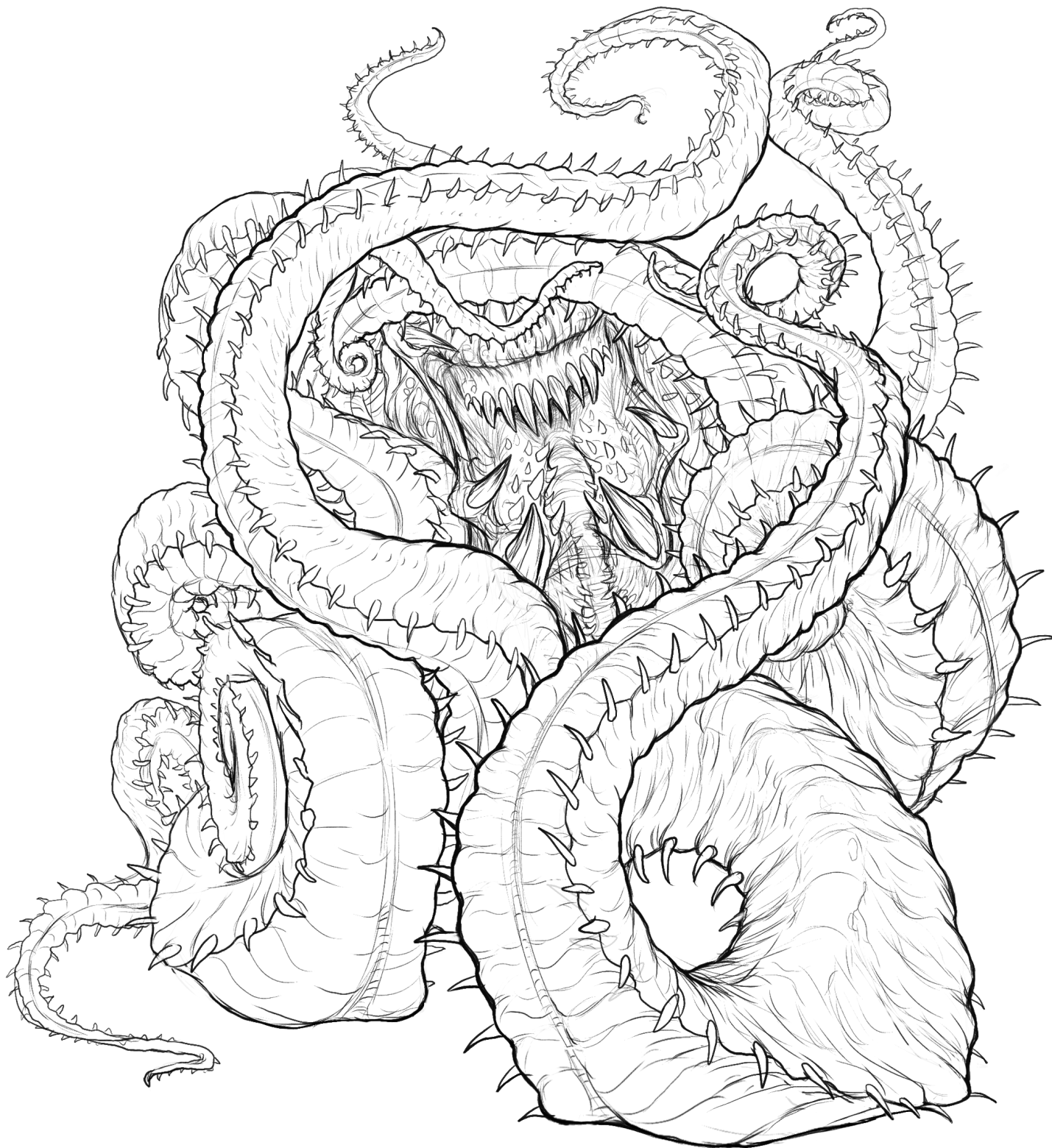
**DARKSIGHT:** Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

