

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 & STRESS



HP



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 & STRESS



HP



STRESS



Fear Is Fuel



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 & STRESS -----

