

MONSTER ABILITIES

MONSTER RANK: A monster's rank is roughly equivalent to character rank when comparing combat capability, although this can vary considerably with different classes. A group of three to four characters can usually handle a single monster about 2 ranks higher, but this also varies depending on the types of characters.

MASTERY POINTS: Monsters have fewer mastery points than characters ($\frac{1}{8}$ INT for rank 1, $\frac{1}{4}$ INT for rank 2, $\frac{1}{2}$ INT for rank 3+), but they are shared among the entire group of monsters.

MONSTER ABILITIES: Monsters have a variety of abilities, some of which are similar to character abilities (but work as described here), others of which are unique to monsters. The most common monster abilities are listed here, but some specialized abilities are listed under the actual monster descriptions.

UNARMED ATTACKS: Any unarmed attack (strikes, claws, grabs, etc.) listed under a monster's attacks do lethal damage and do not provoke opportunity attacks against armed opponents.

ACTIVE COMBAT ABILITIES

CHARGE (MAJOR)

This creature can charge, using a melee attack, as long as it moves at least one region. The target is knocked down if hit (unless the target is significantly larger), in addition to any normal damage. A charge cannot be dodged or parried.

COUNTERSPELL (MINOR)

This spell is used as an active defense against any spell targeted at anything in the same region, with a minor interrupt action. A success completely counters the spell and no effect occurs (even on others). Can also be used to counter an on-going spell or effect.

CURSE (MAJOR)

This ability makes the target disadvantaged on any roll they make. Roll vs. PRE; the curse lasts a number of rolls equal to the number of successes (cumulative with multiple castings).

ENTHRALL (MAJOR)

This attack vs. PRE allows the attacker to control the actions of the target for a turn. These actions cannot be directly suicidal, unless the number of successes is very high—at least five.

FEAR (MAJOR)

This ability causes the target to run in fear for a number of turns equal to the number of successes (roll vs PRE). The target must move away from the caster as much as possible and can only make attacks against targets that would prevent them from fleeing. If there is nowhere to run, the target can defend, but cannot attack.

FLAME BLAST/BREATHE FIRE (MAJOR)

Engulfs a region in flames, with an attack vs. FOR, and causes anything flammable to catch on fire. Can be dodged by diving (ending up prone) into an adjacent region as a major interrupt action.

FROST BLAST/BREATHE FROST (MAJOR)

Covers a region with an icy blast, a lethal stunning attack vs. FOR, and makes it difficult terrain (half movement and defenses are disadvantaged) until melted. A powerful wind also knocks down any target that is also stunned by the attack. Can be dodged by diving (ending up prone) into an adjacent region as a major interrupt action.

ICY TOUCH (MAJOR)

This creature's touch is an attack directly against FOR. It can still be dodged, but cannot be blocked or parried.

ILLUSIONS (MINOR)

This creature can generate illusions (lights and sounds, creatures and people, etc.) with a minor action each turn. Illusions can make melee attacks and defend using the generator's PRE (and actions). Any damage to an illusory creature will "destroy" it. Roll INT vs. PRE to tell that something is an illusion (it still remains, though).

IMMOVABLE (MINOR)

This creature can spend a minor action to root itself in place, advantaging all rolls to resist being knocked down, pushed back, moved, or grabbed for the entire turn. Any attack that would cause one these effects in addition to damage or other effects would still have those effects, but the roll is still advantaged.

INSECT SWARM (EXCLUSIVE)

This ability summons a mass of swarming insects that attacks (roll vs. FOR) everything in a target region. It can be sustained and moved one region with an exclusive action, for a number of turns equal to half the caster's PRE die. Cooldowns only begin after it is completely finished.

INVISIBILITY (MAJOR)

This creature can become invisible with a major action, advantaging all stealth rolls. A perception roll is needed just to be able to attack (except area effect abilities), and any attacks are disadvantaged. Takes a minor action to sustain each turn, and ceases with any attack.

LIFE DRAIN (MAJOR)

This ability drains the target's life force with an attack vs. PRE. Every hit point drained heals the caster. If the target dies as a result, a second target can be drained with a minor action.

LIGHTNING BOLT (MAJOR)

This is a regular ranged attack, but cannot be dodged or parried. If successful, another target in the same region can be hit, continuing until a target is missed. A given target can only be hit once.

POISON

This attack only applies poison (roll against FOR); it does not do damage by itself. Each success with a poison attack adds a point to the target's "poison total", which is cumulative. Roll a FOR die at the end of any turn you have a non-zero poison total, losing 1 HP if the roll is less than or equal to the total. Otherwise, no HP are lost and the total drops by one (the poison is gone at a total of zero). If the victim falls unconscious while poisoned, no further rolls are made, but the survival roll when the encounter is over is divided by the victim's poison total.

PARALYTIC POISON

This works just like the Poison ability above, except if a point of damage is done the victim is partially paralyzed and can only take one action a turn until the poison wears off. A second point of poison damage fully paralyzes the victim and they can take no actions. If a victim ends up "badly wounded" while paralyzed, they will remain partially paralyzed until they fully heal.