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

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

**PSY (KINESIS):** The land kraken has an effective rank of 10 in both the kinesis and illusion disciplines.

**UNASSAILABLE:** The kravaa can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.



### NEMZUL'S NOTE

While surveying Rydriect lodge's lands today, my team and I happened upon a cavern not mentioned in prior records. I detailed its exterior while a pair of men went to determine its dimensions. There was a sound that no words currently exist to describe, so I shall create one now: there came a screlching sound as of a lumbering and meaty substance dragging metal across stone. There came also the shouts of one of the scouts, but it was quite brief-- brief enough that I remain uncertain that I ever heard it. The cave is explicitly marked in our charts to avoid at all costs. I personally advise providing a wide berth to all cave mouths in the north.

# THE LAST

HEALTH	ARMOR
81	18

**31** SIZE: Large GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	8	7	13	10	7	1
2d10	2d10	1d10+1d8	3d10+1d4	2d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
8	7	8	12	N/A	3	N/A
4d10	3d10+1d8+1	3d10+1d8-1	6d10+1d4	n/a	2d10+1d6	n/a

Intimidate 10 4d10+1d6	Resolve 7 3d10+1d8	H2H 3 2d10+1d6	Resolve 7 4d10+1d4	Stealth 3 2d10+1d6	Initiative 1d10+1d8
	Initiative 1d10+1d8				

Formerly a necromancer of unparalleled skill and esteem, the Last is a result of his swift and terrifying descent into madness. It began with his discovery that samples from the dead contained chemicals not present in living samples. He hypothesized that it carried the life force of the deceased and that sufficient quantities could properly revive the dead, even a stitch. After repeated failures with the dead, he wanted to see its effect on the living. He injected himself and was given a vision: in it, a great stitch of impossible size and wearing his face lie upon a monolith awaiting the return of the sun.

He awoke beside his operating table and immediately set to the task of preparing himself for what was assuredly the future. He grafted a new stitch to his body and began kidnapping and killing the homeless of Pulse to extract these chemicals and witness more visions of the future. He was driven out shortly thereafter. In the decades since, the Last has become a towering hybrid of man and stitch. Their systems are almost perfectly interwoven, with redundant organs extending his lifespan indefinitely and enhanced muscle structures increasing his strength to inhuman levels.

## CASTING (NECROMANCY) 2 SKILL: Arkana DAMAGE: Varies

The Last has an effective rank of 10 in the school of necromancy and may use any of its abilities.

## SEISMIC SMASH 2 SKILL: Melee DAMAGE: 7d6+6

The Last smashes everything in a 3-yard radius, making the area difficult terrain.

## DEBILITATING TOUCH 2 SKILL: Melee DAMAGE: 12d6+1

The Last can release built-up necromantic energies when he hits something. Living things have been known to visibly age and die after contacting this brute.

**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.

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

**ARKANA (NECROMANCY):** The Last has an effective rank of 10 in the school of necromancy.

**REGENERATION:** The Last has fully mastered its own anatomy and heals 1d6 health every round.

# LAZARUS

HEALTH	ARMOR
69	19

**23** SIZE: Massive GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	6	7	8	7	8	4
1d10+1d6	1d10+1d6	1d10+1d8	2d10	1d10+1d8	2d10	1d10

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
8	9	5	N/A	N/A	8	N/A
3d10+1d6	3d10+1d8+5	3d10	n/a	n/a	4d10	n/a

Intimidate 7 3d10+1d4	Resolve 7 3d10+1d4	H2H 3 2d10+1d4	Resolve 7 3d10+1d6	Stealth 3 2d10+1d4	Initiative 2d10
	Initiative 2d10				

Wretched legend lists the Lazarus as one of the three beasts that shake the world. The legend goes on to say that it is immortal and bears the thousand scars of a thousand deaths. It lives in the Ashlands, swimming through the sands like a hamour in water, and this is what causes the earthquakes of the Ashlands. It surfaces every few hundred years to test the strength of the Wretched. Should their chosen warrior fail they will forfeit their right to occupy the surface and Lazarus will bury them all under miles of sand, deep in his realm. Defeating Lazarus shall banish him to the depths of the dunes once more to bide his time until their next battle.

