

Extended Bestiary

The Lambda Effect

The Lambda Effect is reality-warping phenomenon that has been altering Shadows across the Metaverse, molding Shadows' forms, powers, and appearances. Their appearances do not differ as wildly as Alpha Shadows, but their differences should be immediately noticeable to anyone already familiar with the Shadow's traditional form. Aside from this, Lambda Shadows possess strong abilities that they can use to alter themselves. Lambda Shadows seem acutely aware of their differences to their cohorts and often take pride in it.

Mechanically, Lambda (λ) Shadows possess signature "Lambda Spells" that only they can obtain and use. These spells become apparent when revealing spells with a relevant Intel spell and have the curious property of remaining even when acquired through negotiation. Despite this, Lambda Spells are impervious to transfer and cannot be copied to a Spell Card or acquired by any other means. Lambda Shadows are not considered separate from their normal counterparts, so Users must choose one of the two to keep in their stock.

Additionally, Lambda Shadows are particularly aggressive compared to their counterparts, making negotiation considerably more difficult. The first time you successfully negotiate with any specific Lambda Shadow, instead of receiving a reward, that Shadow loses its Aggressive disposition. This negotiation may be bypassed if the Shadow is at or below 10% of its maximum HP. Subsequent negotiations with that Shadow function as normal but have a 1 point negotiation difficulty increase.

Burning Hel – λ

XII – Death

Level 17

Hit Points: 216

Spell Card: Ymir's Breath (T5 Ice)

Skill Bonus: +2 MAG, +2 TEC, +1 VIT

Natural Skill: **Burning Indignance** — Whenever damage you would deal to a target is reduced by a Type interaction, you may cast Hel's Fury as an Interrupt action if you know it.

Types



Dispositions:

Snobbish, Aggressive



It is said that Hel alone has the power to control Nidhoggr. Few realize the destruction she could cause should she ever decide to use that power to her own ends.

STR	MAG	TEC	AGI	VIT	LCK
1	9	9	6	6	2
Resist	Null	Weak	Drain		

Hel's Fury (T5 λ): Up to 1d4+1 targets within 5 meters. On hit: MAGd8+8 (48) Ice damage and 100% Stunned chance. You can choose to hit each target up to two times. If cast by the effect of *Burning Indignance*: the damage type becomes Fire.

Scorn of Helheim: One target within 6 meters. On hit: 9d12+2 (60) Ice damage. If the target is Neutral or Weak against Ice, they cannot declare movement actions until the end of Burning Hel – λ's next turn; moreover, if the target has Null, Repel, or Drain Ice, their Dark interaction decreases by 1 step for the remainder of combat.

Gatekeeper of the Veil: Burning Hel – λ permanently decreases one of her Combat Skills by 2 to add one Shadow of the Death Arcana that is below her level to combat at the end of the initiative queue. This effect cannot summon Hel, and the summoned Shadow gains the *Servant of Hel* passive spell.

Tyrant of Ice (P): When combat starts, Burning Hel – λ gains the effect of *Tarukajyne* (+4 STR, +4 MAG), *Rakukajyne* (Fortify Physical/Elements +24), or *Sukukajyne* (+4 TEC, +4 AGI), chosen by the Narrator, for 3 rounds.

Mistress of Ragnarök (P): When combat starts, Hel-Restrained, Nidhoggr – λ is summoned into combat, placed at the end of the initiative queue.

Hel-Bound, Nidhoggr – λ

X – Fortune

Level 16

Hit Points: 136

Spell Card: Ghastly Wail (T5 Status)

Skill Bonus: +3 TEC, +2 STR

Natural Skill: **Servant of Helheim** — Whenever you kill an enemy or a User enters Death's Door, you can spend your Interrupt action to decrease the Dark interaction of one target you can see by 1 step for 3 rounds. This is not a Debuff effect.

Types



Dispositions:

Chaotic, Aggressive



Even the terrible Nidhoggr must answer to Hel's call. Her dominion over the creature has changed it, giving it greater purpose than it ever had.

STR	MAG	TEC	AGI	VIT	LCK
7	1	10	8	4	2
Null	Drain				

Ghastly Maw (T5 λ): 1 target within 3 meters. On hit: STRd10+STR (45) Dark damage. Curse: 5TEC% (50%) Poisoned chance. If the target is already Poisoned, Ingrain.

Toxin of Ragnarök: Any number of targets Hel-Restrained, Nidhoggr – λ can see. On hit: 7d4 (24) Status damage and targets below 25% HP enter Death's Door instantly.

Always Gnawing (P): At the start of each other combatants turn, if that combatant is within 2 meters of Hel-Restrained, Nidhoggr – λ, they take 7d4 (24) Physical damage (no dodge) and 35% Poisoned chance.

Servant of Hel (P): This Shadow does not respond to negotiation while Burning Hel – λ is in combat.



Helelfrost – λ

XXII – The Fool

Level 22

Hit Points: 666

Spell Card: 2x Black Dracostrike Spell Card (T5 Dark: Mono, Dark, Death (A). Default. Instant. 1 target within 3 meters. On hit: STRd8 Dark damage and Weak: 6TEC% chance to instantly kill target)

Skill Bonus: +3 STR, +3 TEC, +1 LCK

Natural Skill: **Black Death** — All Users in combat have their natural interaction with Dark changed to *Weakness* as long as Helelfrost – λ is in combat.

STR
20



Reflect

MAG
1



Null

TEC
11



Drain

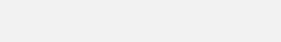
AGI
6



Null

Dispositions:

Childish, Aggressive



A rebellious Frost truly inspired by the Dark Lord. Although it's intentions are less than noble, it has taken on its original name as a means to call back to its former glory.

LCK
6



Resist

Fr-ho-zen Angels, R-hee-unite! (P): At the start of combat, Helelfrost – λ summons Lucifrost into combat at the end of the imitative queue. At the start of each of Helelfrost – λ.'s turns, roll 1d4 to summon either King Frost; Go-ho-lد Belt, Black Frost – λ; Lemon Frost – λ; or nothing. The summoned Shadow enters combat after Helelfrost – λ in the initiative queue.

G-ho Forth, Lambda L-hee-ague! (P): While 2 or more Shadows summoned by *Fr-ho-zen Angels, R-hee-unite!* are in combat, all Shadows summoned by it gain the effect of the Hee-Ho-rmation Formation (Once per combat, as a Free action: The next spell you cast deals (X + SKL) extra Fire or Ice damage (Caster's choice) where X is the number of Shadows summoned by *Fr-ho-zen Angels, Re-hee-unite!* in combat) and Helelfrost – λ can use its Interrupt action to change the damage of any unit's attack to Fire or Ice (its choice).

Black Drac-ho-strike: 1 target Helelfrost – λ can see. On hit 20d12 (130) Dark damage and Weak: 6TEC% (66%) to instantly kill target.

Fall for M-hee! (T6 λ): Any number of targets. On hit: STRd6 (70) Ice damage and instantly kills targets whose HP is above 25%. This is considered an Ice, Death Category spell.

The Great Supern-ho-va!: All combatants, except Helelfrost – λ. On hit: 5Xd10 (28/55/82/110) Nuclear damage where X is the number of times you have cast this spell this combat, up to 4.

