

**THISTLEFOLK THIEF**

T1+1 Leader

A cunning thief from the Thistlefolk, skilled in stealth and surprise attacks.

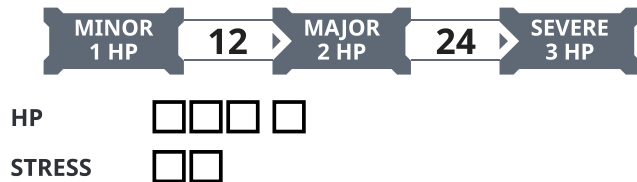
**Difficulty:** 16**Attack:** +4**Serrated Blade:** Melee | 2d6 + 4 phy**Motives & Tactics:***Steal, Ambush, Evade, Surprise*

## ----- FEATURES -----

**Back Off** - Action

**Spend a Fear** to make an attack roll against all targets within melee range. Any they succeed against are blasted backwards, dealing **3d6 + 4** magic damage and pushing them into far range.

## ----- HP &amp; STRESS -----

**CULT ADEPT**

T2 Support

An experienced mage wielding shadow and fear.

**Difficulty:** 14**Attack:** +2**Rune-Covered Rod:** Far | 2d4+3 mag**Experience:**

Fallen Lore +2

Rituals +2

**Motives & Tactics:***Curry favor, Hinder foes,**Uncover knowledge*

## ----- FEATURES -----

**Enervating Blast** - Action

**Spend a Fear** to make a standard attack against a target within range. On a success, the target must **mark a Stress**.

**Shroud of the Fallen** - Action

**Mark a Stress** to wrap an ally within Close range in a shroud of Protection until the Adept marks their last HP. While Protected, the target has resistance to all damage.

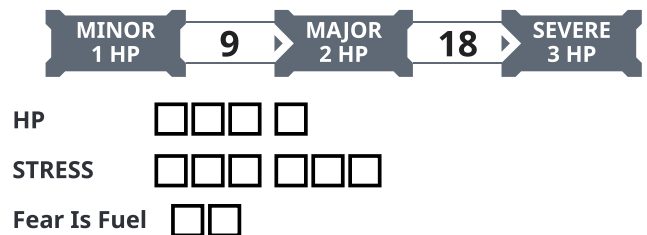
**Shadow Shackles** - Action

**Spend a Fear** and choose a point within Far range. All targets within Close range of that point are Restrained in smoky chains until they break free with a successful **Strength** or **Instinct** Roll. A target Restrained by this feature must spend a Hope to make an action roll.

**Fear Is Fuel** - Reaction*Uses: 2*

Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

## ----- HP &amp; STRESS -----



# MINOTAUR WRECKER

T2 Bruiser

A massive bull-headed  
firbolg with a quick temper.

**Difficulty:** 16**Attack:** +2**Battleaxe:** Very Close | 2d8+5 phy**Experience:**

Navigation +2

**Motives & Tactics:***Consume,**Gore, Navigate,**Overpower, Pursue*

## ----- FEATURES -----

**Ramp Up** - Passive

You must *spend a Fear* to spotlight the Minotaur. While spotlighted, they can make their standard attack against all targets within range.

**Charging Bull** - Action

*Mark a Stress* to charge through a group within Close range and make an attack against all targets in the Minotaur's path. Targets the Minotaur succeeds against take **2d6+8** physical damage and are knocked back to Very Far range. If a target is knocked into a solid object or another creature, they take an extra **1d6** damage (combine the damage).

**Gore** - Action

Make an attack against a target within Very Close range, moving the Minotaur into Melee range of them. On a success, deal **2d8** direct physical damage.

## ----- HP &amp; STRESS -----

HP ☐☐☐☐☐☐☐STRESS ☐☐☐☐☐