It is described as reptilian with bleak gray scales, a toothless jaw strong enough to devour mountains, and clawed feet as large as a man and sharper than the best steel. Once it wore a great shell that was supposedly impenetrable, but was shattered by one of its challengers.

There are other mythos that center around Lazarus outside the Wretched culture that say it is a unique type of Old World giant, a servant of the Lost Abyss sent to consume the upper world, or even the vanguard for Ragnarok's second coming.

## BELLOW 3 SKILL: Ballistic DAMAGE: 6d6+6

The Lazarus lets out a massive roar which unleashes a torrent of ash, knocking any targets back 1 yard and also knocking them *prone*.

## EARTHLY BLOW 3 SKILL: Melee DAMAGE: 6d6+6

The Lazarus pounds on the ground, creating difficult terrain in a 3-yard radius around itself. Anyone caught in this area is knocked *prone*.

**ARMOR:** Lazarus gains armor equal to half its Toughness.

**COUNTERATTACK:** If Lazarus suffers damage and the attacking foe is adjacent to them, it 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.

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

**SANDSWIMMER:** Lazarus is capable of submerging beneath the dunes of the Ashlands, swimming as if through water. In combat he can move in and out of the sands as part of his move actions.

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

# NEMESIS

HEALTH	ARMOR
65	14

**14** SIZE: Huge GENUS: Mechanical  
SENSES: Thermal

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

These abominations assemble themselves from corpses and emanate a persistent black plume of decay and pestilence. They embody death's malice, seeking out and destroying any living beings that they can, purely for spite. Nemesis persistently charge across the landscape closing the gap between itself and its victims with ease, bellowing in tones low enough to shatter bone and rock alike. It is often said that the last thing their victims see are a pair of spiteful red eyes, glaring out of the black smoke.

**BELLOW OF THE WASTE** **3** SKILL: Ballistic DAMAGE: 4d6

With intense fury and rage the nemesis lets out a deafening bellow at those in front of it. Those 6 yards in front of the nemesis are *deafened* for 1d4 rounds.

**GRASP OF AGONY** **5** SKILL: H2H DAMAGE: 9d6

The nemesis reaches out and strikes a foe at a range of up to 2 yards away causing the *paralyzed* condition for 1d4 rounds. On a critical hit, the nemesis automatically grapples the target of large or lower and throws them a distance up to its Strength in yards. If thrown at opponents, they have the opportunity to make a Dodge check or be knocked *prone* and suffer 1d6 × Strength in damage. The enemy that was thrown cannot react and lands *prone*.

**ARMOR:** Lazarus gains armor equal to half its Toughness.

**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.

**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.

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



# PAINBEARER

HEALTH	ARMOR
59	11

**16** SIZE: Huge GENUS: Humanoid  
SENSES: Tremorsense

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

This behemoth is the guardian of the Realm of Pain and the High Priest of the Flagellant. While roughly Humanoid, this creature bears a crown of blades and spikes embedded into its skull. The Painbearer's body cavity and internal organs are exposed; each rib is broken, pinned, and attached to one of its six weaponized arms. Each arm is a twisted spire of serrated brands embedded through each elbow and protruding through the base of each wrist. The Painbearer covers ground in no time, moving on feet that fold over onto themselves and calves that have been broken to form a reverse joint.

**BLOODSTAINED HURRICANE** **2** SKILL: Melee DAMAGE: 8d6

The Painbearer spins around attacking all enemies adjacent to itself, knocking them back 1 yard.

**LIMB WHIP** **3** SKILL: Melee DAMAGE: 7d6+2

The Painbearer strains its tendons, and snaps its limbs at its target, inflicting them with *beggar's gift* and 2 points of *fatigue*.

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

**BEAR WITNESS:** Any round the Painbearer takes damage, it may use 1 AP during its next turn to distribute *paranoia*, equal to the damage taken, among anyone it designates.

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

**PAIN REINVIGORATE:** Once per encounter, the Painbearer absorbs all the *paranoia* that may be afflicting its enemies and gains health equal to that amount.

