

Pusillanimous Matron, AnVee

Recommended Level: 12

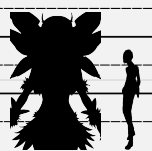
Upon completing the Jail and clearing AnVee's Trauma Room, the Users make their way to the Theater Room, where the Birdcage that once kept them out is now open. The inside doesn't match the outside at all: the room is minimalistic, dark, and sterile, save for a single spotlight shining down upon two Shadows. On the left: Lachesis, the final remaining sister. On the right: Titania, queen of the faeries. The rest of the room is dimly lit, barring the far side from sight. A voice calls out from the darkness:

You just couldn't accept my guidance could you? Don't you see how broken this world is? It needs someone to guide it, to nurture it. Choosing your own paths, walking them to the same end we all face, you need not concern yourselves with such dreadful things. I know that pain more than anyone, don't you know, so please, let me carry it for you. We're all going to carry our misery to the grave, so you may as well let me be the one to bring you there. At least my way, you won't have to think for yourselves. You can be free from the responsibility of living. What do you say?

As she finishes her final line, a soft light falls on the back of the stage, revealing a large fairy with horns and red eyes. She holds her hand up with her palms out in an offering of peace. If the Users reject her offer or attempt to initiate combat with her or either of the two Shadows, AnVee will pull back and frown as the lights go dark once more.

I see. I suppose some people just haven't run themselves dry yet. I'd let you go, but it seems you're intent on making everyone else's lives worse anyway.

After AnVee finishes speaking, roll for initiative. During combat, a thick darkness covers the back of the stage: those within this area are unable to be targeted by those outside it, and have +1 DDC to attacks from others within it. Squares within this area can be temporarily illuminated, removing these effects. If a Zenith of Radiance's range reaches into the darkness, those squares are considered to be illuminated while they remains within the Zenith's range. Additionally, Realized Fire and Light Spells and effects illuminate all tiles a target is on and all tiles adjacent to those for 3 rounds.



Pusillanimous Matron, AnVee (Monarch)

XII – The Hanged Man

Level 12

Hit Points: 360

Reward: Token of Humanity (Accessory, Special. Effect: +1 Empathy, Resist Light, Resist Dark)

Natural Skill: **Glimmers of Possibility (P)** — When AnVee spends a Luck Charge to increase the value of a roll, instead of applying the usual effect, add the count of remaining Luck Charges after activation to the affected roll.

STR	MAG	TEC	AGI	VIT	LCK
1	10	6	5	6	10



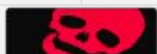
Weak



Resist



Resist



Resist



Reflect

A young woman twisted by doubt. She fears she cannot control her own path, so she has taken to copying others and stealing their Desires to control their futures.

Tacit Elegy (P): Each time AnVee takes damage, she gains 1 Luck Charge, up to her maximum.

I Know What You Are (P): Effects that AnVee casts ignore Type interactions granted by equipment.

Won't You Listen to Me?: Up to 3 targets within 7 meters. 60% Charmed chance. Any targets Weak to Status are Smitten instead.

Voice of Doubt: One target that AnVee can see that has a Weak Type interaction AnVee knows. On hit: 10d8 (45) damage of a Type that the target is weak to and AnVee recovers half the damage dealt as HP.

Bleak Future: All combatants, except AnVee. Automatically casts as an Interrupt the first time AnVee falls below 180 HP and cannot be cast other ways. Each target's Type interactions decrease by 1 step for the duration of combat. This is not a Debuff effect.

Pusillanimous Matron, AnVee can perform up to three Hetelic Actions per round.

Analyze Truths (Inserted) – Reveals all Type interactions of one target AnVee can see.

Stop Fighting Me! (Reactive) – When AnVee takes damage from a basic attack or spell, deal half the damage dealt to the Caster as Almighty damage.

Teasing Death (Reactive) – If AnVee would take damage from a Critical hit, she can spend a Luck Charge to automatically avoid that attack.

False Harmony (Inserted; Costs 2 Hetelic Actions) – One of AnVee's Type interactions changes to be the same as one target she can see for the next 3 rounds. This is a Buff effect that stacks with itself.

While in her Jail, AnVee can perform 1 Monarch Action at the end of each round.

Bury the Pain – AnVee restores HP equal to half the damage she took this round. At the end of the next round, cast *Remembrance of Pain* if possible.

Remembrance of Pain – Can only be cast if *Bury the Pain* was cast the previous round. All combatants take Psychic damage equal to the HP restored by AnVee through the most recent cast of *Bury the Pain*, ignoring Damage Reduction and Hetelic Resistances but not ignoring Type interactions.

Lost and Alone – AnVee chooses one target who hit her with damage that she was Weak to this round: that target is applied with the special *Blinded* condition until the end of their next turn, rendering the target unable to see beyond the tiles adjacent to it.