VIRULENT POISON

This works just like the Poison ability above, except in addition the victim loses 1 HP for every action they take while they are poisoned.

SILENCE (MAJOR)

This spell can silence a target with a roll against PRE. Each success silences the target for one turn.

ABILITY MODIFIERS

ATTACK MODIFIERS

Monster attack abilities often have some additional modifiers listed. **Auto:** happens automatically every turn. **Free:** free action. **AE1, AE2, etc.:** hits number of regions listed. **R1, R2, etc.:** attack has the listed range. **T1, T2, etc.:** weapon can be thrown the listed range.

BURNING/FREEZING

Damage done by this attack (against FOR) is doubled, but is only applied at a rate of one hit point per turn.

COOLDOWN

Some monster abilities have a "cooldown". This means they cannot be used again until the turn they used the ability, plus an entire additional turn, has passed. They can only use the ability every other turn.

GRINDING

With a double success, a minor action can be used for a second attack against the same target. The target cannot dodge, parry, or block and their defense is disadvantaged.

KNOCKDOWN

This attack will knock down any target with a double success.

POISONED

Roll an additional free poison attack (see above) on top of the normal damage it the attack does, if it hits.

POISONED (PARALYTIC)

Roll an additional free paralytic poison attack (see above) on top of the normal damage it the attack does, if it hits.

POISONED (VIRULENT)

Roll an additional free virulent poison attack (see above) on top of the normal damage it the attack does, if it hits.

SHREDDING

If this bite attack hits, up to two additional claw attacks can be made against the same target using minor actions for each.

SPELL

If an ability's name (except Counterspell) includes the word "spell", then it is a visibly cast spell that Counterspell can defend against.

STUNNING

Stunning attacks do non-lethal damage, but half the normal amount, as only the 1st, 3rd, 5th, etc. successes count as damage. The 2nd, 4th, 6th, etc. successes cause the target to lose their next turn (next two turns for the 4th success, next 3 turns for the 6th success, etc.). A stunned character can take no actions except free basic defenses (no blocking, parrying, dodging, opportunity attacks, perception rolls, etc.).

SWALLOW (MINOR)

After a successful bite attack, use a minor action in an attempt to swallow the target (roll vs. FOR). If this reduces the target's HP to zero, they are swallowed and will die after one more turn (if the attacker is not killed and the target immediately extracted). If the swallow does not reduce the target's HP to zero, it fails completely.

SWEEPING (EXCLUSIVE)

With an exclusive action, this melee attack can roll to hit every target in a region, until one of the rolls is missed. A normal melee attack against a single target can still be made with a major action.

ADDITIONAL ABILITIES

AMBUSH

If this creature makes a successful stealth vs. perception roll against an unaware target, the target's defense is disadvantaged and they cannot dodge, parry, or block (against physical melee or ranged attacks only).

AMPHIBIOUS

This creature can move on land as well as in water (use the normal movement rules when in water), can breathe under water, and takes no penalties for fighting under water.

DARKSIGHT

This creature can see in the dark, even if there is no light at all, and any rolls to resist blinding effects are advantaged.

EVASION

For any roll involving running, jumping, tumbling, climbing, or balance, this creature has advantage automatically. It can also dodge as a free action instead of a minor action.

FORMLESS

This creature has a physical body, but it is fluid and unstable. This allows it to squeeze through narrow passages and makes it immune to normal physical weapons and unarmed attacks, unless the attack targets FOR.

HUNTER

This creature has advantage when making perception and stealth rolls, and can substitute PRE for INT with these rolls. A perception roll lets it track humans, animals, and monsters, even days after they have left.

MINDLESS

This creature's behaviors are automatic and mindless. This makes it immune to any attacks or skills that target INT or PRE.

RAPID REGENERATION (MINOR)

This creature can recover 1 HP per turn, except for fire damage, with a minor action. If knocked out, roll a D4 at the end of its turn and on a 4 it will recover a single HP and wake up stunned. If killed, roll a D20 each turn and on a 20 it will recover and wake up. If at least half the damage done to the creature was fire or acid damage, they will not recover.

SHAPESHIFT (MINOR)

This creature can assume any roughly human-size shape with a minor action, even mimicking another person.

TUNNELING

This creature can tunnel through sand, earth, and rock with its normal movement actions. If underground for at least an entire turn, it can make an Ambush attack when it surfaces.

UNLIVING

This creature is not actually alive, meaning it does not need to breathe, eat, etc. (and is immune to poisons, diseases, etc.). It is destroyed at 0 HP and cannot recover. Attacks against unliving creatures with pointed weapons, arrows, bolts, and darts are disadvantaged.

X RESISTANCE

This creature is resistant to a particular type of damage or effect. Double all rolls to resist the listed effect.

X IMMUNITY

This creature is immune to a particular type of damage or effect and can ignore it completely.