## PAIN LEGION

The Pain Legion is a secretive society comprised of the victims of Annalis Misellus, the Historian of All Time. To avoid the curse afforded to them through the Sight of Omens, they regularly partake in rituals of self-mutilation. It can be argued that they worship the mythological horror known as the Painbearer. Through their masochism, they regain a semblance of vision in their missing eyes. Every cut and abrasion, displays a flash of reality though a bloodstained lens. The holiest of the Legion inflict pain to the point of near death simply to retain their vision for minutes at a time. The one who can withstand pain the longest takes the title of Ocularist. In spite of these singular goals, it is common practice to sabotage rivals into withstanding less pain in order to become Ocularist.



# QATIL (MALE)

HEALTH	ARMOR
60	11

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

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	5	7	6	4	4	1
2d10	1d10+1d4	1d10+1d8	1d10+1d6	1d10	1d10	1d4

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
9	5	8	N/A	N/A	3	N/A
4d10+1d4	2d10+1d6	3d10+1d8	n/a	n/a	1d10+1d8	n/a

Resolve	H2H	Resolve
3	3	3
2d10	2d10+1d6	1d10+1d8

Intimidate	Stealth	Initiative
6	3	1d10
3d10+1d6	2d10+1d6	

If two or more qatils in a cluster of eggs mature, one will be male and the rest are female. The male is required to fertilize the eggs of the females before they lay them. Otherwise, his primary duty is to establish territory near water for them to continue to breed safely.

The male is typically four to five feet in length and is the only phenotype that possesses wings; there are six to keep its great mass aloft. Four of its six legs are clawed for combat compared to the female's two, and it also possesses the stinger. Its body is black with large and uneven yellow stripes.

### POISONOUS STING ③ SKILL: Melee DAMAGE: 4d6

The male qatil stings its opponent, which causes the victim to lose 1 action for 1d4 rounds. Victims are also infected with *Drunkard's Blight*.

### VICIOUS SLASH ③ SKILL: Melee DAMAGE: 5d6+2

The male qatil slashes with its stinger, inflicting *bleed* and paralysis 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.

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

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

**ENHANCED COMBAT SKILL (DODGE):** The qatil has 1 bonus rank in the Dodge skill.

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

**REGENERATION:** The qatil heals 1d6 health every round.

# RAVIGINIS

HEALTH	ARMOR
89	21

**36** SIZE: Massive GENUS: Fragment  
SENSES: Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	12	7	4	12	7	10
1d10+1d6	3d10	1d10+1d8	1d10	3d10	1d10+1d8	2d10+1d6

Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
10	9	3	N/A	N/A	10	12
4d10	5d10+1d4+5	2d10+1d6-5	n/a	n/a	4d10+1d4	5d10+1d6

Resolve	H2H	Resolve
8	3	8
5d10	2d10+1d6	5d10

Intimidate	Stealth	Initiative
7	3	1d10 1d8
3d10+1d4	2d10+1d6	

A behemoth of a creature, when it holds itself up it can reach 10 stories tall. Raviginis is thought to be a sort of divine proxy of Ragnarok, foretelling of his coming, that was either unable to fully form in this world or otherwise was severed during its traverse across dimensions. Even in its monstrosity large state, it is still only half its stature. Its lower half is splayed open, gushing fire and fury with every beat of its demonic heart. It has 2 armored arms from its shoulders and an additional 4 double-jointed lower limbs made of solidified magma that will occasionally liquify and reform, leaving behind molten magma. Jets of fire shoot out in rhythmic patterns from multiple points along its body. Its head is somewhere between goat-like and equine but with distinctive features. No eyes, large protruding horns where its eyes should be. Underneath its toothed jaw lies another extendable jaw that opens horizontally, similar to mandibles, that it uses to latch onto its prey while eating them.

### BREATH OF THE ② SKILL: Ballistic DAMAGE: 6d6+6 NETHER

Raviginis releases a torrent of billowing, unnatural fire from his mouths, hitting all in a 9 yard line.

### MOLTEN SHED ② SKILL: Ballistic DAMAGE: 4d6+2

Raviginis sheds one of his legs to leave behind a 3-yard radius pool of lava.

### TRUE SMITE ② SKILL: Melee DAMAGE: 9d6

Far beyond the boundaries of mortal marshals, true smite punishes all believers and non-believers alike. Inflicts 2 points of paranoia.

**CONVICTION:** The Raviginis has an alignment the aspect of fire. It has an effective conviction rank of 10 and gains access to miracles and auras in accordance with that rank.

**EXTRACT OF RAGNAROK:** These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

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

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

# SCORN OF ALL

HEALTH	ARMOR
79	15

**25** SIZE: Colossal GENUS: Fragment  
 SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	10	6	6	10	10	1
1d10+1d8	2d10+1d6	1d10+1d6	1d10+1d6	2d10+1d6	2d10+1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
7	8	3	N/A	N/A	8	N/A
3d10+1d6	4d10+1d6=7	2d10+1d4-7	n/a	n/a	4d10+1d6	n/a

Intimidate	Resolve	H2H	Initiative
	8	6	
9	4d10+1d6	3d10	2d10+1d6
	4d10	3	
	Stealth		
	3		
	2d10+1d4		

**ACIDIC CONstriction** ③ SKILL: H2H DAMAGE: 7d6+3  
 When an unlucky soul is within the Scorn of All's reach, they are *grappled* by numerous tendrils. Acid seeps through the Scorn of All's tendrils and into the target. If successful, the victim suffers *acid burn* for 1d4 rounds.

**CHURNING BITE** ③ SKILL: Melee DAMAGE: 8d6  
 When the Scorn of All latches onto its victim, they become *paralyzed*. This is due to the sheer strength of the Scorn of All's mighty jaws.

**DARKFIRE** ③ SKILL: Ballistic DAMAGE: 6d6+6  
 When a target is out of reach, the Scorn of All spews sticky acid from its tendrils. If the target was flying, it falls to the ground taking fall damage. Flying or not, the target is trapped until it spends 2AP to break free.

As the Reckoning unfolded and the doorway began to open, shards of Ragnarok began to spill through. Part of Ragnarok's own spirit started to seep into our world before the ritual failed, amputating a minor aspect of the dark god. The Scorn of All, as it has been called, is a spectre that feeds off light and the very essence of life itself. As the Scorn of All passes over a settlement, it extends a multitude of tendrils to seek out and invade the hearts and minds of any people it touches; slowly feeding on their hopes, dreams, and personalities, leaving them as little more than emotionless husks.

**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.

It is said that only a marshal of Light can pierce the veil of such a darkness, although not without consequence. Should the Scorn of All begin to lose its grip on its victims, it unleashes torrents of an abomination called Darkfire, which can destroy the strongest of armors and overwhelm the most resolute and guarded of minds.

**ENHANCED STAT (TOUGHNESS):** The Scorn of All's Toughness has been increased by 1 (accounted for).

In the time spent feeding on its victims, light sources begin to dim. Twisted, writhing spectres coalesce, haunting each victim until the Scorn of All departs. Once it has had its fill, it imparts terror and madness to each of its victims, for no other reason than to bask in their torment.

**EXTRACT OF RAGNAROK:** These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

**REGENERATION:** The Scorn of All heals 2d6 health every round.

**SENSE OF ALL:** Due to the Scorn of All's closeness to Ragnarok, it has an innate ability to sense everything around it despite a lack of eyes and ears. This ability lets the Scorn of All perceive everything around itself, be it underground or in the air in a radius of 100 yards.

**UNASSAILABLE:** The Scorn of All can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.

## NEMZUL'S NOTE

The Scorn of All is aptly named for it is arguably the greatest abomination of the known world. I laid eyes on the effects of its touch just once, and that is more than enough for ten lifetimes. A town bereft of life, yet nary a sign of struggle. It cannot be fought. Flee from your loves and your friends. Sprint to the heart of civilization. When you get there spew madness in the hopes that someone might take pity on your dismal town and obliterate it with the full might of a dreadnought barrage or three. Otherwise, you may as well close your eyes and open your arms for Tae'k's embrace.



# CHAPTER 9: LEXICON

